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This the current official Collected Rulings File for the *Middle-earth: Collectible Card Game*. All content from ICE's last CRF (# 15) is in here and work is currently in progress on including the digests from ICE 579 up to CoE 30. This is a dynamic document: new clarifications made in the digests are included on a regular basis. Once we have worked through the back-log they will be included as soon as the dust has settled on them (about four weeks after publication). Out of respect for ICE's legacy no new (non trivial) errata will be issued, nor will any rules from ICE's last CRF be overturned.

- ≡ [Van] Current ruling made by Van Norton (ICE's last NetRep) after CRF 15 was made
- ≡ [CoE] Current ruling made by the CoE NetRep before August 2002
- ≡ [CoE <month>/<year>] Current ruling made by the CoE NetRep in the month indicated

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Turn Sequence Rulings

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- ≡ Untap Phase
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- ≡ Your starting company can only contain 20 points of unmodified mind.
 - ≡ Non-character cards duplicated in the character draft may not be placed into the play deck.
 - ≡ Your starting hand is eight cards, regardless of what characters you have at particular sites.
 - ≡ @ If different manifestations of the same character are revealed in the character draft, all copies will bounce. [Van] %
 - ≡ If a character from the starting pool is put in the deck after the character draft it always counts against the 10 character limit. [# If a character is put in the deck due to duplication in the starting company, then it does not count against the 10 character limit.]
 - ≡ You roll dice for the whole game [# or draw numbers for the whole game]

- ≡ Corruption checks triggered at the end of the untap phase happen after everyone untaps.

Choosing a New Site

- ≡ *Rules Erratum*: When a company splits, any of the resulting companies can move with region movement. Region movement is not limited to one company of a split.
- ≡ Any single site path cannot have more than one copy of a particular region.
- ≡ Any company may declare as its new site a site already on the table. That site will remain on the table at least until the end of that company's movement/hazard phase.
- ≡ Two companies may not start at the same site of origin and move to the same new site.
- ≡ Effects that are played during the organization phase, and depend on the site or site path of a moving company, create an effect which is not declared until the new site is revealed. If the site or site path is not of the appropriate type when the effect resolves, the resource has no effect. If the company has multiple movement/hazard phases on the same turn, the card applies separately to each phase, having an effect only if the correct conditions are met.

Followers

- ≡ A character cannot use a bonus to direct influence against *Blue Mountain Dwarves* to control characters with the home site *Blue Mountain Dwarf-hold*. The bonus only applies to the faction.
- ≡ Bonuses to direct influence against characters apply only once, not for each character.
- ≡ @ A character's direct influence must be greater than or equal to the mind attribute of another character to allow him to take control of that other character, even if the character's mind stat would be lowered once he /she became a follower. [CoE] %

Organizing Companies

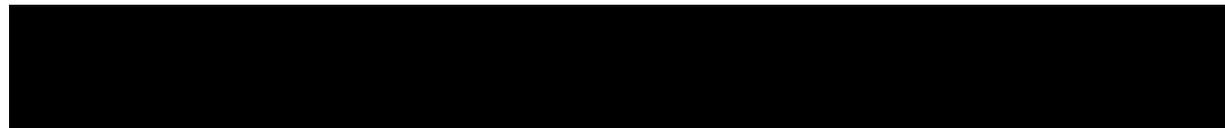
- ≡ When a company splits up, its player chooses which characters are the original company and which characters are a new company, unless otherwise directed by a card. All resource permanent-events played on the original company stay with the original company.
- ≡ Company composition changes that you 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.
- ≡ 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.
- ≡ You may transfer a character from one company at a site to another, without creating a third company.
- ≡ See also Rulings by Term, Company and Influence.

Playing Characters

- ≡ *Rules Erratum*: You may play a character even if you do not have enough influence to control them. However, if there are any characters you do not have the influence to control at the end of your organization phase, the character you brought into play this turn must be returned to your hand.
- ≡ If you play a Ringwraith at a non-Darkhaven site where there is one of your non-Ringwraith companies, one of the companies must move that turn. If both companies are still there at the end of the movement/hazard phase, discard the non-Ringwraith company.

Storing Items

- ≡ Minions who roll equal to or one less than their accumulated corruption when storing an item are only tapped.
- ≡ A minion who taps from a corruption check for storing/transferring an item still successfully stores/transfers that item.



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 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.
- ≡ 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.
- ≡ **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.
- ≡ **Annotation 25b**: Players drawing cards when a new site is revealed is synonymous with the resolution of the new site being revealed. It happens immediately, not in the following chain of effects.
- ≡ **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.
- ≡ 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.

- ≡ When you draw cards for movement, you may continue drawing cards until you either want to stop, or have drawn the number of cards allowed for the movement.
- ≡ 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.
- ≡ 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.
- ≡ If two companies join at a site, cards affecting one of the companies now affect them both.
- ≡ The same region (as in region card) may not occur twice in a single site path.
- ≡ A non-moving company's current site is considered its new site for card play.

Movement

General

- ≡ If a company does not move, it still has a movement/hazard phase. No cards are drawn based on the company's movement, and the only hazards that can be played on the company are events and creatures that can be keyed to the company's site.
- ≡ Lebennin and Ithilien are not adjacent, even though they look that way on some maps.
- ≡ If a company moves twice in one turn, resources played during the organization phase, like *Secret Passage*, are reapplied to the company at the beginning of each of their movement/hazard phases, if the conditions of the card are met.
- ≡ If both players have access to region movement, then neither player may be stopped from using region movement. Access includes region cards or an appropriate map.

Playing Hazards

- ≡ Some hazard permanent-events allow you to tap or discard them for an effect, and this does not count against the hazard limit unless specified otherwise on the card.
- ≡ 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.
- ≡ If a card must be keyed to two or more instances of a region type, those region types do not have to be consecutive in the site path.
- ≡ If you say you are done playing hazards and your opponent plays a resource before the movement/hazard phase ends, you may then resume playing hazards, assuming you have not yet reached the hazard limit.
- ≡ If a company is moving from a surface site to an Under-deeps site, hazards may not be played keyed to the region of the surface site.
- ≡ *Angmar Arises*, *In Darkness Bind Them*, and *Reaching Shadow* may not be used to play creatures keyed to double shadow-lands.
- ≡ A creature "played at" a site is the same as being "keyed to" the site.
- ≡ A creature "played at a site in" a region is the same as being "keyed to" the site by name.
- ≡ For the purposes of interpreting hazards, no Darkhaven or Haven has a site path except for *Geann a-Lisch*.

- ≡ 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.

Returning to Site of Origin

- ≡ If a company returns to its site of origin, its site path immediately disappears, and its movement/hazard phase immediately ends.
- ≡ An effect that returns a company to its site of origin may not be declared in the middle of an attack.
- ≡ *Rules Erratum*: If a company returns to its site of origin, it may do nothing during its site phase. A company failing its underdeeps movement roll is not effected by this rule.
- ≡ @ A company that gets sent back to its site of origin is not considered to have moved to that site this turn. [CoE] %

Combat

General

- ≡ Side effects of losing a character are resolved immediately after the character is lost, before other characters resolve their strikes.
- ≡ All strikes of an attack must be assigned before any are resolved.
- ≡ See also Rulings by Term, Ally and Body Check; and Turn Sequence, Site Phase, Company vs. Company Combat.

Attack

- ≡ **Annotation 12**: An attack is considered to be resolved and concluded when the final strike, all special actions resulting from the final strike, and the associated body check are resolved.
- ≡ **Annotation 13**: An attack may not be canceled once its strikes have been assigned. A strike may not be canceled once the dice-roll for the strike has been made.
- ≡ **Annotation 14**: A canceled attack has no effect on its target company, except that the company is considered in its history to have faced the 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. [CoE] %
- ≡ 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.
- ≡ Cards only modify attacks if they say they specifically mention attacks.
- ≡ When a minion company defeats an attack with no * by the MPs, the creature goes to the out-of-play pile belonging to the person who played the attack. They may still be taken as a trophy, but go to the appropriate out-of-play pile when the trophy is discarded.
- ≡ Excess strikes applied as -1 modifiers do not have to have their body defeated.

- ≡ 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.
- ≡ 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.
- ≡ @ You must play card(s) that allow your character to face multiple strikes before strikes are assigned. [CoE] %
- ≡ Attacks created by events are not keyed to anything unless specifically stated as being keyed to something on the card.
- ≡ There are three levels of cards which reassign strikes. Alatar is the top level, and overrides any other conflicting card which changes the assignment of strikes. Cards which say they "always" or "in all cases" change the assignment of strikes are the next level, and override any other conflicting effects except Alatar. Cards which say they change the assignment of strikes "regardless of ..." certain factors are the third level, and are overridden by all other effects from conflicting cards. If two effects on the same level conflict, the resource overrides the hazard.
- ≡ If an attack can not be cancelled, strikes from the attack may still be cancelled.
- ≡ An attack is considered faced by a company if it successfully resolves in its chain of effects.
- ≡ Attacks or strikes keyed by name to a region or site cannot be cancelled by effects which refer only to the type of the region or site.
- ≡ @ Between an attacks declaration and the assigning of the strikes there is time for multiple chains of effect. Thus you could for example make two attempts to cancel the attack or your opponent could use Hoarmurath for an extra strike, recycle him and add another strike. [CoE] %

The Strike Sequence

- ≡ **Annotation 16:** When a wounded character becomes unwounded, he is considered in his history to have been wounded and must face any special actions the wounding strike presented him.
- ≡ **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". [CoE] %
- ≡ @ Getting rid of an event that boosts the strike's prowess is affecting the strike, as per annotation 18. [CoE] %

- ≡ **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.
- ≡ **Annotation 20:** If more than one special action is to follow a strike, the defending player decides the order they are resolved.
- ≡ **Annotation 21:** A successful strike against a character is synonymous with that character being wounded; i.e., inverting a character card on the playing surface is not a separate action from the successful strike.
- ≡ Wounded characters only suffer a -2 prowess. In general, wounded characters are not considered tapped.
- ≡ Non-item prowess bonuses are applied in the order the player controlling the character decides.
- ≡ @ Using alternative stats in place of a character's prowess does not cancel the tapping/not-tapping prowess modifiers. [CoE] %
- ≡ If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful.
- ≡ There is time between the strike sequences to take actions that are otherwise legal.

General

- ≡ Items, factions and allies must be played during the site phase.
- ≡ There is no one resource card per site phase rule. However, the tapping of the site usually limits you to one card per site phase.
- ≡ The site taps upon successful play of the resource that would tap it.
- ≡ 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.
- ≡ You may only play a free minor item after playing an ally, faction, or item that taps the site.
- ≡ See also Rulings by Term, Item.
- ≡ Play of an ally, item, faction, or resource card which will normally tap the site must be after the company resolves all automatic, agent and on-guard creature attacks.
- ≡ @ 'Does not tap the site' is not equal to 'playable at a tapped site.' [Van] %
- ≡ @ Unless explicitly stated otherwise you need an untapped site to play an item, ally or faction and successful play taps the company's site. [CoE] %

Company vs. Company Combat

- ≡ The defender may take actions that affect the attack or any of the strikes. The attacker may only take actions that affect individual strikes.
- ≡ *True Fána* and *Sacrifice of Form* cannot be used in company versus company combat.
- ≡ Hazards have no effect on company vs. company combat.
- ≡ Only the defender is considered to be facing an attack, but all characters are considered to be facing strikes.
- ≡ Tapped defending characters choose their strikes after untapped attacking characters have assigned their strikes.
- ≡ Minion and hero companies can attack each other. Hero companies may not attack each other. A Fallen Wizard covert company is considered a hero company.
- ≡ @ If you can initiate company vs. company combat you can obtain kill points from it. [CoE] %
- ≡ See also Card Rulings, *Swarm of Bats*.

Automatic-attacks

- ≡ A card that can cancel an attack can cancel an automatic-attack, and this counts as facing the automatic-attack.
- ≡ Automatic-attacks added to a site are faced after the normal automatic-events for the site. Multiple automatic-attacks are faced in the order listed and/or resolved.
- ≡ Company composition and overt/covert status is checked before each automatic attack.
- ≡ Any character may tap to cancel one automatic-attack at his home site.
- ≡ 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.

Influence Attempts

- ≡ It is not possible to influence an item away from a Wizard or Ringwraith.
- ≡ You may influence a Hobbit if you are not at *Bag End*.
- ≡ A successful influence attempt on an opponent's resource does not tap the site.
- ≡ You may only make one influence attempt against your opponent's resources during each turn.
- ≡ When influencing factions across alignments, you roll against the number on the card in play that you are trying to influence away.
- ≡ For a Fallen-wizard, the resource revealed must match the alignment of the site at which the attempt is taking place.

On-Guard Cards

- ≡ *Rules Erratum*: An on-guard card may only be revealed if it could have also been played during the movement/hazard phase. This means all targets of the card must have existed during the movement/hazard phase in order for the card to be revealed.
- ≡ 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.
- ≡ 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. Note that this clarification is looser than the rule printed on page 61 of the Unlimited Rules book.

- ≡ A successful ring test does not allow an on-guard card to be revealed.
- ≡ You may reveal a card in response to an influence attempt against a faction even if the on-guard card only has an effect if the attempt is successful. You may also reveal a card in response to such an attempt that affects the actual influence attempt.
- ≡ Only declared or on-going cards and effects can be considered when determining the validity of revealing an on-guard card. Potential effects that have not been triggered cannot be considered.
- ≡ A card cannot be revealed that:
 - Returns a company to its site of origin.
 - Taps a company's site.
 - Potentially removes a character from a company, besides combat or corruption checks.
 - Forces a company to do nothing during its site phase.
 - Directly taps a character in the company.
- ≡ A card that potentially removes an ally from the company can be revealed, so long as it otherwise is legal.
- ≡ The on-guard card is not considered to be in any player's hand.
- ≡ When an on-guard card is revealed, it immediately ceases to be considered an on-guard card.
- ≡ Creatures may only be revealed on-guard if there is an automatic-attack at the site.
- ≡ If two companies are at a Haven, on-guard cards played on one company can only be revealed against that company, and can only affect that company (unless the hazard states it affects all versions of the site).
- ≡ See also Rulings By Term, Burglary Attempts.

- ≡ End-of-turn effects are triggered by the ending of the End-of-Turn phase. Once both players are done with all actions in the End-of-Turn phase, all End-of-Turn effects are declared and resolved in the order chosen by the current player. No further actions may be declared that turn.
- ≡ Cards may be played during the End-of-Turn phase after hand size has been reconciled.
- ≡ Replacing one site with another at the end of the turn counts as movement, without a movement/hazard phase.

- ≡ These rulings apply to any end game, whether it is the Free Council, the Audience with Sauron, the Day of Reckoning or the Day of Decision.
- ≡ Characters may tap to aid corruption checks, if they are in the same company.
- ≡ Long- and permanent-events still in play will still have an effect.
- ≡ 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.
- ≡ When determining if more than half of your marshalling points come from one type of marshalling point, ignore negative marshalling points. The easy way to do this is if one category is more than half of your positive marshalling points, reduce that category to equal all of your other positive marshalling point categories combined.
- ≡ To calculate marshalling points at the Free Council, follow these steps:

1. Total up the marshalling points for each category. The modifications from *My Precious*, factions played on a leader, and eliminated characters apply now.
 2. If your opponent has no points in a category then double your points in that category. Doubling does not apply to the Miscellaneous or Kill categories.
 3. If one of your categories accounts for more than half of your positive marshalling point total, reduce it so that it has the same number of points as the rest of your positive categories combined.
 4. Subtract any points that are subtracted from your total, including points from unique resources your opponent has duplicated in his hand.
 5. See also Rulings by Term, Under-deeps.
- ≡ Marshalling points that minions have at an Under-deeps site do not count for calling the Audience with Sauron, but do count at the Audience with Sauron.
 - ≡ You may only call the Free Council if you have met the deck cycling and marshalling point requirements, not if only your opponent has.
 - ≡ You may not receive kill MPs from a card you played.
 - ≡ MPs from special and minor items count as item MPs.

Rulings By Term

[A] [B] [C] [D] [E] [F] [G] [H] [I] [J] [K] [L] [M] [N] [O] [P] [Q] [R] [S] [T] [U] [V] [W] [X]
 [Y] [Z]

Actions

- ≡ Tapping a resource can only be done at a time when you could otherwise play a resource event.

Active Conditions

- ≡ An active condition must be in play or established when the action requiring it is declared. Active conditions serve as the price of an action. They are restrictions on the player invoking the action.
- ≡ **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.
- ≡ **Annotation 7:** If any other active condition for an action does not exist when the action is resolved, the action has no effect; if the action was playing a card from your hand, it is discarded.
- ≡ **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.
- ≡ Your opponent's resources may be the active conditions for your resources, but may not be the targets for your resources.
- ≡ If an "alternative" or "additional" effect does not have any "playable ..." conditions, then the "playable on ..." conditions from the primary effect of the card apply. The following cards are exceptions to this rule: *Gloom*, *Good Sense Revolts*, *Half an Eye Open*, *Heedless Revelry*, *Here is a Snake*, *In the Name of Mordor*, *Inner Cunning*, *Nobody's Friend*, *Withdrawn to Mordor*, and *Wolf-riders*.
- ≡ See also Rulings by Term, Target.

Agent

- ≡ *Rules Erratum:* A tapped agent may take an action to untap (i.e., move from tapped status to untapped status).
- ≡ *Rules Erratum:* An agent may tap to play creatures at a site if the company is moving to the site.
- ≡ *Rules Erratum:* Agent attacks against minions are always detainment.
- ≡ Playing a card that makes an agent attack is considered the attack's declaration.
- ≡ Agents are not creatures.
- ≡ Agent attacks are not keyed to anything.
- ≡ @ Agents, when played as hazards (i.e. not as characters), are hazards and effects caused by them are hazard effects. [CoE] %
- ≡ Rolls made by agents during combat are done simultaneously with rolls made by characters during combat, after step 4 of the strike sequence.
- ≡ Only face-up agents are considered for uniqueness.
- ≡ While in play agents played as hazards may not become minion characters, and agents played as minion characters may not become hazards.
- ≡ An agent played as a character in a Ringwraith deck can only be played at his home site.
- ≡ When constructing a Ringwraith deck, agents are always considered characters. The maximum of 36 mind of agents in your sideboard and play deck combined still applies.
- ≡ Agents in starting companies count against the 36 mind limit.
- ≡ To wound an agent you only need to defeat the prowess of one strike. To eliminate an agent you must defeat the prowess and body for all strikes.
- ≡ Revealed agents may return to their home site, even if they are at one of their home sites.
- ≡ Cards played on an agent remain face up when the agent turns face down.

- ≡ 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.
- ≡ Fallen-wizards use minion rules for agents, except where specified by the White Hand rules insert.
- ≡ When an agent is revealed, only the site he is at will be affected by environment cards.
- ≡ Agents do not get the -5 penalty for influencing across alignments.
- ≡ @ Agents may influence a faction with more than one playable site at any site where the faction could have been played. [Van] %
- ≡ If you are a Ringwraith, your agents may move as if Dagorlad and Udûn are adjacent.
- ≡ The rules on agent movement do not apply to revealed agents, since they refer to the first site card played, which is discarded when the agent is revealed the first time.
- ≡ When you flip an agent face down, leave it's current site face up with the agent. That now counts as a legal first card "played" for when you reveal the agent again.
- ≡ An agent may only attack once per site phase.
- ≡ See also Rulings by Term, Card Effect Limitations.

Ahunt Manifestations

- ≡ If one Ahunt is out and you move through two or more of the regions listed on it, then you face the attack once.

Ally

- ≡ Allies may tap to cancel attacks from *Slayers* and *Assassins*.
- ≡ Allies cannot be targeted to be taken prisoner, and otherwise cannot be taken prisoner.
- ≡ If an ally may not be attacked by certain attacks, he may still tap to give +1 prowess to characters facing such attacks.
- ≡ Playing an ally is not an influence attempt.
- ≡ If an ally's controller leaves play for any reason, that ally is discarded.
- ≡ Allies can be healed as if they were characters. Otherwise, allies are only considered characters for the purposes of combat and playing skill cards.
- ≡ Allies count as characters for the purposes of combat, including performing actions in combat that characters do (getting assigned strikes, tapping for +1 to prowess) and for the play of cards that directly affect the attack.
- ≡ @ If the text on the ally says, "Discard if he/she moves to", like most of the allies with restricted movement, then it is discarded at the beginning of the movement/hazard phase. If the text on the ally says, "Discard if he/she is at", then it is discarded at the beginning of the site phase. [CoE] %

Balrog

- ≡ *Rules Erratum*: Balrog players receive no MPs for hero items played at their darkhavens.
- ≡ @ When in a match with two (or more) Balrog players a player gets the Balrog card out, that does not stop his opponents from playing Balrog specific cards. [CoE] %

Burglary Attempts

- ≡ After a successful burglary attempt, another character may tap to play a minor item.
- ≡ The character who fails the burglary roll must face the automatic-attack as though he were a one-character company. He can receive no combat support other than what he himself can provide.
- ≡ @ For all other purposes a burgling character is still part of his company. [CoE] %
- ≡ On-guard creatures are faced by the whole company after a Burglaring attempt, regardless of the success of the attempt.

Body Check

- ≡ **Annotation 22:** When a character fails a body check, his items may be immediately reassigned to unwounded characters in his company, one item per character. Reassigning of the eliminated character's items is considered to be synonymous with his failed body check, i.e., no action may take place between the failed check and reassigning the items. Unassigned items are discarded.
- ≡ 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.
- ≡ If an Orc or Troll could be discarded and eliminated by a result, discard them instead of eliminating them.
- ≡ "Affecting the body check" includes modifying the die roll or the body of the character making the check.
- ≡ See also Movement/Hazard Phase, Combat, General.

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.
- ≡ Short-events that cannot be duplicated cannot be played if a card of the same name is currently having an effect on play.

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*
 - *Bane of the Ithil-stone*
 - *The Black Enemy's Wrath*
 - *Foul Fumes*
 - *In the Heart of His Realm*
 - *Mordor in Arms*
 - *Mûmak*
 - *Worn and Famished*

- ≡ * *Near to Hear a Whisper* and *Sudden Fury* from *Middle-earth: Against the Shadow* and *Great Need or Purpose* may be played because they do not target a specific agent.
- ≡ The following cards are also listed in the *MELE* Rules book as having no effect on a Ringwraith/Sauron player, but this interpretation has been modified.
- ≡ *Chance of Being Lost* and *Winds of Wrath*: You may play these cards against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself.
- ≡ *Great Secrets Buried There*: This card may be played against a Ringwraith or Sauron player.
- ≡ *The Nazgûl are Abroad*: This card may be played against a Ringwraith or Sauron player. The only restriction is that the first two paragraphs are ignored when you play Nazgûl creatures against a Ringwraith or Sauron opponent. Any player can recycle Nazgûl hazards as stated on the card.

Challenge Decks

- ≡ Page 12 should say that companies must join at non-Haven sites. Companies at Havens at the end of the movement/hazard phase may join or not as they choose.
- ≡ The end-of-turn phase was left out of the rulesbook. During the end of turn phase you may discard one card, then you must reset to hand size.
- ≡ In the Dwarf deck (H) and the Indûr deck (J), the Arkenstone should have the icon for a play deck card, not a sideboard card.
- ≡ Old Forest should read "healing effects," not "healing cards."

Character

- ≡ A character enacting an effect counts as a character in his company, and may affect himself as a character in the company.
- ≡ A character in play must always be in one of three independent states: untapped, tapped, or wounded.
- ≡ You can have three of a non-unique character in your deck.
- ≡ Prowess modifications due to tapped and wounded status apply only during the strike sequence.
- ≡ See also Turn Sequence, Organization Phase, Followers and Playing Characters.

Command Cards

- ≡ Command cards return other command cards of the same name to your hand.

Company

- ≡ If all characters in a company are removed from the company, all resource permanent-events played on the company as a whole are discarded.
- ≡ If all characters in a company leave play, the site goes to the location deck or discard pile, depending on its tapped status. If this happens during the movement/hazard phase, the site card stays in play until the end of all movement/hazard phases. In this case, on-guard cards may still be played on the site.
- ≡ 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*.

- ≡ Entities associated with a company include the characters, allies, and items in the company, and any events played on the company or on another entity in the company. The new site and site of origin are not entities associated with the company.
- ≡ A hero company is Wizard player's company, or a Fallen-wizard's company that has no Orcs or Trolls. A minion company is a Ringwraith player's company, or a Balrog player's company. An overt company is a company with Orcs and/or Trolls in it. Note that some allies can make a company overt, but Half-orcs do not.
- ≡ See also Turn Sequence, Organization Phase, Organizing Companies; and Rulings by Term, Influence.

Corruption

- ≡ *Rules Erratum*: Corruption cards must always start a chain of effects.
- ≡ *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.
- ≡ Characters with 0 corruption points must still make corruption checks.
- ≡ A character may attempt to remove a corruption card without tapping. The roll is at -3.
- ≡ You can not attempt to remove a corruption card without tapping if you have attempted to remove that card already this turn. You may not tap to remove a corruption card that you tried to remove without tapping already this turn.
- ≡ The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves.
- ≡ 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. A Wizard would not be eliminated and his player would not lose the game.
- ≡ A character attempting to remove a corruption card on another character may ignore the tapping requirement and receive -3 to the roll.
- ≡ See also Turn Sequence, Organization Phase, Storing Items.

Darkhaven

- ≡ *Rules Erratum*: Attacks keyed to Darkhavens are detainment.
- ≡ Whenever a hazard affecting heroes refers to a Darkhaven, interpret it as referring to a Haven instead.
- ≡ Attacks at Darkhavens are canceled only if the company is at the Darkhaven.
- ≡ Darkhavens count as their own nearest Darkhaven.

Detainment Attacks

- ≡ When a strike from a detainment attack succeeds, the character who was facing that particular strike must tap.

- ≡ Attacks that have special effects when they wound a character do not have that effect when they are detainment attacks. This is because detainment attacks never wound a character.

Discard

- ≡ A discarded non-Wizard/non-Ringwraith character may be brought into play again by any player.
- ≡ When a card is discarded, so are all permanent-events on that card.
- ≡ Cards discarded from a player's hand must be discarded one at a time. This is mainly to allow a Pallando player to see each card as it is discarded.
- ≡ Whenever a character is discarded, all non-follower cards played with that character are also discarded.
- ≡ If a card leaves active play, including being returned to a player's hand, it immediately ceases having an effect on play.
- ≡ Cards in the discard pile do not remember how they were played.
- ≡ @ Discarding a card is not playing it, thus cards that allow you to play other cards as if they are in your hand do not allow you to discard such card as if they are in your hand. (This means for example that a ring on *Rumours of Rings* cannot be discarded for *Rolled Down to the Sea*, nor can a dragon be discarded from *Summons from Long Sleep* to satisfy *Dragon Feuds*). [CoE] %

Dragons

- ≡ Dragon automatic-attacks are not considered manifestations of any unique Dragon.
- ≡ If a manifestation of a unique Dragon is defeated, then the automatic- attack at the associated site is removed, and that site therefore loses its hoard status.
- ≡ If you defeat the attack from a Dragon manifestation, you get kill marshalling points from the manifestation as if you had defeated a creature.

Eliminated

- ≡ When a card is eliminated, all permanent-events on that card are discarded.

End (at the end of...)

- ≡ @ When an action specifies it must be taken at the end of a phase no actions may be taken after it in that phase that do not also specify that they must be taken at the end of said phase. [CoE] %

Exhausted

- ≡ Permanent-events discarded when the play deck is exhausted are shuffled into the new play deck along with the rest of the discard pile.

Fallen-wizard

- ≡ A Fallen-wizard may use a minion resource to cancel the automatic-attack at a hero site, and vice versa.
- ≡ You may use minion or hero resources to affect the automatic-attack at a site, regardless of the site's alignment.
- ≡ Fallen-wizards may not play characters with more than five mind, but if they have one in play the character is not discarded.
- ≡ Fallen-wizards can have a character with more than five mind, they just can't start with one or play one.
- ≡ A Fallen-wizard is at -5 for influence attempts against a Ringwraith, but not against a Wizard.
- ≡ Fallen-wizards may not use starter movement, but they may use any other form of movement.
- ≡ Fallen-wizards use Ringwraith rules for agents.
- ≡ You may not declare yourself as a specific Fallen-wizard unless you have his card in your deck.
- ≡ @ You must select a specific Fallen-wizard and thus have at least one copy of him in your deck, because you must declare yourself as a specific one. [CoE] %
- ≡ For starting companies, minor items come into play after characters, so they cannot affect a character's mind for the purpose of playing him.
- ≡ When a site is replaced with a site of the opposite alignment, the new site comes into play in the same orientation as the other site.
- ≡ If any version of a site is in play or in your discard pile, you may not play another version of that site.
- ≡ Fallen-wizards may receive one extra MP for factions played on a leader.
- ≡ None of a Fallen-wizards MP's may be modified by non-stage resources.
- ≡ The white hand symbol on the Fallen-wizard card is that Fallen-wizard's general influence once he is revealed. Prior to that, his general influence is 20.
- ≡ If you reveal your Fallen-wizard, and no longer have enough influence to control your characters, discard other characters until you can control them all.
- ≡ Fallen-wizards may not play *Bade to Rule*
- ≡ See also Rulings by Term, Specific and Tournament Rulings, Victory Conditions.

General Influence

- ≡ @ You cannot have negative free general influence: it will halt at zero. If you're playing by the tournament rules, and are a minion player, you will add your +5 bonus at all times, effectively leaving you at a minimum +5 against any hazards. [CoE] %

Gold Ring Item

- ≡ When a gold ring item is tested, the ring is discarded and its marshalling points are lost whether or not you are able to play a special item.
- ≡ Ring special items played as a result of storing a ring at a Darkhaven come into play stored.

Hand Size

- ≡ Effects which increase your hand size or allow you to hold one more card in your hand mean that you draw up to your new hand size or discard down to it at the appropriate points during the game.
- ≡ Effects which increase hand size are cumulative.
- ≡ See also Card Errata and Rulings, Favor of the Valar.

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.
- ≡ If two companies join at a Haven, cards played on the discarded version of the Haven transfer to the version of the Haven that stays in play.

Hobbits

- ≡ If a Hobbit is a starting character and leaves play, then it may only be brought back into play normally at Bag End.

Influence

- ≡ Restricted direct influence is limited in its use, usually to characters and/or factions of specific races. Unrestricted influence has no use restrictions.
- ≡ When a character suffers a minus to direct influence, it must come from unrestricted direct influence first. If there is no unrestricted influence and there are multiple instances of restricted direct influence, the player may choose which restricted direct influence the minus is applied to.
- ≡ 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.
- ≡ See also Turn Sequence, Organization Phase, Followers and Organizing Companies; and Rulings by Term, Company.

Items

- ≡ The "free" minor item may only be played immediately after playing the resource that taps that site.

Leader

- ≡ Factions played with a leader are worth two extra MP per group of factions, not per faction.
- ≡ @ These two extra MP's are faction points [CoE] %

Manifestations

- ≡ A Fallen-wizard may not have two resource manifestations of the same unique resource in his deck (nor may any other player)
- ≡ @ A manifestation of a card is not the same as the named card [Van] %
- ≡ @ A manifestation of <foo> cannot play <foo> specific cards [Van] %

Marshalling Point Pile

- ≡ Under standard rules, no more than half of your marshalling points can come from any one type of marshalling point. Do not round up. The easiest way to deal with this is to set the category with the most marshalling points to equal the total of all other categories of marshalling points.
- ≡ You may not target hazards in your opponent's marshalling point pile for removal.
- ≡ You may not gain marshalling points from a hazard you played yourself.

May not Untap

- ≡ Nothing may untap a character who is the subject of an effect that states the character may not untap.

MELE vs. METW

- ≡ Hero items may not be used as conditions for minion resources, and minion items may not be used as conditions for hero resources. Note that a Fallen-wizard may play special ring items regardless of the alignment of the gold ring item tested.
- ≡ You may not have both the minion and hero version of a unique item in your deck.
- ≡ You may have any combination of three Ringwraiths in your deck, except one each of three different Ringwraiths. [# You may only do so if you are playing against a deck with three Wizards in it, otherwise you may have just two Ringwraiths.]

Minion characters

- ≡ Minion characters are not affected by cards that target agents.

Minor items

- ≡ @ The option to play a 'free' minor item directly after playing a resource that taps the site is available in the site phase only. [Van] %

Modes

- ≡ When one mode effect is applied to a Ringwraith, all other cards applying a mode effect to that Ringwraith are discarded.
- ≡ When a Ringwraith is in a mode, only apply the effects listed on the mode card, on the Ringwraith, and in the rules for that mode. Do not worry about cards that are not in play.
- ≡ 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.

Multi-player Games

- ≡ Only the moving player, and the hazard player drawing cards based on his movement, may take advantage of drawing cards, including cards drawn for events like *The Nazgûl are Abroad* and *From the Pits of Angband*. These two players are also the only one who may discard a card at the end of the turn.
- ≡ All players reset their hand size when any turn or movement/hazard phase ends.
- ≡ In multi-player games the following hazards count as 1/2 a creature: hazards that can be played as events or creatures, Ahunt Dragon manifestations, and At Home Dragon manifestations. Agents in a Wizard deck also count as 1/2 creatures.
- ≡ You may only play *The Lidless Eye* if none of your opponents are Ringwraiths.
- ≡ *Twilight* may only be played by the moving player and the hazard player. As an exception, a player whose own environment will be discarded by an environment may play *Twilight* to cancel that environment.
- ≡ *For Spying out the Land* and *Here is a Snake*, each hazard player shows hazards immediately before he draws and/or plays hazards, and then can only play those hazards. Players who are not playing hazards are not required to show hazards.
- ≡ Actions taken during the movement/hazard phase, against a specific player, must be done against the moving player.

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.

Nazgûl

- ≡ If a Nazgûl is tapped to become a short-event as printed on its card, it turns into a short-event upon declaration. At this point, the Nazgûl is a short-event just as if had been played as such from your hand.
- ≡ The body referred to in the text of female characters with combat bonuses against Nazgûl is the body of the Nazgûl

Off to the Side

- ≡ Host cards of cards off to the side can be targeted normally.

Optional Rules

- ≡ If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful.
- ≡ A character tapping to face two strikes is at -3 prowess against both strikes. The character taps when resolving the second strike.
- ≡ For recently visited sites in multi-player games, the automatic-attack gets +1 for each player who has that site in their discard pile.
- ≡ See also Rulings by Term, Burglary Attempts.

Passive Conditions

- ≡ A passive condition causes an action to happen as stated on a card already in play.
- ≡ **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.
- ≡ **Annotation 9a:** If a card is required to be discarded by some passive condition, the card is discarded immediately when the condition resolves, not in the following chain of effects.
- ≡ **Annotation 10:** 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.
- ≡ A card causing an action as a result of a passive condition must be in play when the action resolves, or else the action is canceled.

Playing a Card

- ≡ Playing a card is the process of bringing a card from your hand into play.
- ≡ You may not play a card which has no effect on the game. Causing a dice roll is considered to be having an effect on the game.

Prisoners

- ≡ @ You cannot take prisoners from a company stationary at an Under-deeps site (using that same Under-deeps site as the Rescue Site). [CoE] %

Reveal

- ≡ Any revealed cards are shown to all players.

Ring Items

- ≡ You should shuffle your deck after searching it for a Lesser Ring.

Ringwraith

- ≡ You may have any number of Ringwraiths in your sideboard, as long as you do not duplicate more than one of them in the combined deck and sideboard.
- ≡ Characters with combat bonuses against Nazgûl also get those bonuses against Ringwraiths. However, other effects that affect Nazgûl do not affect Ringwraiths.
- ≡ Ringwraiths may not move from a non-Darkhaven site to another non-Darkhaven site unless they are using *Dwar Unleashed*. This means a Ringwraith may not move to Under-deeps sites that do not have a Darkhaven for a surface site.

Ringwraith Follower

- ≡ Ringwraith followers may still use magic as printed on their card.
- ≡ 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.
- ≡ @ Discarding an item for an effect written on it is considered using it. Thus it cannot be done by a Ringwraith. [CoE] %

Sage Only

- ≡ Any card requiring a sage to play is a sage only card.

Short-event

- ≡ Short-events are discarded when resolved in a chain of effects, not when declared. Thus, they can be targeted by certain special effects in the chain of effects.

Sideboard

- ≡ The sideboard is increased to 30 cards for one and two-deck games, 35 for three-deck, and 40 for four-deck.
- ≡ You can access hazards from your sideboard when your opponent's Wizard/Ringwraith is in play. You must declare this at the end of your opponent's untap phase and then access hazards as if you had tapped a Nazgûl permanent-event to do so. The hazard limit against all of your opponent's companies that turn is halved, rounded up.
- ≡ 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.

- ≡ You may have Wizards in your sidebar. You may have no more than three copies of one Wizard, and one copy of each other Wizard, in your sidebar and play deck combined.
- ≡ You may access your sidebar when your opponent plays *The Lidless Eye* as if he had revealed his Ringwraith.

Site

- ≡ To untap a site the character doing so must be at that 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.
- ≡ Hero events cannot target or affect minion sites, and vice versa. News of the Shire is an exception.

Site Path

- ≡ Certain cards refer to the site's site path. The site's site path is always the site path given on the site card, regardless of how the company got to that site.
- ≡ Events can alter both a site's site path and a company's site path.

Skill Cards

- ≡ Two or more skill cards may be played by a single character outside of the strike sequence.
- ≡ Two skill cards may not be declared by one character against a given strike.
- ≡ "(Foo) only" cards can only be played by characters with the (foo) skill.

Specific

- ≡ To play a name-specific card, you must have declared yourself as the character with that name. That character need not be in play.

Stage Resources

- ≡ If your opponent is playing the same Fallen-wizard as you, and reveals that Fallen-wizard first, you must discard any Fallen-wizard specific stage resources that you have in play.
- ≡ Wizard specific Stage Resources may be played with the starting company.
- ≡ Stored stage resources give stage points, and may be discarded normally.
- ≡ If you start with Hidden Haven, you must bring out your starting site when you reveal Hidden Haven.

Stored Cards

- ≡ Stored cards are not considered to be in play, except for uniqueness.
- ≡ Stored cards get no bonuses based on who bears them.
- ≡ See also Rulings by Term, Stage Resource.

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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 1:** A card is not in play until it is resolved in its chain of effects. When the play of a card is declared, no elements of the card may be the target of actions declared in the same chain of effects. An exception to this is a dice-rolling action; e.g., a corruption check.
- ≡ **Annotation 2:** A corruption check or any dice-rolling action can be targeted in the chain of effects during which it was declared.
- ≡ **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.
- ≡ **Annotation 4:** An action may not target a face-down card nor any element of a face down card. Face down cards include unrevealed new site cards and on-guard cards.
- ≡ You cannot target an opponent's character or resources with your own resources.
- ≡ A card that is played on a card continuously targets the card it is on.
- ≡ See also Rulings by Term, Active Condition.

Timing

- ≡ The validity of an effect, including the hazard limit, is checked upon declaration and upon resolution.
- ≡ **Annotation 24:** If a card specifies that more than one action occurs when the card itself is resolved in a chain of effects, all of these actions are to be resolved in the card's chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed.
- ≡ (amendment to original version of Annotation 24): As an exception, if one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of its strikes, or that otherwise are playable during the strike sequence--see Annotation 18 (Turn Sequence, Movement/ Hazard Phase, Combat, Strike Sequence).
- ≡ **Annotation 27 :** If a card has optional effects, the player playing the card must choose which will take place. He must do this at the time the card is played, not when it is resolved in its chain of effects. When such a card is resolved, if any active conditions for the choice of effects do not exist, the card has no effect and is discarded. The player may not at this point choose to implement an alternative effect of the card.

Trophies

- ≡ Creatures whose marshalling points are listed with an * give marshalling points while used as trophies.
- ≡ Defeated Dragon manifestations can be used as trophies, including Dragon factions.
- ≡ Trophies can be discarded to satisfy "thieving" attacks, and count as items for all other effects.
- ≡ Characters may not be taken as trophies

- ≡ Trophies in Fallen-wizard companies give prowess and influence bonuses based on the MPs printed on the card.

Under-deeps

- ≡ Marshalling points with companies at or moving from an Under-deeps site do not count for the purposes of calling the Free Council. They do count at the Council. This includes minion and Fallen-wizard companies.
- ≡ 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.
- ≡ At an Under-deeps site, after a successful rescue attempt, a character can tap for a minor item only.
- ≡ Automatic-attacks that allow the revealing of creature cards are not stopped by *Stealth* or *Secret Entrance*.
- ≡ Creatures revealed as automatic-attacks do not count as creatures.
- ≡ With the addition of the sites in Balrog, The Wind Throne is now always the surface site of an Underdeeps site.

Untapping

- ≡ @ Untapping effects are not healing effects [CoE] %

Wizard

- ≡ You may have any combination of three Wizards in your deck, except one each of three different Wizards. [# You may put two of the same Wizard in your deck, or you may put one copy each of two different Wizards in your deck.]

Wizardhaven

- ≡ A Wizardhaven is not considered to be adjacent to an Under-deeps site unless *Deep Mines* has been played on it.
- ≡ Protected Wizardhavens do not allow you to move an extra region with region movement.
- ≡ The phrase 'protected Wizardhaven' is just a keyword, and has no effect by itself.
- ≡ If you are influencing against your opponent, and he is at a Wizardhaven where you can not play cards that give MPs, you can reveal the card you are influencing against to reduce the number you roll against to 0, but you may not play that card afterwards (if it gives MPs).

Tournament Rulings

Tournament rulings are modifications and additions to the rules presented in the rulebook as required for sanctioned Council of Elrond tournament play.

- ≡ General
- ≡ The Character Draft
- ≡ Deck Construction
- ≡ Freeze the Flesh
- ≡ Great Secrets Buried There
- ≡ Movement
- ≡ Sites
- ≡ Starting Companies
- ≡ Victory Conditions
- ≡ The Weakest Link Method

General

- ≡ Dice must be used to obtain random numbers.
- ≡ There is a required 30 card minimum for both resources and hazards for sanctioned tournament play.
- ≡ All Ringwraith/Sauron players always have +5 unused general influence at all times. This bonus general influence can never be used to control characters.
- ≡ You may not shuffle your discard pile unless a game effect requires it.
- ≡ To randomly access a card or cards from your discard pile, shuffle it and draw the required number of cards from the pile. The remaining cards become your new discard pile.

The Character Draft

- ≡ The starting character pool consists of ten characters.
- ≡ Each player reveals one character at a time from their pool, simultaneously with their opponent. Non-duplicated characters go into the starting companies, duplicated characters are put aside and not allowed in either starting company. Each player continues until they want to stop, they have 20 points of mind in their starting company, or they have five characters in their starting company.
- ≡ Ringwraith players may start with six characters in the character draft
- ≡ If one player stops revealing characters, the other one may continue to reveal characters.
- ≡ No player may reveal a character that would bring his starting company's total mind over 20.
- ≡ When players are finished, each may put up to ten characters into their deck, including characters from his starting pool that did not end up in the starting company.

- ≡ Characters left over from the character pool may be placed either in the play deck, or out of play, but may not be placed in the sideboard.

Deck Construction

- ≡ Cards that can be played as either hazards or resources may count as either for purposes of deck construction.
- ≡ Each deck must contain at least 12 creatures.
- ≡ The following count as 1/2 a creature for deck construction: hazards that can be played as creatures or events, At Home Dragon manifestations, Ahunt Dragon manifestations, and agents. Note that agents count as characters in Ringwraith decks, not as 1/2 creatures.
- ≡ Up to 3 copies of one Wizard or Ringwraith is allowed in a play deck, or up to 2 copies of one and 1 copy of another. One copy each of three different Wizards or Ringwraiths is not allowed.
- ≡ You may place Ringwraiths or Wizards in your sideboard, as long as only one of them is duplicated in the deck and sideboard combined, and you have only Ringwraiths or only Wizards in the deck and sideboard combined.
- ≡ You may include hero items in a Ringwraith deck even in a Ringwraith vs. Ringwraith game.
- ≡ A Fallen-wizard may only count two Twilights as resources, the third must be counted as a hazard. The same goes for other hazards that may be played as resources.
- ≡ The two starting minor items must be chosen before the character draft, and must be the same for every game in the tournament.

Freeze the Flesh

- ≡ If used on your Ringwraith or Fallen-wizard, it will remove the -5 MP penalty for having them eliminated.

Great Secrets Buried There

- ≡ If you play this card as a hazard on your opponent, you must be able to provide your opponent with a copy of any uncommon Under-deeps sites if he does not have a copy in his location deck.
- ≡ If you give an Under-deeps site to your opponent, it will return to your location deck when he is done with it, unless you have also used the site, in which case it returns to your discard pile.

Movement

- ≡ Maps of the regions of *MeCCG* may be used in place of region cards in Council of Elrond tournaments. If two or more companies move on the same turn, then each company does not have to determine the site path to its new site until the beginning of its movement/hazard phase.
- ≡ Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement to or from sites in Gorgoroth, they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like *Ash Mountains* or *Eagle-mounts*. Such sites may be reached normally with Under-deeps movement.

Sites

- ≡ If you play a hazard forcing a Fallen-wizard to change site alignments, and he does not have the other version of the site he is moving to, you must provide it for him. After that it is his responsibility to provide sites.

Starting Companies

- ≡ Ringwraith/Sauron players may have starting companies at Dol Guldur and/or Minas Morgul. A Ringwraith may also be brought into play at Dol Guldur, Minas Morgul, or his home site.

Victory Conditions

- ≡ Eliminating a Wizard or Ringwraith does not end the game. An eliminated Wizard or Ringwraith is placed in the out-of-play pile, and gives -5 MP to the final total. That player may not reveal another Wizard or Ringwraith. This includes Wizards who fail corruption checks.
- ≡ The -5 MPs apply immediately, and affect your MPs for calling the end of the game.
- ≡ 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*.

The Weakest Link Method

- ≡ @ Using the weakest link method is no longer recommended. Use ties instead: 3 TP's for each player. [CoE] %
- ≡ If there is a tie at the Free Council, add one corruption point to each non-Wizard character in play. All characters then make corruption checks. After all corruption checks, recount marshalling points.
- ≡ Continue this until there is no longer a tie or until all non-Wizard characters are corrupted away.

Card Errata and Rulings

[A] [B] [C] [D] [E] [F] [G] [H] [I] [J] [K] [L] [M] [N] [O] [P] [Q] [R] [S] [T] [U] [V] [W] [X]
[Y] [Z]

A Chance Meeting

- ≡ @ Cannot be used to bring in Wizards [Van] %

A Short Rest

- ≡ This card only allows the extra card draw for moving companies that actually have a site path. It cannot be used with Under-deeps movement, or special movement cards like *Belegaer*.

A Strident Spawn

- ≡ *Card Erratum*: Add "Unique."
- ≡ Allows you to play Half-orcs without *Bad Company* in play.

Abductor

- ≡ Does not affect Ringwraiths.

Aiglos

- ≡ Does not get the bonus for *Doors of Night* when used in company vs. company combat.

Akhôrahil

- ≡ *Card Erratum*: Change "...gives -1 penalty to one..." to "...modifies any one character's body by -1 for the rest of the turn."
- ≡ See also Rulings by Term, Nazgûl.

Alatar

- ≡ *Card Erratum*: Change "he must tap and make a corruption check immediately following the attack." to "he must make a corruption check immediately following the attack, and, if untapped, he must tap."
- ≡ Alatar can force someone to draw 0 cards when he moves.

- ≡ When Alatar uses his special ability he must face a strike. Alatar overrides all other effects pertaining to the assigning of strikes.
- ≡ Alatar must teleport and declare he is facing a strike before any other strikes are assigned.
- ≡ Allies Alatar controls are discarded when he teleports.

Align Palantír

- ≡ *Card Erratum*: Add "May not be duplicated on a given Palantír."
- ≡ *Align Palantír* can be stored.

Ancient Stair

- ≡ Replacing the site card is considered movement without a movement/hazard phase.

Anduin River

- ≡ The "otherwise" on this card should be read as "alternatively."

Angmar Arises

- ≡ May not be used to play creatures keyed to double Shadow-lands.
- ≡ @ This card allows you to key creatures to the mentioned regions by name. It does not change the region type used to judge whether an attack is detainment or not. [CoE] %

Arkenstone

- ≡ *Card Erratum* (minion version): Change "and all cards he controls" to "and all non-follower cards he controls."

Army of the Dead

- ≡ *Card Erratum*: Add "May not be influenced by an opponent."

Ash Mountains

- ≡ The "otherwise" on this card should be read as "alternatively."

Assassin

- ≡ *Card Erratum*: Gives 2 MP, not 1.
- ≡ If an attack from *Assassin* is given more than one strike, each additional strike becomes an excess strike (-1 prowess modification) against the attacked character. An *Assassin* can never assign strikes to more than one character.
- ≡ You may decide to cancel one of the attacks after facing another attack.
- ≡ As a special case, you may cancel the first attack of an *Assassin* by tapping a character, after strikes are assigned.

Await the Advent of Allies

- ≡ Read "is wounded" as "becomes wounded."
- ≡ "Playing a resource at the site" means playing a resource that taps the site or a resource that requires the site.

Aware of Their Ways

- ≡ Consider sites to be unique cards for the play of this card.

Baduila

- ≡ Read "If *Baduila* is discarded" as "If you choose to discard *Baduila*."

Bad Company

- ≡ Does not allow you to start with a character that says he cannot be in the starting company.

Bade to Rule

- ≡ *Bade to Rule* may only be played if you are playing an actual Ringwraith deck, not a Fallen-wizard or Balrog deck.

The Balance of Things

- ≡ *The Balance of Things* may be revealed as an on-guard card so long as at least one character in the company during whose site phase *The Balance of Things* is revealed carries at least one corruption source.

The Balrog

- ≡ Makes a company overt.

Balrog of Moria

- ≡ You cannot get the MP from a *Balrog of Moria* that you played.

Bane of the Ithil-stone

- ≡ *Bane of the Ithil-stone* will only cancel effects outside of normal play as outlined in the rules.
- ≡ If a card has multiple effects, *Bane of the Ithil-stone* will only cancel those effects that concern searching through decks and discard piles.
- ≡ See also Rulings by Term, Card Effect Limitations.

Biter and Beater!

- ≡ *Biter and Beater!* increases the bonus the weapon gives, so maximums on the weapon still apply.

Belegaer

- ≡ @ *Card Erratum*: Read 'Elven Coast' as 'Elven Shores'. [CoE] %

Bill the Pony

- ≡ *Card Erratum*: the body should be 10, not 6.
- ≡ *Bill the Pony's* special ability may not be used at an Under-deeps site.
- ≡ Replacing the site card is considered movement, without a movement/hazard phase.
- ≡ For a Fallen-wizard the nearest Haven is the site listed as the nearest Haven on the hero version of the site you are currently at.

Blackbole

- ≡ May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.
- ≡ *Blackbole* may attack in company vs. company combat, but he may not defend.

The Black Enemy's Wrath

- ≡ See Rulings by Term, Card Effect Limitations.

Black Rain

- ≡ A Fallen-wizard may use this to play a hero ring item, but a Ringwraith player may not.

Book of Mazarbûl

- ≡ *Card Erratum*: Replace "tap the bearer during the organization phase" with "tap *Book of Mazarbûl* during your organization phase."

Bridge

- ≡ Reset to hand size before moving to the second site.

Burglary

- ≡ If you fail the roll for *Burglary*, you cannot then play an item.
 - ≡ See also Rulings by Term, Burglary Attempts.
- 

Call of Home

- ≡ @ Nothing is stopping you from transferring the one transferable item to a wounded character [CoE] %

Chance of Being Lost

- ≡ *Chance of Being Lost* will change your site path.
- ≡ See also Rulings by Term, Card Effect Limitations.

Chill Douser

- ≡ Does not receive benefits from itself, although it is affected by other *Chill Dousers* played previously in the turn on the same company.

Círdan

- ≡ Cancels creatures keyed by region type, not by name.

Corsairs of Umbar

- ≡ *Card Erratum*: Add "May also be played at any sites in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin."

Cracks of Doom

- ≡ *Card Erratum*: Add "Only playable during the site phase." Remove "Otherwise, discard *The One Ring* and its bearer."
- ≡ *Pledge of Conduct* played on the bearer of the *One Ring* for this check will discard *Cracks of Doom* without effect.

Creature of an Older World

- ≡ Makes a company overt.
- ≡ This card will not put a Ringwraith into Fell Rider mode if there are any other allies in the company.

Crept Along Carefully

- ≡ @ When duplicated the three movement restriction stays at the stated three regions and the hazard limit is once more reduced by one. [CoE] %

Cruel Caradhras

- ≡ *Card Erratum*: Replace "Minas Morgul" with "Imlad Morgul."
- ≡ This card can be played on a company using region movement to leave a site in an affected region.

Deeper Shadow

- ≡ *Card Erratum*: This is a short-event, not a long-event.
- ≡ *Deeper Shadow* can cancel hazards by reducing the hazard limit to the point where the hazard resolving is no longer playable. If this is done to an on-guard card, the card is returned to the player's hand.
- ≡ The character must be moving to the site to change the site type. This works even though the site is not technically part of the site path. The character must also be moving to lower the hazard limit.

Deep Mines

- ≡ *Card Erratum*: Add "Cannot be duplicated on a given Wizardhaven."
- ≡ @ The stage point requirement is checked when Deep Mines is revealed as the new site. If it is not met the company does not move at all, much like missing the roll for moving to an Under-deeps site. [CoE] %

Deftness of Agility

- ≡ The extra strike is dealt with in a separate strike sequence.

Despair of the Heart

- ≡ The corruption check occurs before the body check.

Dodge

- ≡ *Card Erratum*: Replace "his body check is modified by -1." with "his body is modified by -1 for the resulting body check."

Double-dealing

- ≡ You may only play items as listed on the card in front of you, although they may be of the other alignment.

Doubled Vigilance

- ≡ Can be revealed on-guard.

Dragon's Blood

- ≡ If the body check forced by *Dragon's Blood* fails, the character is not wounded.

Dragon's Desolation

- ≡ Playing *Dragon's Desolation* to make a Dragon playable at a Ruins & Lairs does not necessarily require you to play a Dragon later in the turn.

Dragon's Hunger

- ≡ *Card Erratum*: Replace "Otherwise, the attack is canceled." with "Otherwise, the attack is canceled and the opponent must reveal his hand."
- ≡ This card can be played regardless of how much of the hazard limit is used up, and may also be played against an automatic-attack. The opponent must discard a hazard creature from his hand if he has one.

Drowning Seas

- ≡ *Card Erratum*: Remove "Cannot be duplicated."

Dwar of Waw

- ≡ See Rulings by Term, Nazgûl.

Dwar Unleashed

- ≡ Dwar must already be in a mode to use this card.

Dwarven Rings (all)

- ≡ Give +7 to direct influence to a Dwarf bearer.

Dwarven Ring of Barin's Tribe

- ≡ The site has to be untapped to use this ring.

Dwarven Ring of Bávör's/Drúin's Tribe

- ≡ *Card Erratum*: One "reshuffle the play deck" is sufficient.

Dwarven Ring of Thélor's/Thrár's Tribe

- ≡ *Card Erratum*: Values in parentheses and brackets apply to a Dwarf bearer. The prowess/body modifications should read: "+2(4)/+1."

Elf-song

- ≡ When *Elf-song* saves a character from being discarded it also saves that character's items.
- ≡ *Elf-song* will effectively stop influence attempts against characters.

Elven Cloak

- ≡ Can cancel a strike keyed to one, two or more Wilderness.

Emerald of the Mariner

- ≡ *Emerald of the Mariner* is considered a source of 0 corruption points.

Enchanted Stream

- ≡ *Enchanted Stream* stops you from moving in the first place, so effects that keep your company from being returned to their site of origin do not stop it.

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*."

Escape

- ≡ Cannot be played on a wounded character.

The Evenstar

- ≡ Can be played even if there are no Wildernesses in play.
- ≡ @ Does not affect hazards [CoE] %
[*Original ICE entry*: Does not affect attacks. - *caused confusion on its effect on Company vs. Company Combat*]

Exile of Solitude

- ≡ @ Followers are discarded as well, along with whatever they carry. [CoE] %

Fair Sailing/Fair Travels cards

- ≡ See Turn Sequence, Organization Phase, Choosing a New Site.

Fate of the Ithil-stone

- ≡ *Fate of the Ithil-stone* must be tapped before entering *Barad-dûr* in order to rotate it 180 degrees.

Favor of the Valar

- ≡ *Favor of the Valar* requires you to draw eight cards, not to your hand size.

Fell Beast

- ≡ This card can be played and resolved before any Nazgûl is played with it. A Nazgûl must be played as the first declared action in the chain of effects following the resolution of *Fell Beast*, or else this card is returned to its player's hand. This card can

be played on an existing Nazgûl attack, but the extra playability this card provides would not apply.

Fever of Unrest

- ≡ The Dragon played is not considered keyed to anything.

Flatter a Foe

- ≡ Against attacks with two of the types listed, use the harder number.
- ≡ @ A direct influence bonus against the race of the hazard does apply (for example: Dáin II does get to use his +1 against Men when flattering a Men creature) [CoE] %

Focus Palantír

- ≡ Will not allow a Ringwraith to use a palantír.

Foolish Words

- ≡ All versions cannot be duplicated on a given character.
- ≡ *Card Erratum*: Add "Cannot be duplicated on a given character."

Foul Fumes

- ≡ Will tap all sites in play that meet the requirements.
- ≡ *Foul Fumes* will not continually keep sites tapped; it is only applied once to each site each turn.
- ≡ See also Rulings by Term, Card Effect Limitations.

Freeze the Flesh

- ≡ *Freeze the Flesh* will stop your opponent from gaining kill marshalling points from a character he eliminated in company vs. company combat.
- ≡ Cannot be used on your Ringwraith to prevent it from being placed out of play. [# Cannot be used on your Ringwraith to keep you from losing the game.]

The Fortress of Isen

- ≡ *Card Erratum*: Remove "A company moving to or from *Isengard* is not considered to be moving through Gap of Isen (including one less Borderland in their site path.)"

Fortress of the Towers

- ≡ *Card Erratum*: Remove "A company moving to or from *The White Towers* is not considered to be moving through Arthedain (including one less Wilderness in their site path.)"

Fury of the Iron Crown

- ≡ Orc and Troll characters may use a creature enhanced by *Fury of the Iron Crown* as a trophy.
- ≡ A player only gains marshalling points from the creature if he would have received them normally.



Gandalf

- ≡ Must be in the same company as the ring he tests.

Gangways over the Fire

- ≡ @ A movement/hazard phase in which the Under-deeps movement failed is still a complete movement/hazard phase. [CoE] %

Gates of Morning

- ≡ *Gates of Morning* discards hazard environments when it resolves, even if *Peril Returned* is in play.

Giant

- ≡ *Card Erratum*: Add "Giant."

Girdle of Radagast

- ≡ Does not affect the regions in starter movement, except for the starting and ending regions.

Gloom

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Goldberry

- ≡ You may tap *Goldberry* to cancel an effect declared earlier in the same chain of effects that would return *Goldberry's* company to its site of origin.
- ≡ *Goldberry* cannot prevent a company from returning to its site of origin that failed its roll to move to an adjacent Under-deeps site.
- ≡ May tap to give +1 prowess to another character facing an attack.

Gollum

- ≡ The text on *Gollum* is an ability that you can choose to use.

Gollum's Fate

- ≡ This card is considered to target both *The One Ring* and *Gollum*. This means it cannot be played on your opponent's *The One Ring* or *Gollum*.

Golodhros

- ≡ He may use his special influence ability only during an opponent's movement/hazard phase. His tapping to use his special ability does not count against the hazard limit.

Good Sense Revolts

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Gothmog

- ≡ *Gothmog* is not keyed to anything, the Orc or Troll he is played after must be keyed to a Shadow-land or Dark-domain.

Great Bats

- ≡ Makes a company overt.
- ≡ May tap to give +1 prowess to characters in combat.

Great Goblin

- ≡ *Card Erratum*: "Unique. Orc. One Strike"

Great Lord of Goblin-gate

- ≡ *Card Erratum*: "Unique."
- ≡ Makes a company overt.

Great-road

- ≡ *Card Erratum*: Replace "opponent draws twice" with "opponent draws up to twice"
- ≡ If you have two movement/hazard phases on the turn you played a *Great Road*, you return to the Haven at which you started the turn.
- ≡ Replacing the site card is considered movement, without a movement/hazard phase.

Great Ruse

- ≡ @ Cannot be played on sites without a minion counterpart, such as Morannon. [CoE]
%

Great Secrets Buried There

- ≡ The item must be normally playable at the Under-deeps site.

- ≡ See Tournament Rulings, Great Secrets Buried There and Rulings by Term, Card Effect Limitations.

Great Ship

- ≡ *Card Erratum*: Add "Tap a character in target company during the organization phase to play *Great Ship* on that company." Replace "...contains a coastal sea region..." with "...contains a coastal sea region and no consecutive non-coastal sea regions..."
- ≡ Allows the canceling of one creature or the canceling and discarding of an event that targets the company in question or an entity associated with that company.

Greed

- ≡ Is triggered by a special ring item being played, but not by items being transferred.

Guarded Haven

- ≡ You may not use this card as a starting stage resource.
- ≡ *Card Erratum*: Remove "A company moving to or from this site is not considered to be moving through the region containing the site (including one less region in their site path.)"

Gwaihir

- ≡ *Card Erratum*: Should read "you may discard *Gwaihir* during the organization phase to allow his company..."

Hail of Darts

- ≡ @ The effect of Hail of Darts lasts until the end of the turn. [CoE] %

Half an Eye Open

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Halfling Strength

- ≡ 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.

Healing Herbs

- ≡ Cannot stop a body check.

Healing of Nimrodel

- ≡ See Turn Sequence, Organization Phase, Choosing a New Site.

Heedless Revelry

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.
- ≡ *Card Erratum*: Change "after the successful play" to "in response to the play."
- ≡ Does not interfere with the playing of the card it is revealed in response to.

Helm of Her Secrecy

- ≡ You can play multiple *Helms of Her Secrecy* in one chain of effects. The player should make sure that he does not take the option of playing *Éowyn* out of his hand until the first copy declared is resolved.

Helm of Fear

- ≡ Has no effect on a non-Ringwraith.

Here is a Snake

- ≡ *Here is a Snake* does not prevent the use of hazards already on the table.
- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Here, There, or Yonder?

- ≡ The ally does not have to be chosen or played until after the dice are rolled.

Hermit's Hill

- ≡ To play a major item here, *Hermit's Hill* must be untapped

Hidden Haven

- ≡ If both players reveal this as a starting stage card, on the same site, at the same time, it is set aside, and may not be played on that site by either player until the game begins.

Hidden Knife

- ≡ *Hidden Knife* is effectively an attack.

Hoarmûath of Dir

- ≡ See Rulings by Term, Nazgûl.

Hold Rebuilt and Repaired

- ≡ *Card Erratum*: Add "Playable during the site phase."
- ≡ See also Turn Sequence, Site Phase, General.

Horses

- ≡ *Card Erratum*: Add "Playable only at the end of the organization phase."

Hour of Need

- ≡ May not be played in the Under-deeps.
- ≡ @ If successful *Hour of Need* taps the site it is played at (not the site associated with the faction) [Van] %
- ≡ @ Cannot be played at a tapped site [Van] %
- ≡ @ Will not allow the play of a 'free' minor item when played in the organization phase [Van] %

The Hunt

- ≡ The discarding and revealing of the card do not have to be in any specific order.
- ≡ @ A *Noble Hound* does not shield *Alatar* from the creatures, he is still alone against them. [Van] %

Huorn

- ≡ *Card Erratum*: Add "Awakened Plant."

Ice-orcs

- ≡ *Card Erratum*: Change the Shadow-hold symbol into a Ruins & Lairs symbol.

Icy Touch

- ≡ @ Must target an Undead attack. [CoE] %
- ≡ If two of these are in play, they both trigger at the same time, and the second one is discarded without effect.

Incite Denizens

- ≡ When copying an attack put on the site by another card, *Incite Denizens* will not copy any other effects of the card.
- ≡ When copying an attack put on the site by another card, the *Incite Denizens* attack will disappear if the other card is discarded.

In Darkness Bind Them

- ≡ May not be used to play creatures keyed to double Shadow-lands.
- ≡ @ This card allows you to key creatures to the mentioned regions by name. It does not change the region type used to judge whether an attack is detainment or not. [CoE] %

Indûr Dawndearth

- ≡ Only one wounded character has to discard an item, and the hazard player chooses which character and which item they bear.
- ≡ See also Rulings by Term, Nazgûl.

Inner Cunning

- ≡ The site type for the agent's home site is the one you would use if you went to visit the site.
- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

In the Heart of His Realm

- ≡ See Rulings by Term, Card Effect Limitations.

In the Name of Mordor

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Ioreth

- ≡ *Card Erratum*: Replace "Healing card" with "Healing effect."
- ≡ Will not duplicate the untap portion of a healing effect on tapped but unwounded characters.

Iron-road

- ≡ Replacing the site card is considered movement, without a movement/hazard phase.

Iron Shield of Old

- ≡ *Card Erratum*: Add "Shield."

Khamûl the Easterling

- ≡ The number of cards discarded is set at the time of declaration.
- ≡ The cards are discarded from your opponent's hand.
- ≡ See also Rulings by Term, Nazgûl.

Knowledge of the Enemy

- ≡ Removes cards from the game, not just from play.

Last Child of Ungoliant

- ≡ Makes a company overt.

Leaf Brooch

- ≡ The item being replaced by the *Leaf Brooch* being discarded must be in play to satisfy any targeting restrictions. When it comes time to discard that item, discard *Leaf Brooch* instead.
- ≡ If used to replace a gold ring after a successful test, the bearer of the gold ring item gets the special ring item, not the bearer of the *Leaf Brooch*.

Leaflock

- ≡ Allows the canceling of one creature or the canceling and discarding of an event that targets the company in question or an entity associated with that company.
- ≡ May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.

The Lidless Eye

- ≡ Playing this card discards its player's *Bade to Rule* and prevents him from subsequently playing *Bade to Rule*.
- ≡ You may only play this card if none of your opponents are Ringwraiths.

Long Dark Reach

- ≡ The creature does not count against the hazard limit.
- ≡ A creature must be played if there is one available.

Long Grievous Siege

- ≡ There must be an eligible borderhold for this card to be played.

Long Winter

- ≡ Will tap all sites in play that meet the requirements.
- ≡ *Long Winter* will not continually keeps sites tapped, it is only applied once to each site each turn.

Lucky Search

- ≡ *Card Erratum*: Replace "Discard all revealed cards except the item." with "Reshuffle all revealed cards except the item back into the play deck." Add at the end of the first paragraph "Discard item if the scout is wounded by this attack."
- ≡ @ Successful play does not tap the site.[CoE] % Thus you are not allowed a minor item after the *Lucky Search* item.
- ≡ *A Noble Hound* does not face the attack instead of the character that played *Lucky Search*, because the strike is never assigned.

Lure of Expedience

- ≡ Will trigger when a gold ring item is tested and a special item is successfully played.
- ≡ Will trigger when an item is transferred.
- ≡ Can be played on-guard and will trigger a corruption check when revealed in response to an item played.

Lure of Nature

- ≡ *Card Erratum*: Replace "at the end of each movement/hazard phase" with "after all other hazards have been played."
- ≡ Corruption checks from *Lure of Nature* do not trigger if its bearer's company returns to its site of origin.
- ≡ The corruption checks caused by *Lure of Nature* happen at the end of the afflicted character's movement/hazard phase. Of course, the character's player can play resources to modify the corruption checks. The hazard player is allowed to play hazards in response, if the hazard player has enough hazard limit remaining. Hazards so played must directly affect the corruption checks caused by *Lure of Nature*. The hazard player can play no other hazards, no creature, no new corruption cards, etc.

Lure of Power

- ≡ If two instances of *Lure of Power* are in play and are triggered, only force one check at -4, and both are discarded.

Lure of the Senses

- ≡ The corruption checks happen at the end of the untap phase.

Magical Harp

- ≡ Can be used at the Free Council.

Mallorn

- ≡ *Card Erratum*: The first sentence should read: "Playable at *Bag End* only if *Earth of Galadriel's Orchard* is stored there."

Many Turns and Doublings

- ≡ If *Gates of Morning* is in play, *Many Turns and Doublings* can cancel hazards by reducing the hazard limit to the point where the hazard resolving is no longer playable. If this is done to an on-guard card, the card is returned to the player's hand.

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.

Memories Stolen

- ≡ This card is played after strikes are assigned, and the skills are lost as long as this card is in play.

Messenger to Mordor

- ≡ Cards stored with *Messenger to Mordor* must be storable at a generic Darkhaven, not a specific one.

Mind Ring

- ≡ May not be used by a Fallen-wizard to play a six mind character.

Mistress Lobelia

- ≡ May not retrieve minor items unless they are listed as playable on the site or the item.

Misty Mountains

- ≡ The "otherwise" on this card should be read as "alternatively."

Morannon

- ≡ *Card Erratum*: Should read "This card is used as a Dark-hold site card in the region of Udûn that is moved to..."
- ≡ @ Companies at two different copies of Morannon cannot combine [CoE] %.

Mordor in Arms

- ≡ See Rulings by Term, Card Effect Limitations.

More Alert than Most

- ≡ The minimum of one strike still applies while *Gates of Morning* is in play.

More Sense than You

- ≡ If there is only one character in the company, the attack is discarded without effect, but not canceled. The attack is still considered faced.

Morgul-horse

- ≡ To bring a Nazgûl permanent-event back into your hand, *Morgul-horse* must be declared after tapping the Nazgûl is declared and before it resolves.
- ≡ The alternative effect of this card can be played and resolved before any Nazgûl is played with it. A Nazgûl must be played as the first declared action in the chain of effects following the resolution of the alternative effect of *Morgul-horse*. If a Nazgûl is not played immediately following the resolution of this card, this card is returned to its player's hand. This card cannot be played for no effect just to discard it.

Morgul-knife

- ≡ @ Must target a Nazgûl attack. [CoE] %
- ≡ The corruption is received immediately following the attack.

Morgul Night

- ≡ *Morgul Night* is not discarded if Doors of Night leaves play.

Mountains of Shadow

- ≡ The "otherwise" on this card should be read as "alternatively."

Mount Doom

- ≡ If the site type of *Mount Doom* changes, creatures may be keyed to the new site type, but not to the old site type.

Mouth of Sauron

- ≡ *Card Erratum*: Add "Man."

Mûmak

- ≡ See Rulings by Term, Card Effect Limitations.

Muster

- ≡ *Card Erratum*: Replace entire text with: "Warrior only. An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5."

Muster Disperses

- ≡ *Muster Disperses* cannot be revealed as an on-guard card.

My Precious

- ≡ Does not count as *Gollum* for the purposes of *Gollum's Fate* or any other card that specifically calls for *Gollum*.
- ≡ May not be played as a character.
- ≡ Does not give -1 MP to minions.
- ≡ Must be face-up to gain two actions.
- ≡ His attack is successful if all of the strikes are successful. His attack fails if any of his strikes fail.

Narya

- ≡ Because of the way the timing rules work, characters tapping in support have no effect on the corruption check, since they will be untapped when the support resolves.
- ≡ See also Rulings by Term, Corruption.

The Nazgûl are Abroad

- ≡ See Rulings by Term, Card Effect Limitations.

Necker-breckers

- ≡ *Card Erratum*: Add "Does not effect Wizards."

Nenseldë the Wingild

- ≡ May tap to give +1 prowess to another character facing an attack.

New Friendship

- ≡ The influence bonus from *New Friendship* applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.

News Must Get Through

- ≡ Cards stored with *News Must Get Through* must be storable at a generic Darkhaven, not a specific one.

News of the Shire

- ≡ Affects all versions of *Bag End*.

Night

- ≡ The bonuses for Men and Dúnedain do not apply to attacks.

Noble Hound

- ≡ *Card Erratum*: Add the sentence: "If *Noble Hound* is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes."

Nobody's Friend

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

No Escape From My Magic

- ≡ *Card Erratum*: Change "Playable on any faction in play" to "Playable on any unique faction in play."

Not at Home

- ≡ Cannot cancel any attack or automatic-attack except one from a Dragon, Drake, or Troll.



Old Forest

- ≡ *Card Erratum*: Replace "healing cards" with "healing effects."

Old Friendship

- ≡ The influence bonus from *Old Friendship* applies only to the diplomat, but the corruption check bonus applies to any character in the diplomat's company.

Old Man Willow

- ≡ *Card Erratum*: Add "Awakened Plant."

Old Road

- ≡ May be used to influence an opponent's faction only when you are attempting to bring your copy of the faction into play.
- ≡ @ If successful taps the character's site, not the site of the faction being played. [Van]
%

The Old Thrush

- ≡ *Card Erratum*: Add "Cannot be duplicated on a given attack."

- ≡ Cannot be used against agents, since none of them have a listed prowess of 13 or greater.

The One Ring

- ≡ Can be used multiple times in a turn if the corruption checks are successful.
- ≡ "Starting prowess" refers to the prowess printed on the character card.
- ≡ If the bearer is a Ringwraith, *The One Ring* does not provide corruption to the characters in the company.
- ≡ Cannot be played after a test from storing a gold ring.

Open to the Summons

- ≡ *Card Erratum*: Replace "minion company" with "company."
- ≡ Does not allow you to start with a character that says he cannot be in the starting company.
- ≡ @ Allows minions / Fallen-wizards to play an Agent as a starting character. [CoE] %
- ≡ @ Does not allow a Fallen-wizard to play a 6-mind character. [CoE] %

Orc Mail

- ≡ Cannot be played on a company with allies in it, as there are no Dwarf or Hobbit allies.



Padding Feet

- ≡ *Card Erratum*: Replace the first sentence with: "Playable during the site phase on a lone scout minion (no other characters or allies in his company) at the same site as an opponent hero company containing a hobbit."

Palantír of Amon Sûl

- ≡ Discard immediately if its company contains less than two characters while moving.

Palantír of Elostirion

- ≡ *Card Erratum*: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.

Palantír of Orthanc

- ≡ Cannot be used on site cards.
- ≡ *Card Erratum*: This item does not give MPs to a Fallen-Wizard regardless of other cards in play.

Palantír of Osgiliath

- ≡ Discard immediately if its company contains less than four characters while moving.
- ≡ Only copies tapping effects of other Palantíri, not continuous effects.

The Pale Sword

- ≡ The corruption is received immediately following the attack.
- ≡ You must control both the Pale Sword and the Nazgûl it is played on.

Pallando

- ≡ Can only see the top card of an opponent's discard pile.

A Panalopy of Wings

- ≡ The Radagast bonus applies if you have a character manifestation of Radagast in play, or if you have declared you are playing Fallen-Radagast.
- ≡ @ The effect of discarding this card lasts till the end of the turn. [CoE] %

Parsimony of Seclusion

- ≡ @ May be used to fetch a Dragon faction. [CoE] %

Peril Returned

- ≡ Will not stop *Gates of Morning* from forcing the discard of hazard environments when *Gates of Morning* resolves.

Plague

- ≡ *Card Erratum*: Change "At the end of the target's movement/hazard phase" to "At the end of your opponent's turn."

Praise to Elbereth

- ≡ Nazgûl events discarded by *Praise to Elbereth* have no effect.
- ≡ Which characters are tapping to discard which events must be declared when *Praise to Elbereth* is declared.
- ≡ Nazgûl permanent-events that are targeted by *Praise to Elbereth* may not be tapped in response to its play.

Prophet of Doom

- ≡ "Number of regions between" includes the region of Pallando's site and the region the faction is played in.

Pûkel-men

- ≡ *Card Erratum*: Add "Pûkel-creature."

Quiet Lands

- ≡ *Card Erratum*: Replace "is reduced to half its original prowess (rounded up)." with "is reduced by half (rounded up)."

Quickbeam

- ≡ May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.

Radagast's Black Bird

- ≡ This is a two mind ally.
- ≡ @ Can cancel strikes against himself as often as you want. [Van] %

Rats

- ≡ Only an unwounded character may be wounded by this card.

Rebuild the Town

- ≡ *Card Erratum*: Replace "Playable on" with "Playable during the site phase on."
- ≡ See also Turn Sequence, Site Phase, General.

Reforging

- ≡ You can use it on hoard items.

Reaching Shadow

- ≡ May not be used to play creatures keyed to double Shadow-lands.
- ≡ @ This card allows you to key creatures to the mentioned regions by name. It does not change the region type used to judge whether an attack is detainment or not. [CoE] %

Ready to his Will

- ≡ Note that cards like *Rank Upon Rank* are applied as a passive condition, once an attack of the right type is in play. Therefore you can play and successfully resolve *Ready to His Will* in response to the declaration of *Rank Upon Rank's* effect.

Regiment of Black Crows

- ≡ Makes a company overt.
- ≡ May tap to give +1 prowess to characters during combat.

Reluctant Final Parting

- ≡ *Card Erratum*: Add "Determine nearest Haven using site cards of the same alignment (minion/hero) as the ally."
- ≡ *Reluctant Final Parting* has no effect on *The Balrog*.

Ren the Unclean

- ≡ If you tap *Ren the Unclean*, then you cannot play resources to aid your character's corruption checks. Your characters may tap in support.
- ≡ The moving player makes corruption checks first. Each player decides the order of the corruption checks for their characters.
- ≡ See also Rulings by Term, Nazgûl.

Rescue Prisoners

- ≡ *Card Erratum*: This cards gives 2 marshalling points, not 3. Add "You receive the marshalling points for this card only when it is stored."

Returned Beyond All Hope

- ≡ *Returned Beyond All Hope* "un-eliminates" a hazard creature, allowing any manifestation of that character to be played.
- ≡ This card may target creatures still in play as trophies.

Revealed to All Watchers

- ≡ @ Is not stopped by Bane of the Ithil-stone, as drawing cards is different from searching / looking. [CoE] %

Rhosgobel

- ≡ *Card Erratum*: Remove "A company moving to or from *Rhosgobel* is not considered to be moving through Southern Mirkwood (including one less Dark-domain in their site path.)"
- ≡ *Card Erratum*: Replace "healing cards" with "healing effects."

Ride Against the Enemy

- ≡ 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.

Ringlore

- ≡ *Card Erratum*: Add "Playable only during the site phase. Tap the sage and the site."

The Ring's Betrayal

- ≡ The ring must be chosen at time of declaration if the character bears more than one.

River

- ≡ *Card Erratum*: Should read "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."
- ≡ 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.

Röac the Raven

- ≡ *Card Erratum*: Replace "no modifications to the influence check are required." with "treat this influence check as if it was made by a diplomat."
- ≡ 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.

Rumor of Wealth

- ≡ Can be played on-guard.

Rumours of Rings

- ≡ @ Rings played on this card cannot be discarded to satisfy *Rolled Down to the Sea*; discarding is not playing. [Van] %

Ruse

- ≡ If *Ruse* is played by a scout who is the only character in the company, the attack has no effect. If there is a creature card it is discarded. The attack is considered faced but not canceled.

Sable Shield

- ≡ A bearer who did not tap while facing a strike will not tap if the strike is successful.
- ≡ A detainment strike will not discard the *Sable Shield*.
- ≡ @ Other strikes without wounding effects will not discard the *Sable Shield* either. [CoE] %

Sack over the Head

- ≡ Affects any Hobbit or Dwarf wounded by the attack, not just those wounded by the Troll.

Sacrifice of Form

- ≡ *Card Erratum*: Replace "-3 to any body checks" with "+3 to any body checks."
- ≡ After *Sacrifice of Form* is played, you may not play a different Wizard and your opponent may not play the Wizard you sacrificed.
- ≡ This card is played after strikes are assigned.
- ≡ See also Turn Sequence, Site Phase, Company versus Company Combat.

Secret Entrance

- ≡ Can be played on a company that does not move.
- ≡ See also Turn Sequence, Organization Phase, Choosing a New Site.

Secret Passage

- ≡ Does not work if the site type changes.
- ≡ See also Turn Sequence, Organization Phase, Choosing a New Site.

Seek without Success

- ≡ @ Cannot be countered by *Withdrawn to Mordor* as the agent is already discarded upon declaration of *Seek without Success*. [CoE] %

Siege

- ≡ *Card Erratum*: Change the Border-land symbol in the first line to a Border-hold symbol.
- ≡ Goes away when the site it was played on is discarded.
- ≡ If you move to a site with *Siege* played on it, any effect which can give you a second movement/hazard phase that turn will allow you to avoid the effects of *Siege*.

Sentinels of Numenor

- ≡ *Sentinels of Numenor* will not give an extra marshalling point to *Army of the Dead*.

Shadowfax

- ≡ *Card Erratum*: "an additional site card may be played and an additional movement/hazard phase."
- ≡ Cannot use his special ability if another ally is in the company.

Silent Watcher

- ≡ *Card Erratum*: Gives 1 marshalling point, not 0. Add "Pûkel-creature."

Skinbark

- ≡ May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.

Slayer

- ≡ *Card Erratum*: Gives 2 marshalling points, not 0. Add "Slayer."
- ≡ Only one attack can be canceled by tapping a character.
- ≡ All of the strikes will go against the same character.

Sly Southerner

- ≡ This is a two mind character.

Snaga-hai

- ≡ Can be influenced at any site they can be played at.

Sneakin'

- ≡ Will still affect the company if its size rises above two after resolution.

Something Has Slipped

- ≡ The -2 applies for each character that is wounded.
- ≡ Wounding an ally triggers this card.
- ≡ You cannot "become wounded" if you are already wounded before the strike.

So You've Come Back

- ≡ If two companies join, and both companies have a *So You've Come Back* played on them, the hazard player chooses which one to discard.
- ≡ A character in a company with just allies is by himself for the purposes of this card.

Spider of the Morlât

- ≡ Spider attacks from *Spider of the Morlât* played as a permanent-event are considered detainment vs. minion companies.

Spying Out the Land

- ≡ @ Your opponent can play as many copies of revealed hazards as he is able. [CoE] %

Squint-eyed Brute

- ≡ This is a two mind character.

Star of High Hope

- ≡ @ Does not affect hazards [CoE] %
[Original ICE entry: Does not affect attacks. - caused confusion on its effect on Company vs. Company Combat]

Stay Her Appetite

- ≡ Card Erratum: Change "plus two" to "plus five."
- ≡ If *Stay Her Appetite* is played on an ally with no prowess, there is no attack, but all other affects of the card apply.

Stealth

- ≡ Prevents the revealing of a creature on-guard.

Sudden Call

- ≡ You may not shuffle *Sudden Call* into your deck while you are drawing cards. Drawing cards is an indivisible action.

Summons from Long Sleep

- ≡ Card Erratum: Change "When the reserved creature is played, another Dragon or Drake may be reserved." to "Discard this card after the reserved creature attacks."
- ≡ Reserving the creature does not count against the hazard limit.
- ≡ @ A creature on *Summons from Long Sleep* cannot be discarded to satisfy *Dragon-feuds*; discarding is not playing. [CoE] %

Sun

- ≡ Does not affect attacks.

Swarm of Bats

- ≡ Does not help an attacking company in company vs. company combat.

They Ride Together

- ≡ Company size is still limited to seven.

Thing Stolen

- ≡ Playing the item will tap the site if it is not already tapped.

Thong of Fire

- ≡ The prowess requirement only applies when transferring or playing *Thong of Fire*, and includes modifications to the character's prowess.

Thorough Search

- ≡ *Card Erratum*: Replace "...to play any item normally found at its current site." with "...to play a minor, major, or gold ring item normally found at its current site."

Thrall of the Voice

- ≡ Does not allow starting with a character that specifies it may not be in the starting company.
- ≡ @ Can be duplicated on the play of a given character, but that does not lift the maximum of 6 mind. [CoE] %

Threats

- ≡ For this card, your prowess is calculated when it resolves.

Tidings of Bold Spies

- ≡ *Tidings of Bold Spies* only copies attacks, not effects that allow certain creatures to become automatic-attacks.

Tolfalas

- ≡ *Card Erratum*: Should read: "Playable: Items (minor, major, greater*) *Scroll of Isildur only."

Tom Bombadil

- ≡ *Card Erratum*: Change "that targets a company" to "that targets a company, or an entity associated with a company."

Traitor

- ≡ *Card Erratum*: Replace the last paragraph with "This card is discarded when a character fails his corruption check."
- ≡ Two instances in play of *Traitor* have no extra effect and are both discarded with the next failed corruption check.
- ≡ *Traitor* cannot be revealed as an on-guard card.
- ≡ This is an attack with the same race as the character attacking, and a normal prowess of ten plus the character's prowess.
- ≡ Characters facing a *Traitor* when it is not their turn may not play resources, but may still tap for full prowess.

Treebeard

- ≡ *Card Erratum*: Replace "Redhorn Gap" with "Redhorn Gate."
- ≡ May tap to give +1 prowess to another character facing an automatic-attack, or hazard keyed to his site.

True Fána

- ≡ Combat modifiers that modify prowess only against a strike do not count when determining the Wizard's prowess.
- ≡ When this spell is used against an agent, the agent does not receive the two 6-sided dice bonus.
- ≡ See also Turn Sequence, Site Phase, Company versus Company Combat.

Twilight

- ≡ *Card Erratum*: Add "This card may be played at any time during any player's turn."
- ≡ Can target a card that has not yet resolved.
- ≡ Can be played as a resource during your opponent's turn.

"Two-headed" Troll

- ≡ Makes a company overt.

The Under-galleries

- ≡ You cannot play *Morannon* at *The Under-galleries*. However, you can play *Ancient Stair* from *Morannon*, move to *The Under-galleries*, and zip back to *Morannon* at the end of the turn.

Usriev of Treachery

- ≡ You may not use this item to assign a third strike to the character.

Use Palantír

- ≡ *Card Erratum*: Change text to "Sage only. Tap sage to enable him to use one Palantír he bears for the rest of the turn."

Use Your Legs

- ≡ All strikes by the entire company count for capturing Hobbits.
- ≡ The characters placed off to the side are not considered prisoners for MP purposes.

Veils Flung Away

- ≡ *Card Erratum*: Each body check is modified by -1, not +1.

Vilya

- ≡ *Card Erratum*: *Vilya* should now read: "Playable on Elrond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If Elrond is at Rivendell and your play deck has at least 5 cards in it, you may take 3 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3. Cannot be duplicated on a given turn."

Voices of Malice

- ≡ May be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

We Have Come to Kill

- ≡ You must have enough influence to control the character to play this card.
- ≡ @ *We Have Come to Kill* may be used to bring in agents, but not Ringwraiths or Fallen-wizards. [Van] %
- ≡ [*Original ICE entry*: as above, minus 'or Fallen-wizards']

Were-worm

- ≡ Wounding an ally discards an item.

Where There's a Whip

- ≡ Only characters with a mind and prowess less than the *Whip* bearer's will untap.
- ≡ The body check will discard Orcs and Trolls.

Whispers of Rings

- ≡ @ Rings played on this card cannot be discarded to satisfy *Rolled Down to the Sea*; discarding is not playing. [Van] %

White Mountains

- ≡ The "otherwise" on this card should be read as "alternatively."

The White Tree

- ≡ *Card Erratum*: Add "Discard the *Sapling of the White Tree*."

Will of Sauron

- ≡ Long-events are only discarded if *Will of Sauron* ceases to be in play, not if one particular card leaves play.

The Windlord Found Me

- ≡ Can be used to recover a Wizard discarded with *Sacrifice of Form*.
- ≡ You can play your Wizard at the Haven when you store this card even if *Saw Further and Deeper* is in play.
- ≡ **Card Erratum:** Add "If you do not place this card with a character after the attack, discard it."

Winds of Wrath

- ≡ See Rulings by Term, Card Effect Limitations.

Winged Change Master

- ≡ Only affects Radagast when using region movement.

Witch-king of Angmar

- ≡ Although he becomes a long-event when tapped, he is discarded when the effect resolves just like other Nazgûl. The long-event effect will remain until the appropriate time.
- ≡ See also Rulings by Term, Nazgûl.

Withdrawn to Mordor

- ≡ To discard an on-guard card with *Withdrawn to Mordor* you must do so before the card is revealed.
- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Wizard's Laughter

- ≡ **Card Erratum:** Change "Wizard only." to "Wizard only during opponent's site phase."

Wizard's Myrmidon

- ≡ Can be played with another card, like *Squire of the Hunt*, that reduces the influence required to control the character. Use the lower number to control the character.

Wizard's Ring

- ≡ **Card Erratum:** Replace "Ignore any effect that would discard this item" with "Cannot be stored, stolen, or transferred."
- ≡ This is not a ring item.

Wolf-riders

- ≡ The "playable on ..." conditions of the first paragraph do not apply to the second paragraph.

Wolves

- ≡ Card Erratum: Change "Animals" to "Wolves."

Worn and Famished

- ≡ See Rulings by Term, Card Effect Limitations.

The Worthy Hills

- ≡ Since this site never taps, no free minor items may be played here.
- ≡ (Minion version) *The Worthy Hills* effect of not tapping does not interfere with the satisfying of active conditions.

Woses of Eryn Vorn

- ≡ *Card erratum* (minion version): Change "Man faction" to "Wose faction."