

Play and Examples File

Version 3.0 August 2006

The Play and Examples File or PEF was created with the intent of providing the Middle-earth player with in-depth information on the use of certain cards as well as clarifying game terms and effects. The file is organized like the CRF with “Examples by Card Title” and “Examples by Term.” Many rulings from the rules digests have been catalogued. For your convenience we have also incorporated some of the easier-to-forget rules from the expansion rules inserts and rulebooks. When the explanations in the Collected Rulings File (CRF) are not enough to understand something, it is our hope that the PEF will provide the answer.

Information in the Play and Examples File was collected with great care and should (ideally) never conflict with the official rules documents (rules books, CRF, tournament policy, and digests). However, it does not have any official status, nor is it a substitute for those official documents. In case of conflict, those documents are always right.

Examples By Card Title

AAA)

A Chance Meeting

- This card targets the character it brings into play. Therefore, you cannot play it for no effect.
- Fram Framson can be played with this card.
- May be used by a Fallen Wizard player to bring into play hobbits, Fram Framson and Agents, but not a character with more than 5 mind or Orcs/Trolls.

A Merrier World

The MP modification applies to creatures killed before this card is brought into play. It does not affect at all killed Roused Dragons or MPs gained from CvCC. [COE 97]

Alatar

The modification to kill marshalling points provided by the Fallen Alatar character applies to creatures killed before this card is brought into play. It does not affect at all killed Roused Dragons or MPs gained from CvCC. [COE 97]

Armory

In order to receive marshalling points from one of your copies of this card, you need to have at least three minor items under that particular copy.

Assassin

- Between an attack's declaration and strike assignment there is time for multiple chains of effect. [CRF] Hazards so played cannot be required to start a chain-of-effects. See Examples by Term, Attacks, Creature.
 - For example: Between the second and third attacks of an Assassin, or at any time after the first attack resolves but before strike assignment, the hazard player could play a River (but not creatures or corruption) and the resource player could play Marvels Told or any resource event.
- You can play Flatter a Foe on the first, second, or third attack of an Assassin. The hazard player may respond with any hazards that are not required to initiate a chain-of-effectss. See Many Turns and Doublings. See also Examples by Term, Hazard Limit.
- Canceling the attack with any method other than tapping a character (like Orc Quarrels) does not use up the Assassin's text allowing a character to tap to cancel one of the attacks.
 - For example: Let's say an Assassin is being played against Frodo and Gandalf and the hazard player chooses Gandalf as the target of the strike. The defending player could, in any order, tap Gandalf to face the strike (then resolve strike), play Orc Quarrels to cancel the second attack, and then tap Frodo to cancel the third attack as per the assassin's text.
- The second and third attacks of an Assassin must target the same character as the first, so if its strike is prevented from being assigned to any target at all (for instance, by More Sense Than You), the rest of the Assassin's attacks fizzle.

BBB)

Bag End

Fallen Wizards cannot use minion Bag End's text to play hero items there. The site's text only says what is playable, not whether you have the ability to play the item or not. [COE 107]

Balance Between Powers

- Balance Between Powers cannot cancel or fizzle cards already in play.
 - For example: My opponent plays Doors of Night. In response, I play Balance between Powers. Balance Between Powers resolves first, but Doors does not fizzle because Doors has already been played (even though it hasn't resolved) and Balance only stops the "play" of environment cards. According to the CRF, playing a card is the act of taking it out of your hand and putting it in play. Resolution happens afterwards. [COE 85]
- This card may be cancelled by Twilight before it resolves, but not afterwards.

Black Rain

If a Fallen-wizard plays Black Rain, that player is allowed to play a hero ring item, since Black Rain does not target the ring being played. A Minion player cannot do this.

Burglary

You are considered to have faced the automatic-attacks if you play Burglary during that site phase. [COE 75]

Bridge

If you get sent back to site of origin your movement/hazard phase ends immediately and you are not considered to have "moved" anywhere, so the extra movement granted by Bridge wouldn't work.

Burat

The troll trio (i.e. Burat, Tuma, and Wulluag) can tap to untap each other even during a strike sequence where the troll using this ability is a target from a strike. This works even during an automatic-attack, since tapping and untapping affects prowess and therefore affects the strike.

- For example: Let's say Burat, Tuma, and Wulluag are laughing over the capture of some dwarves when suddenly they are surprised by a Spider attack of 3 strikes. Each one is assigned a strike. Burat taps to face his strike. It is now Tuma's turn for a strike, but first, he taps to untap Burat. Now Tuma faces his strike tapped (therefore -1 modifier to his roll). Wulluag's turn for a strike. First, he taps to untap Tuma, etc. You can ONLY use these abilities provided that the trolls are not moving when attacked (because their ability says "at the same site as," and a company is at no site while moving).

CCC)

Calendal

If Calendal taps to use a palantir, he gains that ability only until the end of the turn. [COE 107]

Carambor

- Carambor's ability must be used at the END of a movement/hazard phase. Therefore if his company is returned to their site of origin they cannot get another movement.

- Washed and Refreshed could potentially allow Carambor to move infinitely, since the information under CRF, Turn Sequence Rulings, Organization Phase indicates that the effects of Washed and Refreshed would apply separately to each phase, allowing Carambor to untap each time provided that was moving less than four regions. [COE 107]

Catch an Elusive Scent

Catch an Elusive Scent can be used to play minor/major/gold ring items at a Wizardhaven created with a stage card if the site normally has them playable. Due to the reference to “normally playable” on Catch and Elusive Scent, alignment restrictions apply between the item and the site. [COE 106]

Challenge the Power

Challenge the Power cannot be played on The Balrog when he is carrying a hero The One Ring, since hero resources cannot be used as conditions for minion resources. [COE 106]

Chambers of the Royal Court

Your copy of Chambers in the Royal Court is not discarded when your opponent plays his Fallen Gandalf, because the card says it may not be discarded. [COE 79]

Crown of Flowers

This card can be played alone as a permanent event. You can later play a resource and say it is affected by Crown of Flowers.

DDD)

Dragon’s Blood

Sacrifice of Form does not allow one to get around the body check caused by Dragon’s Blood.

Deeper Shadow

This card is playable on an under-deeps Ruins and Lairs as long as the company is moving.

Double-dealing

- A player can only use Double-dealing as one of his starting stage cards if it is played on a Hidden Haven previously played in the draft. This is because Double-dealing targets a site, and Hidden Haven allows the starting site to exist during the draft. [COE 75]
- This card allows a Fallen Wizard player to play any resources that target the site, not just items, allies, and factions.
 - For example: Double-dealing played on a minion Ruins and Lairs would allow Rebuild the Town to be played on that site.

EEE)

Early Harvest

This card can be played on factions like Returned Exiles, since Returned Exiles is normally playable at a border-hold.

Eyes of Mandos

This card can be played but its effects are prevented by Bane of the Ithil Stone and similar hazards. [COE 14]

FFF)

Farmer Maggot

Using this card's ability to move your company counts as movement, without a movement/hazard phase. [COE]

Flatter a Foe

- Opponent may still respond to the play of this card with as many hazards as possible up to the natural limit (but they cannot be hazards that must start a chain-of-effects).
- Flatter must be played after an attack is announced but before strike assignment since it cancels an attack.
- See also Many Turns and Doublings.

Forced March

See Bridge.

Forewarned is Forearmed

- Since Forewarned affects attacks, not strikes, it must be played before the strikes are assigned.
 - For example: If you are being attacked by an Assassin, you would have to play Forewarned *before* the hazard player chooses a strike target. [COE 510]
- If you are at an Under-deeps site with more than one attack, and one of the attacks says, "opponent may play a creature card from hand normally keyable to a <foo>," the site is affected by this card. The hazard player may choose which of these attacks the resource player faces and that attack cannot be cancelled.

Foul Fumes

This card does not actually 'check' a site or region path unless the site or region path meets Foul Fume's requirements, and only then the site is checked, once per turn.

- For example: Doors of Night and Old Forest are in play. Foul Fumes is played. Old Forest does not have any shadow-lands or dark-domains in its site path and therefore is not checked by Foul Fumes. On a later turn the hazard player plays Morgul Night, which creates shadow-lands in Old Forest's site path. As soon as Morgul Night is played, Foul Fumes officially 'checks' the Old Forest site, and taps the site.

GGG)

Gandalf the White Rider

- When Gandalf the White Rider is played, it immediately adds 1 to the hazard limit.
- If Gandalf the White Rider is on table and its effect has been applied to a company then the card is discarded by Marvels Told, then played again, it will not lose its original effect. In addition, it has a cumulative effect when it returns. The action has already been applied and will not go away.

Gates of Morning

Gates of Morning and Doors of Night discard and cancel environments upon *resolution*. Therefore, one does not cancel the other in the same chain-of-effects. Also, both of these cards do not have any passive conditions that can be responded to, but rather take effect immediately upon resolution [COE 107].

- For example: Gates of Morning and Sun is on table. Doors is played by the hazard player and a second Gates by the resource player. No matter when the resource player plays Gates (i.e., whether he plays it in response to Doors, or after Doors) he cannot prevent Doors from resolving and discarding Sun. (Only Twilight can prevent this, because Twilight may be played on cards that have not yet resolved.)
- Another example: Let's say Doors of Night is on the table. The hazard player plays Snowstorm. The resource player responds by playing Twilight on the Doors of Night. If this were to resolve, Twilight would discard Doors and then Snowstorm would "fizzle" because the condition of Doors of Night being in play is no longer valid. Now let's say that instead of allowing Twilight to resolve, the hazard player plays a Doors of Night in response to the Twilight. Although Doors of Night cannot be duplicated, it's a valid play because the CRF says you can play a multiple copy of a "cannot be duplicated" card as long as the card is being targeted in the current chain-of-effects for removal. This chain resolves as follows. Doors of Night comes into play (causing two Doors to be in play momentarily during the resolution of this chain-of-effects). Twilight resolves, causing the original Doors of Night to be discarded. Lastly, Snowstorm comes into play and this time doesn't "fizzle" because Doors of Night is on the table.

Geann-a-Lisch

Cards that allow characters to be brought into play, e.g., Open to the Summons, do not allow a character to be played at Geann-a-Lisch. [COE 104]

Gollum

Gollum's text must be used during Gollum's player's resource turn, like any other resource.

Golodhros

Golodhros would get the agent bonus for influencing a character with the same home site if he tries to influence a character that has "any dark-hold" as a home site. See Examples by Term, "Any Dark-hold."

Great Road

- Since "At the end of your turn" happens at the very end of the End-of-turn phase, if your company has played Great Road in order to move back to a free-hold, border-hold, or haven, it will not move back to that site until after it is too late to store cards using Safe From the Shadow. This is because Safe From the Shadow triggers "during your end-of-turn-phase." [COE 106]
- If Alatar is in the company using Great Road, the hazard player's draw is doubled, then subtracted by one using Alatar's effect. Annotation 26 is not applicable. [COE 108]

Great Secrets Buried There

- If this card is discarded (by Marvels Told, for instance), any item beneath it is discarded.
- Great Secrets Buried There is discarded if there is no item on it. [COE 11]

Great Ship

The effect of Great Ship can be used multiple times during a movement/hazard phase. [COE 105]

HHH)

Hall of Fire

Note that playing a card on a copy of a haven is not the same as playing the card on all copies of the haven. For example, if you have Hall of Fire on a tapped haven site, and combine companies at an untapped version of the haven, you will lose Hall of Fire.

Here is a Snake

- The hazard player can always respond to the play of this card with hazards, provided that the hazard limit has not yet been reached, and those hazards would not be affected by the card.
- You cannot play this card in response to an opponent's hazard in hopes of effectively canceling that hazard, because of the CRF ruling that Here is a Snake "does not prevent the use of hazards already on the table" which should be read as "does not prevent the use of hazards already played." [COE 18]

Hidden Haven

If Hidden Haven is drafted as a starting stage card, your starting site is chosen at that time, before the next card is drafted. If both players draft Hidden Haven at the same time, then both players immediately draft their starting sites. If both players draft the same site, then Hidden Haven is placed out of play, but each player must stick with their chosen starting site. Note that that particular copy of Hidden Haven is out of play and cannot be played on any site. [COE 55]

Hold Rebuilt and Repaired

- If a FW plays a card to change a company's site type (for example: at a minion ruins and liar the company plays Hold Rebuilt and Repaired to change the type to a shadow-hold), even though FW must use hero versions of sites for shadow-holds, the site version does not need to be changed, because site versions are only changed when a card is in effect that changes what sites a FW may use.
- This card can be played before facing the normal automatic attack [COE 75]. Note that it must be played during the site phase [CRF Errata].

Hour of Need

Taps the site you are at if played successfully.

Houses of Healing

You can play this card before characters untap, because resources may be played during the untap phase.

III)

In the Heart of His Realm

- If In the Heart of His Realm is played on a company that it would affect, you can wait for its passive condition to be announced and then Marvels Told it in response. See also, CRF Annotation 9, Passive Conditions.
- The CRF also says here that "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.” This would mean that In the Heart of His Realm can never be played in response to a card like Wizard’s Test to cancel it, because In the Heart of His Realm would resolve being played, then the test would resolve being played, then In the Heart of His Realm’s passive condition would be announced—too late to cancel the Wizard’s Test.

JJJ)

KKK)

King Under the Mountain

This card can be played on any subsequent turn from the point that its conditions have been met.

Knowledge of the Enemy

You only have until the end of the turn in which you faced the agent attack to play this card. [COE 52]

LLL)

Left Behind

Only resolves if the Concealment does not resolve before the playing of Left Behind.

- For example: My opponent plays Durlending Raiders on Galdor and Arwen. No one responds to Durlending Raiders, so it resolves and an attack is created. Your opponent plays Left Behind on the attack, hoping to separate Arwen from following her new love. In response, you play Concealment. The attack is cancelled and Left Behind has nothing to modify so it is discarded. The elves stay happy—until she meets Aragorn...

Leg it Double Quick

- Resolve your hand between movement/hazard phases. This is because “At the end of a movement/hazard phase” occurs before hands are reset.
- This card cannot be played after being sent back to site of origin at the end of the movement/hazard phase, because your company is not moving.

Legendary Hoard

- “Target dragon’s auto-attack cannot be cancelled” refers, of course, to the auto attack on the At Home dragon’s card, NOT the auto-attack at the associated site. [COE 39]
- Consider an inverted Dragon to be “off to the side.” The At Home dragon’s effects (auto-attack, card text) are no longer in play, and thus the Dragon cannot be killed. [COE 39] You can continue rotating Legendary Hoard even if the target Dragon is inverted. [COE 46]
 - For example: Legendary Hoard is played on Daelomin at Home. If you discard Daelomin at Home to increase the hazard limit (or play Marvels Told on him), he becomes inverted. You can now enter Dancing Spire and face only the standard auto-attack of 2@11 before playing item(s). [COE 46]
- A player is only allowed up to 3 items per game per copy of Legendary Hoard. [COE 46]
- A player’s copy of Legendary Hoard affects both players.
- See also Examples by Term, Hoard.

Long Winter

This card does not actually ‘check’ a site or region path unless the site or region path meets Long Winter’s requirements, and then it is checked, once per turn.

- For example: Long Winter, Doors of Night, and Ettenmoors are in play. Ettenmoors does not have two wildernesses in its site path so it does not tap. The hazard player may later play a card (like Withered Lands) to create the necessary number of wildernesses in its site path, and only then would Long Winter check the site (and tap the site).

Look More Closely Later

Fallen Wizards cannot target/affect hero resources or sites with minion resource events, and they cannot target/affect minion resources or sites with hero resource events, except with spells or magic [CRF]. Therefore this card cannot be used to untap a minion site.

Lucky Search

The attack created by this card is never assigned [CRF, Lucky Search]. Therefore, cards like Noble Hound and More Sense than You will not prevent the scout who played Lucky Search from facing the Lucky Search attack.

MMM)

Magical Harp

- You may tap the harp during your organization phase to affect a target character for the rest of the turn even if that character subsequently forms a company apart from the harp’s bearer. [COE 510]
- Effects like Promptings of Wisdom and Magical Harp check whether a character is still in a company continuously, not just when the effect is announced. The effect is always on the bearer’s current company, no matter what the company was earlier in the turn.
- If a wizard is targeted by Magical Harp and that wizard ties his corruption check or misses by one he isn’t discarded/eliminated and so you don’t lose the game (or get -5MPs in tourney play).

Man of Skill

- Man of Skill only affects permanent events that have text requiring it to be played at a site where information is playable. [COE 103]
- Since this card affects not just cards with MPs, events that meet Man of Skill’s criteria but say that they must be stored to receive MPs are worth 2 MPs even if not stored. [COE 103]

Many Turns and Doublings

- Since the hazard limit is set at beginning of the movement/hazard phase, there is no time to play Many Turns and Doublings during the organization phase such that it will affect the hazard limit. [COE 54]
- The hazard player can always respond to Many Turns and Doublings (before it resolves) with hazards that will resolve successfully, just like responding to any other hazard-lowering resource.
 - For example: Gates of Morning is on table and Beorn and Legolas are in a company together. As soon as their organization phase ends their hazard limit is set to two. Their new site, Beorn’s House, is flipped over. The hazard player, overjoyed that he can figure out what his opponent is up to, plays an Assassin, intending to target Beorn. Now, keep in mind that playing hazards does not actually reduce the “hazard limit,” it simply means that one hazard out of an allowable two have

been played. (Also note that hazards check the hazard limit both at *declaration* and *resolution*, so until the Assassin resolves one of two hazards has been played for *declaration*.) The resource player has two copies of Many Turns and Doublings in hand and would like to cancel the Assassin so in response to the Assassin he plays Many Turns and Doublings. At this point the hazard player has priority to respond to the Many Turns, but he declines. So the resource player chooses to respond to his Many Turns with a second copy of Many Turns. The hazard player can respond to this second copy (but not with a hazard that causes an attack or corruption because these must start a chain-of-effects), and does so by playing River. Now two hazards have been played for declaration out of an allowable hazard limit of two. In the order that the cards were declared, the chain-of-effects is now:

Assassin
Many Turns and Doublings (first copy)
Many Turns and Doublings (second copy)
River

Since both players are done responding, these cards may now start to resolve in reverse or ‘top of the stack’ order. The River resolves first, but before this happens it checks to see how many hazards have *resolved* against the current hazard limit. Since no hazards have resolved, there are still two allowable hazards left. Furthermore, since no hazard-reducing resources have yet resolved, *the hazard limit is still two*. River resolves successfully, bringing the number of allowable hazards that can resolve down to one. The next card to resolve successfully is Many Turns, which at this point reduces the hazard limit from two to one. Since the hazard limit is one and one hazard has already been played, the number of allowable hazards that can still resolve is zero. The third card to resolve is another copy of Many Turns, which reduces the hazard limit to zero. In this case the Many Turns doesn’t affect the game at all, since prior to the Many Turns the number of allowable hazards that could resolve was already zero. The last card to resolve is Assassin, but before this happens it checks to see how many hazards have been resolved against the current hazard limit, and since one hazard out of an allowable zero hazard limit have resolved, the Assassin fizzles and is cancelled.

- You must have fewer hazards declared than the hazard limit in order to *declare* a new hazard. You must have no more hazards declared than the hazard limit in order to *resolve* a hazard. Hazards that are declared but not yet resolved still count in the tally for checking at resolution. Keep in mind that a card that has been *declared* in a chain-of-effects is still considered *declared* until the card resolves or fizzles; i.e. hazards that are declared but not yet resolved still count in the tally for checking “number of hazards declared” at the resolution of a hazard. This ruling interpretation is different then the way many North American players have been playing, but is considered official.
 - For example: Gates of Morning is on table and Beorn and Legolas are in a company together. As soon as their organization phase ends their hazard limit is set to two. Their new site, Hermit’s Hill, is flipped over. The hazard player wonders why anyone would move to Hermit’s Hill; then plays a Cave Drake, and gives his opponent a chance to respond. His opponent declines. The hazard player then makes what is probably a poor strategic decision, and plays a River in response to his Cave Drake, thinking that Beorn will tap for the River and be at –1 prowess against the Cave Drake. In response to the river, the opponent plays Many Turns and Doublings. In the order that the cards were declared, the chain-of-effects is now:

Cave Drake
River
Many Turns and Doublings

Many Turns resolves first. The hazard limit becomes 1. The hazard player checks River at resolution. There are two hazards declared now, but only one allowed. (This is because the Cave Drake is still considered *declared* until it resolves or fizzles.) That's not allowable, so River fizzles. The hazard player checks Cave-drake. Now there's only 1 hazard declared, so Cave-drake resolves successfully and attacks the company.

- Another example: Gates of Morning is on table and Elrond and Elladan are in a company together. As soon as their organization phase ends their hazard limit is set to two. Their new site, Bag End, is flipped over. The hazard player plays a River, and gives his opponent a chance to respond. His opponent responds with a Many Turns and Doublings, and gives the hazard player a chance to respond. The hazard player is not very experienced in chains-of-effects or the game of chess, and so makes a quick judgment: if he lets the Many Turns resolve, the hazard limit will be one, and his River will still resolve. The hazard player declines to respond. The resource player responds with another copy of Many Turns. The hazard player is now quick to realize that the two copies of Many Turns will both resolve before his River, reducing the hazard limit to 0, and his River will have no allowable hazards left and will fizzle. So, thinking that he's getting the hang of this chain-of-effects thing, the hazard player (smartly) decides to play his second copy of River in response. Unfortunately, the resource player has been playing the same deck for years, and so expertly plays his third copy of Many Turns. After some puzzling over the mess on the table the hazard player realizes that the chain-of-effects and the order the cards were declared looks like this:

River
Many Turns and Doublings
Many Turns and Doublings (second copy)
River
Many Turns and Doublings (third copy)

Since the cards resolve in reverse order, Many Turns and Doublings (third copy) resolves first, reducing the hazard limit from 2 to 1. Now River would resolve, but first it checks to see what the hazard limit is. The hazard limit is 1, and at this point there are still two hazards declared, so River fizzles. Now Many Turns and Doublings (second copy) resolves, reducing the hazard limit to 0. Now Many Turns and Doublings (third copy) resolves, reducing the hazard limit to 0, since the hazard limit cannot go below zero. Now River would resolve, but first it checks to see what the hazard limit is. The hazard limit is 0, and at this point there is 1 hazard declared, so River fizzles. The hazard player shakes his head in grief, and wonders if there was any way he could have played that better. (Not really.)

NNN)

Nameless Thing

Only one character can tap to cancel one attack from Nameless Thing. [COE 108]

Nature's Revenge

- If this card is on a Hidden Haven, the site is no longer considered a wizard haven (because the site type has changed).
- Hidden haven does not cancel the new auto attack created by Nature's Revenge. [COE 11]

Narya

- Characters tapping in support of Narya's corruption check will NOT add any bonuses to the corruption check. [CRF]
- The reason for the above is because of the way timing rules work. Here's a deeper explanation. Note how CRF Annotation 24 says that cards have their effects declared in reverse order, and resolved in the order written on the card. Also note CRF - Rulings By Term - Corruption: "The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves." And last but not least Narya: "Gandalf only. +4 prowess, +1 body, +2 direct influence for the rest of the turn. Immediately untap all unwounded characters in Gandalf's company. Gandalf makes a corruption check modified by -5." So if you tried to tap to support the check the chain-of-effects looks like this:

- 1) CC for Gandalf (at -5)
- 2) Untap all unwounded
- 3) Prowess/Body/DI Boost
- 4) Tap for support of check

Now we resolve in reverse order... which would be the CC boost, but CRF quote says that doesn't resolve until the CC... so it doesn't resolve yet. Then Gandalf is boosted, then everybody untaps, and finally it's time for the CC. But when the bonus tries to resolve it finds that the characters are now untapped, so it fizzles do to this CRF ruling under Active Conditions: Annotation 5: "If an action requires an entity to tap as a condition for the action's main effect, that entity must be untapped when the action is declared; else, the action may not be declared. Tap the entity at this point; this is considered synonymous with the action's declaration; i.e., it is not a separate action. When it comes time to resolve the action in its chain-of-effectss, that entity must still be in play and tapped or the action is canceled."

Nenseldë the Wingild

May not tap to retrieve Twilight, since Twilight is a hazard, not a resource.

OOO)

Open to the Summons

You may play Open to the Summons on a company with no agents, but it won't have an effect until you add an agent to the company.

PPP)

Paths of the Dead

- Paths of the Dead is playable at any site with Aragorn II in the company. Note that if a player plays Paths of the Dead at any site and moves to Vale of Erech (or stays at Vale of Erech), that player can play Army of the Dead on Aragorn II. The text that allows special movement and an undead restriction would only apply if the company started moving from Dunharrow (either during the organization phase or during a multiple movement in the movement/hazard phase) and this text is optional. [COE 18]
- Aragorn II may play Army of the Dead with Old Road from Edhellond if he played Paths of the Dead during the organization phase.

Phial of Galadriel

Phial of Galadriel taps neither site nor bearer, can be played at a tapped site and outside the site-phase (like replacing a ring after a test). [COE 52]

Pilfer Anything Unwatched

- Note that part of the *cost at declaration* of this card is that you tap an agent. [CRF, Active Conditions]
- Also, note that according to the CRF: “Hazards may only be played on a company whose movement/hazard phase is being resolved, or on the site they are moving to.” This should be read as “Hazards that have targets.”

Power Built by Waiting

If you tap Power Built to add one to the hazard limit, your opponent can Marvels Told it in response, and fizzle the extra hazard added. [COE 107]

Promptings of Wisdom

- Effects like Promptings of Wisdom and Magical Harp check whether a character is still in a company continuously, not just when the effect is announced. The effect is always on the bearer’s current company, no matter what the company was earlier in the turn.
- You can tap a ranger with Promptings in response to an effect that would send him to his site of origin (such as Seized by Terror). This cancels that effect, and the ranger stays with the original company. [COE 38]

Prowess of Age

One cannot use Prowess of Age to allow one’s own Roused Dragon to attack one’s own company, because the text on the Roused Dragon will continuously cancel each and every attack as they come up. [COE 105]

QQQ)

RRR)

Ready to His Will

If an Orc or Uruk-lieutenant is taken as an ally by Ready to His Will in the same turn that the company has faced a previous orc attack, the prowess bonus listed on the Orc/Lieutenant is part of the “normal” prowess asked for by Ready to His Will, and will be maintained through the rest of the turn. Since both Lieutenants require that it be

“played” to get the prowess bonus, the bonus is not “reactivated” in subsequent turns with the play of other orc attacks. [COE 96]

Return of the King

- Tap a character to play a card only if it is an item, ally, or faction, or if the card specifically requires you to do so [Balrog Rules]. In other words, you don’t have to tap to play Return of the King.
- Only items, allies, and factions must be played during the site phase, unless a card specifically requires you to do so or says otherwise. Therefore, Return of the King can be played during any phase in which Aragorn is at Minas Tirith.

Revealed to All Watchers

- This card is not stopped by Bane of the Ithil stone or similar effects, because drawing cards from your play deck is not “search[ing] through or look[ing] at any portion of a play deck or a discard pile outside of the normal sequence of play.” [COE 14]
- You can “exhaust” your play deck using this card.

Ride Against the Enemy

The player using Ride Against the Enemy thereby brings the character into play for the attack [COE 39]. This means that if the attack is defeated and the character thus dies:

- 1) The attacker suffers the negative MPs as normal if the character gives negative MPs when eliminated (like Elrond, Aragorn, etc. do)
- 2) The attacker suffers -5 MPs and the other normal consequences if the character was his own declared avatar. (This is relevant for example for Fallen Wizards, the Balrog and wizards unrevealed via Sacrifice of Form.)
- 3) The attacker suffers no penalties if the character was a Wizard or Ringwraith other than his own declared avatar. [COE 105]

The Riddle Game

- All copies of the guessed card are discarded from opponent’s hand. [COE 75]
- If the guessed card is Will Shaken, Will Shaken gets discarded. [COE 75]

River

- Because the River is played on a site, it won’t affect your opponent’s company if they end up stopping at a site other than the one you played the River on [COE 4]. Also, if a company whose site a River is played on perishes or gets returned to its site of origin, the River will no longer affect the site, unless a different company moves there.
- If a River gets played on the site against the first company, and now a second company moves to the site, a character in the second company may tap to negate this river during his movement/hazard phase. This is because River is played on a site, not a company.

Röac the Raven

- Roac may attempt to play a faction even if his company is not at the site where the faction is normally played. The faction is still not considered “playable” at Roac’s current site. [COE 97]

- If you wish to use Roac's abilities when influencing a faction, *he* must make the influence attempt, not another character.

SSS)

Sacrifice of Form

- Sacrifice of Form does not allow one to get around the body check caused by Dragon's Blood.
- Note that all of a wizard's followers are discarded when Sacrifice of Form is played.

Saruman

If Saruman taps to use a palantir, he gains that ability only until the end of the turn. [COE 107]

Sauron

You are allowed to play characters OR discard one character during the organization phase; you cannot do both.

Shadow of Mordor

- If played during a company's movement/hazard phase, the cards already drawn by that company do not trigger Shadow of Mordor.
- If during the movement/hazard phase the opponent plays resources (such as Dark Tryst) that allow him to draw cards, Shadow of Mordor will be triggered.

Shadowfax

Shadowfax's ability must be used at the END of a movement/hazard phase. Therefore if his company is returned to their site of origin, they cannot get another movement. [COE]

Shifter of Hues

This card does not allow Fallen Radagast to increase his hand size and GI before Radagast comes into play.

Spider of the Morlât

The hazard player may use one against the hazard limit to return this card to hand in response to its being targeted by a cancellation card like Marvels Told. The hazard player may also return this card to hand and replay it to attack a company more than once in the affected area.

TTT)

Taladhan

See Examples by Term, Harmed and Examples by Term, Agent Only.

Thrall of the Voice

May be used to play an Orc/Troll, even if Bad Company or Strident Spawn isn't on table. It cannot be used to play Fram Framson if you are not at his home site.

Tookish Blood

Will not help the corruption check instated by Cracks of Doom since Cracks of Doom specifies you must beat the check, not just survive the corruption roll.

Troll-purse

The attack created by this card is considered to be an automatic-attack. [CHAD]

Tuma

See Burat.

Twilight

Cannot be targeted by Blind to the West or Ire of the East.

Unabated in Malice

If Tidings of Bold Spies is played on an automatic-attack affected by Unabated, Tidings copies both the strike and prowess additions and the text that “the first attempt to cancel the attack instead cancels the effects of this card” [COE 61]. If Unabated in Malice is cancelled during the Tidings of Bold Spies attack, its full effects remain in play to be applied to the actual automatic attack during the site phase. [COE 103]

UUU)

Under His Blow

Under His Blow prevents a character from tapping for one strike, so if the strike would cause the character to tap (such as a detainment attack), Under His Blow prevents it. [COE 107]

VVV)

WWW)

We Have Come to Kill

- May be used by a Fallen Wizard player to bring into play hobbits, Fram Framson, Orcs & Trolls (even if Bad Company, etc. aren't in play) and Agents, but not a character with more than 5 mind. Orcs & Trolls are playable because the WH Rules only say that these characters can't be in a “starting company” without appropriate stage resources.
- This card can only be played at a site that has a company.
- If you had a non-moving company at one site, and you were doing another moving company's m/h phase, you could play We Have Come to Kill during that moving company's movement/hazard phase to play a character at the non-moving company's site.

Webs of Fear and Treachery

- All modifications are reduced to zero for influence attempts except for DI changes printed on a Ringwraith card for being in a mode. This includes negative modifications from cards like Foolish Words and Lord of the Carrock. Note that this card only affects influence attempts, not controlling characters. [COE 68] Webs

also reduces to zero the region modification from Hour of Need. [COE 103] Webs also reduces to zero the DI penalty from cards like I'll Report You.

- If you are using a card that says you do not get to use direct influence (e.g., Old Road) you still cannot use your direct influence for an influence attempt, since Webs only affects numerical modifications. [COE 103]

White Tree

- If you have already played the White Tree, and you later play Wizard's Trove, you can still place Wizard's Trove with the White Tree to gain its full MPs, etc. [COE 52]
- If your Wizard's Trove is in play, the playability text on your White Tree is not used, including the "sage-only" requirement.
- The White Tree is always unique, even if under Wizard's Trove. All other game text is ignored if under Wizard's Trove.

Wizard's River Horses

- If you play this card in response to your opponent using Khamul for his hand discard effect, the "number of cards discarded is set at declaration" [CRF] and thus you will still have to discard the announced number of cards.
- Wizard's River Horses can never prevent Nazgul short event effects, because "discarding" is not the same as canceling.

Wizard's Trove

- May be played in advance of the permanent-event you're going to store with it. [COE 39]
- If you have already played the White Tree, and THEN you play Wizard's Trove, you can still place Wizard's Trove with the White Tree to gain its full MPs. etc. [COE 52]
- Note that the "alternatively" part of this card cannot be applied to White Tree because White Tree doesn't say that it can be stored.

The Worthy Hills

Information cards that require the site to tap are playable at the minion Worthy Hills.

Wulluag

See Burat.

XXX)

YYY)

ZZZ)

Examples By Term

AAA)

Ahunts, Dragon

- Dragon Ahunts may always be discarded by a Marvels Told played by any company before a company is affected [COE]. The reason why is because once your opponent announces the passive condition of the attack being triggered by your movement, you can play Marvels Told in response [COE 107].
- There is time for actions and multiple chains of effects *before* strikes are assigned and *between* strike resolution.
 - For example: If the 4-strike Scatha Ahunt attacks the unfortunate Sam, Fatty, Bilbo, and Robin, you could play Halfling Strength on Fatty or use his Cram before strikes are assigned or between the strike resolution of any two characters. Fatty would untap, then be ready to use his strike cancellation ability, and one of the other hobbits would be very happy.
- See also Examples by Term, Attacks, Non-creature.

Agents

- Abilities listed on a Agent as “Agent only:” are NOT hazards or Agent Actions.
- Agents may not move to any version of a hero haven, even if you are a Minion or Fallen-wizard player, unless they have a special ability allowing them to. Only Elven agents can move to an opponent’s site that is a Wizardhaven.
- You may reveal an Agent at any time during the M/H phase, not counting as an Agent Action or hazard.
- **AGENT ACTIONS**: Agents already in play at the beginning of the turn can take ONE of the following Agent Actions during the movement/hazard phase. All Agent Actions count as a hazard.
 - Agent may move to adjacent non-haven non-underdeeps site. Tap if not tapped.
 - Agent may return to Home Site.
 - Agent may tap to make creatures playable.
 - Agent may heal (wounded to tapped status).
 - Agent may untap (CRF Errata).
 - Agent may be turned face-down if untapped.
- **ATTACKING** (NOT an Agent Action or hazard):
 - If company enters a site where agent is at, agent may attack. Declare and enact attacks immediately after auto-attacks (even if a creature is on-guard). An agent attack is not keyed to anything.
 - Wounded agent is -2 prowess. Tapped agents have no negative.
 - If face-down when revealed to attack, +2 prowess. If face-down and at home site, +5 prowess, +1 body, and attacker chooses defending characters. If face-up and at home site, +2 prowess and +1 body.
- **MAKING CREATURES PLAYABLE** (Agent Action and a hazard): If at company’s ‘new site,’ the Agent may tap during the M/H phase to make creatures playable at that site. These creature attacks are not considered keyed to anything.
 - If at Ruins & Lairs, Shadow-or Dark-hold: allows non-unique hazard creatures same as auto attack.
 - If at home site: allows Men, Dwarves, Elves, Dunedain, Hobbits at Free-holds; same plus Orcs and Nazgul at Border-holds; Orcs, Nazgul, and Trolls at Ruins & Lairs and Dark-holds; same plus Undead at Shadow-holds.

- USING SPECIAL HAZARD EVENTS OR GOLODHROS TO INFLUENCE OPPONENT’S RESOURCE (NOT an Agent Action):
 - Direct Influence +2 if Agent at home site.
 - If target character, ally, or faction has same home site, treat its mind/number required as zero. Your roll is +2.

[Dark Minions Rules]

Agent Only

Agent Only abilities must be used whenever they apply, unless the ability has the word “may.”

- For example: Taladhan’s Agent Only ability reads, “chooses defending characters; for each successful strike, the company must discard one item (of defender’s choice), but the defending character is not harmed.” This must be used when applicable.

Alignment

Hero alignment includes Wizard players. Minion alignment includes Ringwraith, Sauron, and Balrog players. Fallen-wizard alignment includes Fallen-wizard players [Council of Lorien Tournament Policy]. The alignment of cards may be hero, minion, or fallen-wizard.

Allies

An ally with a specific skill may play a resource (even a permanent event) that requires that specific skill. Unless it is a resource that affects combat, the resource cannot ask for a “character,” since allies are characters only for the purposes of combat. [COE 13]

- For example: The scout ally Gollum can play Stealth during the organization phase because this card does not call for a character, only a scout. Gollum can also play Escape, even though this card calls for a “character,” because Escape affects combat

“Any Dark-hold”

Read the phrase “Home Site: Any dark-hold” as “Home Site: All Dark-holds.” Cards which have a home site that says “any dark-hold” are considered to have the same home site as a card with a named dark-hold.

- For example: The rules for agents say that Golodhros gets a +2 influence bonus against characters with the same home site. Orc Veteran has a home site of “Any dark-hold.” Since one of Golodhros’s home sites is Barad-dur (a darkhold), this influence bonus applies. Note there are many hazard influence cards which would work similarly.

Attacks, Creature

- Between an attack’s declaration and strike assignment there is time for multiple chains of effect. [CRF] Hazards so played cannot be required to start a chain-of-effects.
 - For example: The hazard player plays an Assassin. After the first attack resolves, the card is considered to have finished resolving, so before the next attack the hazard player may play hazards that are not required to start a chain-of-effects, like River or New Moon. During this same time, the resource player can play or use resources like The Evenstar, Legendary Hoard, or Cram.
- There is also time for actions and multiple chains-of-effects *before* strike assignment [CRF] and *between* strike resolution. Hazards so played cannot be required to start a chain-of-effects.

- For example: The hazard player plays a Cave Drake on Frodo, Pippin, and Aragorn, who had just left Bree and were trying to get out of a double wilderness as quickly as possible. After the attack is declared but before strikes are assigned, the hazard player could play hazards like River or New Moon, but not Lure of Expedience or another Cave Drake! Between the resolution of Frodo's strike and Aragorn's strike, the hazard player could play Doors of Night. Also at these times, the resource player could play or use resources like The Evenstar, Legendary Hoard, or Cram.
- Another example: After the Cave Drake in the above example attacks but before strike assignment, the hazard player could play Mouth of Sauron for Hoarmurath, play Hoarmurath, then tap Hoarmurath for an extra strike. The resource player could play Cock Crows on a corruption card, then Smoke Rings the Cock Crows back into his deck. Then, the resource player could play a Flatter a Foe or Concealment. (These are examples of *multiple chains-of-effects*.)
- *During* a character's strike sequence you may only play cards that affect the attack/strike, including strike assignment and body/prowess.
 - For example: And Forth He Hastened, Weariness of the Heart, Risky Blow, using Fatty Bolger's ability to cancel a strike, using Cram to untap.
- See also Examples by Card, Assassin.

Attacks, Non-creature

- No actions of any kind may be taken before, between, or after the *attacks* of a non-creature card because this would be interrupting the card's effects. Of course, you can always respond to a long or permanent-event's passive condition being triggered. Note that automatic-attacks work slightly differently, since "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" [CRF, Turn Sequence Rulings, Site Phase, Automatic-attacks].
 - For example: During the site phase Rescue Prisoners creates a two-strike spider attack against Aragorn and Frodo. The resource player could not play And Forth He Hastened on Aragorn (or use Cram) after the attack on Rescue Prisoners but before Rescue Prisoners finishes resolving.
 - Another example: Mordor in Arms creates three attacks on a company during the movement/hazard phase. The resource player could not play And Forth He Hastened on Aragorn (or use Cram) between the attacks, and the hazard player could not play a River between attacks. The resource player COULD respond to Mordor in Arm's passive condition being triggered by playing Marvels Told and discarding Mordor in Arms.
 - Another example: During the site phase Gandalf and Nain enter Dol Gulder expecting a warm reception since that is Nain's home site but instead face the first of two automatic-attacks (Orcs and Trolls). Nain taps to cancel the first automatic-attack since that is his home site. The first attack is now finished, and the card moves to the second attack. Nain cannot use Cram to untap, then tap to cancel the second automatic-attack. The company is now in trouble.
 - Another example: During the site phase at Moria, Fatty Bolger could not untap using Cram until his strike sequence begins. In other words, the fact that Cram would affect strike assignment is ignored. Therefore, it is not legal to use Cram before the attack to change strike assignment. It is, however, legal to use Cram in the strike sequence to change a character's tapped status, since that changes prowess penalties, and therefore affects the strike. [COE 109]

- However, there is time for actions and multiple chains-of-effect *before* strike assignment and *between* strike resolution. (There is no such time against automatic-attacks.) Hazards so played cannot be required to start a chain-of-effects. You cannot take actions after the last strike because at this point strike resolution is over.
 - For example: Mordor in Arms creates three attacks on a company during the movement/hazard phase. The resource player could play Free to Choose on Aragorn, or use Cram to untap Fatty (then later tap him to cancel someone’s strike), between the strike phases of Aragorn and Frodo. Also, the hazard player could play River or any hazard that is not required to start a chain-of-effects between the strike phases of Aragorn and Frodo or even *before* strike assignment begins.
 - Another example: During the site phase Gandalf and Nain enter Dol Gulder and face the first of two automatic-attacks. Nain is tapped out and is bearing Cram. There is no time for him to use the Cram in order to untap, tap, and cancel the first automatic attack at his home site. Nor could Nain face his strike from the first Orc attack, and before Gandalf takes his strike, use his Cram to untap himself, so that he would be available to tap and cancel the second Troll automatic-attack. The reason why is because of the CRF ruling that limits the kind of actions that can be taken during an automatic-attack.
 - Another example: In the above example, if Nain was feeling particularly brave, he could legally use Cram during his strike from the first attack to untap himself, then go untapped against the strike at a –3 to prowess, in hopes of staying untapped for the second automatic-attack, so that he could tap to cancel it.
- *During* the character’s strike sequence you may only play cards that affect the attack/strike, including strike assignment and body/prowess.
 - For example: And Forth He Hastened, Weariness of the Heart, Risky Blow, using Fatty Bolger’s ability to cancel a strike, using Cram to untap (since being untapped is a combat modification).
- See also Examples by Card Title, Mordor in Arms.

Automatic-attacks

- Creatures played as automatic-attacks are never defeated; they return to the discard pile. [Dark Minions Rules]
- For the kinds of actions that can be taken during an automatic-attack, see also Examples by Term, Site Phase.

Balrog

- A Balrog player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to The Balrog (e.g., if a card or rules text refers to a Ringwraith, it now applies to “a Ringwraith or The Balrog”). [Balrog Rules] Note that only some of the Ringwraith rules on page 59 of the MELE Rules apply to the Balrog; see page 2 of the Balrog Rules under “A Balrog Player” for a list of the only MELE Ringwraith rules that apply. Also, see Examples by Term, Ringwraiths.
- If The Balrog is in play or has been defeated, ignore all Balrog automatic-attacks. [Balrog Rules]
- During his organization phase, a Balrog player may bring into play (and/or remove from play) up to two characters—one of these characters must be non-unique. The normal requirements for bringing into play (or removing from play) a character must still be met. When a Balrog player brings into play a non-unique character with a mind of 3 or less, that character may come from his hand, his discard pile, or his sideboard. [Balrog Rules]

- There is a “COE Recommended” Rule regarding Balrog decks. This rule is not yet official. It changes the mind requirement for characters being played from the discard pile or sideboard to 2 or less, and is worded as follows:
 - When a Balrog player brings into play a non-unique character with a mind of 2 or less, that character may come from his hand, his discard pile, or his sideboard.

CCC)

Cannot be Duplicated

“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.” [CRF: “Cannot be Duplicated,” Annotation 11]

- For example: Gates of Morning is on table. The resource player tries to discard a hazard by playing Cock Crows. My opponent plays Twilight, targeting Gates, in response to my Cock Crow. I play Gates of Morning in response to Twilight. In the order that the cards were declared, the chain-of-effects is now:

Cock Crows
Twilight
Gates of Morning (second copy)

The second copy of Gates of Morning resolves, so there are now two Gates of Morning in play. Twilight resolves, canceling the first Gates of Morning. Cock Crow resolves—successfully, because there is still a copy of Gates in play.

Chain-of-effects

- Corruption cards, creatures, and any card that has the potential to immediately create an attack must start a new chain-of-effects and cannot be played in response to anything.
- “You always have the option of declaring the first action in a chain-of-effects during your turn.” [METW Rules]
- See also Examples by Term, Order of Effects; Examples by Term, Passive Conditions; and Examples by Card Title, Many Turns and Doublings.

Characters, Playing Them

- You may bring a character into play if you do not have enough influence, but at the end of the organization phase if you still do not have enough influence that character must return to hand. [CRF Errata]
- You may bring a character into play into his own one-character company even if the character is played under Direct Influence, or General Influence with a Wizard at the same site [COE 580] [MELE Rules]. Note that there is a restriction of one copy of a non-haven site on table at a time, and one company per non-haven site outside of the organization phase.
- Instead of bringing a character/Wizard into play during the organization you may discard a character at a haven or home site [METW Rules]. You cannot choose to discard a Wizard during your organization phase.
- You may freely move characters from direct influence to general influence and back again in order to play characters under direct influence. See also Examples by Term, Influence.

- For example: You may move Arwen from Galdor’s direct influence to general influence, then bring Annalena to play at Galdor’s site under Galdor’s direct influence, then move Annalena to general and Arwen back to direct. But the elves might get tired of waiting for Galdor to choose one of them.

Companies

- If a player doesn’t have any companies, that player does not get a movement/hazard phase or a site phase.
- When a company splits up, its player chooses which characters are the original company (unless otherwise directed by a card), and any resource permanent events played on the original company stay on it (unless the events specify that they must be discarded, e.g., Fellowship). [CRF, Turn Sequence Rulings, Organizing Companies]
- When a company splits up, the resource player decides which company gets any hazard permanent-events played on the original company. [CHAD]

Company versus Company Combat (“CVCC”)

- May be initiated only once per turn. [MELE Rules]
- The defending player can use Cram, Healing Herbs, etc. or anything that would affect the *attack*, *strike assignment*, or a character’s *prowess* or *body*. This includes effects which say “an attack against a company,” such as tapping a Black Arrow. An attacking company could not tap a Black Arrow.
- You can play cards like A Chance Meeting, We Have Come to Kill, and Helm of Her Secrecy as the defender in company vs. company combat because playing a character affects the attack. [COE 106]
- If you or your opponent can initiate company vs. company combat, you can obtain kill points from that combat. [COE 104]
- Hazards have no effect on CvCC. [COE 105]

Council, Calling the

- Any player may *choose* to call the Council (or endgame) at the end of any of his turns provided that: 1) his play deck has been exhausted at least once and he has at least 25 Marshalling Points (the other player gets a last turn), or 2) his play deck has been exhausted twice (the other player gets a last turn).
- When each play deck has been exhausted twice, the Council starts at the end of the current turn (the other player does NOT get a last turn). [Balrog Rules]

Defeated

- A strike is defeated if the character’s prowess plus a roll is higher than the strike’s prowess.
- An attack is defeated if it is NOT a detainment attack and if all of its strikes assigned to a company are defeated. If even one of the strikes was cancelled or ineffectual, the strike is not defeated. If the attack is cancelled, the attack is not defeated. [MELE Rules]
- A creature is defeated if all of its attacks are defeated. [MELE Rules]
- A detainment attack from a creature or agent is never defeated. [MELE Rules] See also Examples by Term, Successful.

Deck Construction

- A card that can be played as either a resource or as a hazard can be counted in either the resource mix or hazard mix of a deck for the purposes of including an equal number of resources and hazards. Such a card is called a “dual-purpose” card. [Council of Lorien Tournament Policy]

- The following is a list of all MECCG dual-purpose cards: Great Secrets, Sudden Call, Tookish Blood, Twilight.

Detainment

- An attack which fits the minion detainment requirements is still detainment even if the attack is keyed to a named region or named site of the appropriate type. [Balrog Rules]
- Attacks keyed to Darkhavens are always detainment. [CRF]
- A detainment attack from a creature or agent is never defeated. [MELE Rules]
- See also Examples by Term, Minion Players.

Draft

Events are drafted. Minor items are not. If you start events as minor items, they are played after the draft is done, and count toward your two minor items. Note that card text can modify this general rule. [COE 107]

Dual-purpose Cards

See Examples by Term, Deck Construction.

EEE)

“End of Turn”

“At the end of your turn” happens after all your End-of-Turn phase actions are done. Once you start performing actions labeled “at the end of your turn”, you can only perform end of turn actions (not phase actions) for the rest of the turn. [COE 106]

Exhausting a Play Deck

- “Clarification: Your play deck is “exhausted” when you draw its last card. Some cards require that your play deck be manipulated and then reshuffled—this does not “exhaust” your play deck.” [COE 21]
- If you are required to draw cards and your playdeck is zero, you are not considered to be “exhausting” your play deck (because of the above rule). [COE 82]
- If a card is sent to your discard pile while your playdeck contains zero cards, the discarded card immediately becomes your new play deck [COE 82]. If multiple cards are sent to your discard pile while your playdeck contains zero cards, those multiple cards are shuffled into your play deck at the same time. In other words, you can never have a card in your discard pile but not in your play deck.
- If your playdeck and discard pile contain zero cards, you may still take actions that require you to shuffle a card into your playdeck, such as Smoke Rings. [COE 82]

FFF)

Faced

An attack is considered faced once combat ends or the attack is cancelled.

Fallen Wizards

- AGENTS: Fallen Wizards can bring Agents into play at their homesites without the use of any resource events, just like a Ringwraith player. Note that purple Agents in a Ringwraith or Fallen Wizard’s player’s

deck and sideboard are considered characters, not hazards. Fallen Wizards do not get to use the special movement for Agents rules that only minion players can use [COE 10]. When moving an agent hazard, a Fallen-wizard player must use hero site cards. If the minion version of a site is in play or in your discard pile, your agents may not use or reveal the hero version of that site [White Hand Rules].

- **FALLEN WIZARD LEAVING PLAY:** When your fallen-wizard leaves play or is eliminated you lose any stage resources specific to that Fallen Wizard on table [White Hand Rules]. Note that if your Fallen-wizard is eliminated, 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 [CRF].
- **FALLEN WIZARD, OPPONENT PLAYS FIRST:** 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. [CRF] You may continue to play Fallen-wizard specific stage resources afterwards.
- **HAVENS:** Rules and non-site cards that refer to the word “haven” are now considered to refer to the word “wizardhaven” [White Hand Rules]. Hero havens are still a haven site type but fallen-wizard players don’t get the benefits of havens there [COE 13].
- **MARSHALLING POINTS, CARDS WORTH NEGATIVE:** Such cards (like a killed My Precious, or a killed character such as Frodo) are worth 1 MP for Fallen Wizards, unless stage or Fallen Wizard cards modify this value. [COE 97]
- **ORCS AND TROLLS:** Orcs and Trolls are considered MINION characters for an FW [White Hand Rules, Characters]. An FW company with Orcs and Trolls (or with any of the other overt-making cards, such as Regiment of Black Crows) is NOT considered a minion company, or a hero company; it is only an “overt” company. This means you can’t play resources or hazards that target minion companies on them [CRF, Rulings by Term, Company].
- **RESOURCES, TARGETTING:** Fallen Wizards cannot target/affect hero resources or sites with minion resource events, and they cannot target/affect minion resources or sites with hero resource events, except with spells or magic. This means a card like Wizard’s Test could target and test a minion ring item. Also, on any successful ring “test,” the ring special item that is played may be of either alignment. In addition, a site’s automatic attack may be affected by resources of any alignment [CRF].
- **RESOURCES, PLAYING:** In order to play a non-Fallen-Wizard resource that would normally tap a site, the resource must match that site’s alignment [White Hand Rules]. This means the minion Palantir of Minas Tirith could not be played at the hero Minas Tirith. However, minion resources like Stabbed Him in His Sleep do not tap sites, and therefore could be played at the hero Minas Tirith.
- **RING TESTS:** Whenever any of a fallen-wizard player’s companies tests a hero ring, the roll is at -1. [White Hand Rules]
- **SITES:** If any version of a site is in play or in your discard pile, you may not play another version of that site. [CRF, Rulings by Term, Fallen Wizard]
- **STAGE RESOURCES:** Fallen Wizards may discard one stage resource in play during your organization phase unless it reduces you to less than 3 SP. [White Hand Rules]
- **STAGE RESOURCES, STARTING:** These are drafted like characters, but they are neither characters nor part of the play deck. They are simply extra cards in your pool.

Followers

You cannot influence away a Wizard’s or Ringwraith’s follower. [Balrog Rules]

‘Free’ Minor Item

- The rules say that you can play a ‘free’ minor item “immediately after the play of an ally, faction, or item that taps the site.” This means that the minor item must be played in the chain-of-effects that immediately follows the playing of the ally/faction/item. So if you tapped the site, then used Cram to untap a character, it would be too late to tap to play the free minor item. Note that playing the ‘free’ second item at an under-deeps site follows the same rules. See Immediately.
- If the site is already tapped or is prevented from tapping (e.g. The Worthy Hills), no free minor item may be played.

GGG)

General Opponent

See Examples by Term, Start of Game.

Gorgoroth, Special Movement to

Wizard players may only move to or from sites in Gorgoroth by using specific region movement from a site in Imlad Morgul, specific region movement that passes through Nurn or Udûn, Under-deeps movement, or using special movement resources like Gwahir or Mountains of Shadow. [Council of Lorien Tournament Policy]

HHH)

Hand size

You must draw up or discard down to your allowed hand size whenever you reconcile your hand. If your hand size ever increases or decreases, you have to deal with this the next time you reconcile your hand. [COE 75]

Harmed (i.e. “character not harmed”)

Not harmed (like for Thief, Pickpocket, Taladhan) means that one will not be made tapped or wounded regardless of the success/ failure of the attack.

Havens, Untapping

- The below examples of how to untap a haven only work for any ‘normal’ haven that has not been created by another card or effect, as these are the only havens that you may have multiples of. (For example: This means you cannot have multiple companies at a Hidden Haven).
 - Example 1: You can split a company at a Haven, bringing in a second copy of the Haven that is untapped. You must then move one of the companies away. You are not allowed to split off a character into his own company, then discard him.
 - Example 2: If a company is at a tapped Haven and another company moves to it using a new untapped Haven card, the first company can (but doesn’t have to) join the other at the untapped Haven at the end of all M/H phases.
 - Example 3: You can play a character at a haven in his own company, bringing in a second copy of the Haven that is untapped. Neither company needs to move as it’s not a split. Also, you could then join the two companies and keep whichever haven card you like (presumably the untapped version will be chosen). Note that a character played under Direct Influence or with a wizard under General Influence can still be played in his own company. (For example: Elrond is controlling

Elrohir and Gandalf is controlling Celeborn at the Grey Havens with a Fellowship. Fellowship says it is discarded when a character joins the company. During the organization phase Halbarad can be brought into play into his own company under Direct or General Influence and Fellowship would not be discarded.)

- Fallen-wizard players get the stage point for each copy of Rhosgobel and/or Deep Mines he has in play.
- During the organization phase, one site card may be used to represent the location of two or more companies, so long as the distinction between companies is clearly presented spatially. Outside of the organization phase each company needs a separate site card.
- The only other way to effectively untap a tapped haven is by moving away from it and allowing it to go to the location deck (since tapped havens return to location deck, not discard pile). Then, a company could move to an untapped version of the haven on the next turn. Fallen-wizard players are able to do this with havens that are created by other cards. For example, if an FW plays Hidden Haven on a site to create a haven, then taps the site by playing something there, then moves away from the site, the site is returned to the location deck rather than discarded (since haven sites always go back to the location deck).

Hazards, Accessing from Sideboard

A player can access hazard cards in his sideboard when the opponent's Wizard or Ringwraith is in play, or if the opponent is Sauron. A player must do this at the end of the opponent's untap phase. Specifically, the player may either bring up to 5 hazard cards from the sideboard into the discard pile, or 1 hazard card from the sideboard into the play deck and shuffle (if at least 5 cards are in the play deck). In either case, the hazard limit against all of the opponent's companies this turn is halved, rounded up. [Council of Lorien Tournament Policy]

Hazard Limit

- The CRF says: "You check the hazard limit at declaration and at resolution. At declaration there must be no more hazards declared than the hazard limit. At resolution there must be no more hazards resolved than the hazard limit." This means you must have fewer hazards declared than the hazard limit in order to *declare* a new hazard. You must have no more hazards declared than the hazard limit in order to *resolve* a hazard. Hazards that are declared but not yet resolved still count in the tally for checking at resolution. Keep in mind that a card that has been *declared* in a chain-of-effects is still considered *declared* until the card resolves or fizzles; i.e. hazards that are declared but not yet resolved still count in the tally for checking "number of hazards declared" at the resolution of a hazard. This ruling interpretation is different than the way many North American players have been playing, but is considered official. For a good example of how hazard limits work using the rule above, see Examples by Card Title, Many Turns and Doublings.
- The base hazard limit is determined (i.e., set) simultaneously at the moment a company reveals its new site or otherwise announces it is beginning its movement/hazard phase. Any cards which modify a company's hazard limit played prior to this point are then immediately applied to the company's base hazard limit in the order chosen by the player controlling the company. [Dragons Rules]

Hoard

- The site where the dragon at home was defeated is considered to contain a hoard until the end of turn in which it was defeated.
- The site loses its automatic-attacks immediately, and so using a card like Thrór's Map that requires a site with a dragon automatic-attack wouldn't work.

Host Cards

See Examples by Term, Permanent Events.

House Rules

House Rules are rules that are not officially published Middle-earth game or tournament rules, but are rather rules that the players or tournament coordinator have decided to implement for a game or tournament. You can find the Council of Elrond recommended “Balrog House Rule” under Examples by Term, Balrog.

III)

Immediately

- Consider “immediately” to mean “in the very next chain-of-effects.” Because you may play things in response to other things, you could effectively play several cards “immediately.” [CHAD]
 - For example: Dark Numbers says “Playable on an untapped scout immediately after facing an Orc, Troll, or Man attack.” Your opponent plays Orc Raiders on you. After you deal with the attack (by either canceling it or finishing combat), it is considered “faced,” so you could now tap Arwen and play Dark Numbers, then respond to that by tapping Aragorn and playing a second Dark Numbers, then respond to that by tapping Ioreth and playing Marvels Told on something. Everything would resolve in reverse order like this:

Marvels Told resolves, and cancels something
Dark Numbers resolves, and is played on Aragorn
Dark Numbers resolves, and is played on Arwen
 - Another example: In the above example, if Arwen became tapped out by the Orc Raiders attack, she could use the effects of Cram to untap, then play Dark Numbers, because a chain-of-effects already went by after the attack and thus Dark Numbers would no longer be “immediate.”
- See also ‘Free’ Minor Item.

Influence

- FOLLOWERS: Followers consume available direct influence; they do not count as a negative modifier to it.
 - The resource player can choose which influence sources (restricted or unrestricted DI) are used to control followers. But if a character suffers a minus to direct influence, it must come from unrestricted direct influence first [CRF, Rulings by Term, Influence].
 - The CRF says under Rulings by Term, Influence: “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.” This means the total amount of general influence being used up would not change. For example: You play Shut Your Mouth on your opponent’s Elrond who is controlling Elladan. Elladan is no longer a follower and must come out from direct influence, but he does not use up any additional general influence until your opponent’s next organization phase. Elrond could enter the Gray Havens this turn and make an attempt on the Elves of Lindon adding his entire printed direct influence.

- **OVER YOUR INFLUENCE:** If you are over your general influence at the end of the organization phase, you must first return any characters played during that phase to your hand, then, if you are still over your GI, discard characters until you are legal again.
 - However: If a player voluntarily decides to move characters out of direct influence during the organization phase so that his general influence is exceeded, that player must maximize the amount of characters under his DI in order to try to resolve his influence problems before the end of the organization phase. In short, if you choose to exceed your GI by taking characters out from under DI, you have to reverse the process before the end of your organization phase. You can't just start discarding characters at the end of the phase to resolve your GI problem.

Influencing a Resource

- Note that you cannot influence away an item with an event on it. [Dark Minions Rules]
- Note that according to the CRF "A successful influence attempt on an opponent's resource does not tap the site," which means if you revealing and play an identical faction, ally, or item card the site is NOT tapped.
- If a card grants a direct influence bonus against "any faction playable at <foo> site," that card will still get the bonus if used at a different site against a faction that is also playable at the <foo> site.
 - For example: Asternak says he has "+2 direct influence against any faction playable at Variag Camp." If you look at the Wild Horses faction you'll see that it's playable at any site in Khand (such as Variag Camp). If Asternak were to influence the Wild Horses faction at Dunharrow, he would still get this +2 bonus. (He would also get the +3 bonus on Wild Horses because he is a "man with a home site in the region").

Influencing an Opponent's Resource

- No influence attempts against opponent's resources on first turn, by Wizards on turn revealed, or if you have initiated CVCC. No influencing *anything* away from a Wizard, including followers. Ringwraith and hero/FW companies are at -5 to influence each other's resources. [Balrog Rules]
- **ROLLING FOR INFLUENCE ATTEMPTS:** May be initiated only once per turn. Your character may enter a site and tap to influence away (discard) an opponent's resource at same site. If you reveal a matching unique resource, you can also try to influence that resource to your side (but if it is a character you must have enough influence to control him). You and opponent roll. You add the influencing character's unused Direct Influence (DI) and subtract the opponent's unused General Influence (GI) and opponent's die roll. Also:
 - Against a Character or Faction: You are successful if you roll higher than the target character's mind or number required for the faction. If you reveal the character/faction in your hand, treat the mind/number as zero; discard if not played. You may play the character under GI or an influencer's DI.
 - Against an Ally or Follower: Subtract the unused DI of the character controlling the Ally or Follower. You are successful if you roll higher than the mind of the ally/follower's mind. If you reveal the ally/follower in your hand, treat the mind as zero; discard if not played.
 - Against an Item: Subtract the unused direct influence of the character controlling the item. You are successful if you roll higher than the mind of the controlling character. You *must* reveal an identical item card to make such an influence attempt; discard if not played.

Items

- Items of an alignment opposite to your own may still be included in a Hero or Minion deck and played, even if the alignment of the item does not match the alignment of the site. Such items are worth half their marshalling points (round up) and “all bonuses and special abilities are ignored.” [MELE Rules]
- A just-eliminated character may transfer one item to each unwounded character. Wounded characters can still have items transferred to them during the organization phase.
- Fallen-wizard players may only play items at a site that match the alignment of that site. Fallen-wizard sites and items are considered both hero and minion for this purpose. [White Hand Rules]

MMM)

Manifestations

- If an avatar is brought into play, discard any permanent-event manifestations of that avatar. If a manifestation of a non-avatar character is in play, such as a hazard permanent-event, that character cannot be played.
 - For example: The hazard permanent-event Master of the House is in play, which is a manifestation of Elrond. Elrond may not be brought into play by either player.
 - Another example: The hazard permanent-event Gandalf the White Rider is in play, which is a manifestation of Gandalf. If the wizard Gandalf was brought into play, Gandalf the White Rider must be discarded.
- If you reveal a character during a draft, and your opponent reveals a different manifestation of that character, both characters bounce. Also, you may not later attempt to draft the manifestation that your opponent revealed and bounced. [CHAD]
 - For example: You reveal Strider. Your opponent reveals Aragorn. Both characters bump, since they are different manifestations of the same character and cannot be on table simultaneously. Also, you cannot attempt to draft Aragorn yourself, because he is still considered a bumped character.
- If you reveal a character during a draft, and your opponent reveals the same character, resulting in a bump, you can still later attempt to draft a different manifestation of that character.
 - For example: You reveal Strider. Your opponent reveals Strider. Both characters bump. Either player may still attempt to draft Aragorn.

Marshalling Point Cards, Revealing at Council

You may reveal any unique cards that add to your opponent’s marshalling point total. These cards can be manifestations of one another. Neither your card nor your opponent’s card can be hazards for purposes of deck construction or played as hazards. [COE 65]

Movement/Hazard Phase

- You are “at” your site at all times except from the start of a movement/hazard phase in which you move until the end of all movement/hazard phases that turn.
- You cannot take actions between the “end of all movement/hazard phases” and the beginning of the site phase. Note that the “end of all movement/hazard phases” occurs during the last movement/hazard phase after the effects normally occurring at the end of that phase finish up. Pictorially, it would be represented as follows:

Last M/h phase starts -> Company moves -> End of last M/h phase (effects are triggered like corruption checks from Alone and Unadvised, or hand resolution) -> End of all movement/hazard phases (All Companies arrive at their sites).

- For example: Galadriel’s company has moved to Lorien. You then move other companies to other sites. You cannot hold an extra card in your hand from Galadriel until the end-of-turn phase.
- Another example: Aragorn’s company has moved to Minas Tirith. You then move other companies to other sites. You must wait to play Return of the King until the site phase. (Aragorn had to wait too, remember?)

Minion Players

- Minion players may start the game with up to 6 characters at Minas Morgul and/or Dol Gulder. [MELE Rules, Getting Ready to Play]
- The following cards cannot be played if your opponent is a Minion and Minions can play these cards against non-Minion opponents and are immune to their effects: all hazard events requiring an Agent, *Bane of the Ithil Stone*, *The Black Enemy’s Wrath*, *Foul Fumes*, *In the Heart of His Realm*, *Mordor in Arms*, *Mumak*, *Worn and Famished*. Against a Minion opponent, ignore the first two paragraphs of *The Nazgul Are Abroad*. *Chance of Being Lost* and *Winds of Wrath* may be played against opponents using the same alignment of location deck.
- Your agents may move as if Dagorlad and Udun are adjacent.
- Hero resources cannot be used as conditions to satisfy minion resources. For example, the Balrog could not play Challenge the Power while bearing the hero One Ring. [COE 106] Fallen-wizard rules regarding ring tests and spells supercede this.
- Attacks are Detainment if they are:
 - Any Nazgul or Agent [CRF]
 - Any attack keyed to a Dark-haven [CRF], Dark-domain (including named regions), Shadow-hold, or dark-hold.
 - Any ‘humanoid’ (Orc, Troll, Man, or Undead) attack keyed to Shadow-land.

NNN)

Normal

- The wording for “Normal” in the CRF should be read as “Normal means as printed on the card. This includes mentioned effects on that card when other cards are in play or when certain conditions occur. Normal does *not* consider effects mentioned on other cards.”
- Cards like Durin’s Axe, Anduril, The Arkenstone, and Book of Mazarbul all have MP values in parenthesis as well as conditions as to when the MPs are modified or given. Such cards are normally worth the number of MPs that the card gives at any given time. In other words, Durin’s Axe is normally worth 2 MPs unless held by a Dwarf. Then it is normally worth 4 MPs. Similarly, The Red Book of Westmarch is normally worth 0 MPs until stored at a Haven, at which time it is normally worth 1 MP. [COE 95]
 - For example: If Andruil is placed on Narsil, it would “normally” be worth 4 Mps and therefore would fall to 1 MP if you have Give Welcome to the Unexpected in play. Durin’s Axe, Arkenstone, and Book of Marzabul would all give full MP value to FWs if their conditions are met and Legacy of Smiths is in play.

- You can use Thorough Search and Catch an Elusive Scent to play a hoard item at a site that no longer has a dragon auto-attack (as the site normally contains a hoard), and by the same token you cannot use them to play a Gleaming Gold Ring at Ost-in-Edhil that has had the Town Rebuilt, as it is not normally a Borderhold.

000)

Order of Effects

If any effects are in play at the beginning of the movement/hazard phase that are triggered by passive conditions, the *hazard player* picks the order they are announced in. At any other time, the moving player decides the order.

Annotation 10 and 26 do not contradict.

- First example: Morgul Night, Snowstorm, Long Winter, and Doors of Night are in play and the resource player is moving from Rivendell to Bree. The hazard player could choose for Long Winter to apply first (tapping Bree), then Snowstorm to bounce the opponent back to Rivendell, then Morgul night not doing a lot. Or the hazard player could apply Long Winter first, tapping Bree, then Morgul night - so his opponent would get to Bree through 2 shadow-lands and the hazard player could play creatures on you. Snowstorm doesn't do a lot.
- Second example: But if you need to apply effects during your movement/hazard phase the *resource player* chooses the order - so say Moon is Dead is out, the hazard player plays Plague of Wights, Doors of Night, then hits his opponent with a Barrow Wight. When the Wight resolves the resource player chooses the order of the enhancers. He takes the Wight (1 strike of 12), applies Plague (2 strikes of 13) then Moon (3 Strikes of 14). Had the hazard player been able to choose the order then it ends up 4 strikes of 14). It doesn't matter if the enhancers are already in play or played in the M/h phase - the enhancers don't do anything until their passive effects (enhancing attacks) are triggered by the play of a creature.
- Third example: In the above example there is a way the hazard player can seize priority. He should play Barrow Wight and let it resolve. The attack comes into play. There's time for multiple chains of effect here, so the hazard player now plays The Moon is Dead and lets it resolve. The effect from TMiD is the next chain, so the Barrow Wight is now 2 strikes at 13. In the chain after that enhancement, the hazard player plays Plague of Wights and lets it resolve. Now PoW's effect starts the next chain, and pumps the Barrow Wight up to 4 strikes of 14. Note that this works for two reasons: 1) You're playing enhancers and allowing them to resolve and apply their effects one at a time. If the enhancers were already in play, then this doesn't work. 2) You have the opportunity to play as many chains of effect as you want after the attack starts, but before any strike is dealt with. (See Examples by Term, Attacks, Creature).

On-guard, Revealing Cards

The on-guard card will remain on the site until:

- *The company decides to face the site's automatic attack.* If the on-guard card is a hazard creature keyed to the site or a hazard that can modify the automatic attack, then it may be revealed before the automatic attack is resolved. Revealed hazard creatures will attack after the automatic-attack.
- *The company plays a card that potentially would tap an untapped site.* If the on-guard card is a non-creature hazard, it may be revealed if it is a hazard that affects the company or a character in the company that site phase.
- *The site phase ends.* Return the card to your hand. [Quoted from Balrog Rules.]

Organization Phase

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. [CRF]

Overt

- See also Examples by Term, Fallen Wizard.
- There are many cards that specifically say they make a company overt. The following character and ally cards also make a company overt:
 - Any orc or troll character (except for half-orcs in a company with only men)
 - Ringwraiths (only in Fell Rider mode)
 - The Balrog (avatar)
 - The Balrog (ally)
 - Great Bats
 - Great Lord of Goblin Gate
 - Last Child of Ungoliant
 - Regiment of Black Crows
 - Two-headed troll

PPP)

Passive Conditions

- Any long or permanent event with no target has no direct effect when it resolves, other than setting up an effect ready to be triggered by a passive condition. [COE 52] See also Examples by Term, Resolve.
- Note that resource or hazard short-events will resolve their conditions before passive conditions, because the CRF says, “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-effectss to immediately follow the chain-of-effectss producing the passive condition.” This would mean that a card like In the Heart of His Realm can never be played in response to a card like Wizard’s Test to cancel it, because ITHOHR would resolve being played, then the test would resolve being played, then ITHOHR’s passive condition would be announced—too late to cancel the Wizard’s Test.
- Short events never create passive conditions. They have active conditions and *restrictions* for their effect to work. For the card to be declared in the current chain-of-effectss, the active conditions have to be met. In the case of Beorning Skin-Changers, the active condition is just a moving hero company. When the card resolves, it checks to see if the company has Beorn or a warrior with a prowess greater than 4. This check is just considered part of the effect. If the company does not have these things, the effect is applied. The check and effect happens at resolution time.

Permanent Events

- Unless stated otherwise, when a host permanent event is removed from the playing surface, any cards placed off to the side under it are discarded. [Balrog Rules] This does not apply to hazard host permanent events that imprison characters (see Rescuing).

- All host cards that do not have other cards played upon them are discarded. [COE 55]
- See also Companies.

Playing a Card

- Playing a card is the action of taking it out of your hand. [CRF] See also Examples by Term, Resolve.
- A player may not play a card just to discard it (i.e., just get it out of his or her hand). Specifically, a card may only be declared if it meets at least one of the following criteria.
 - The card must have an immediate effect on the game.
 - The card is a long-event. Long-events can always be played, even if ultimately they will not affect play.
 - The card has a potential effect on play that could be triggered later (e.g., the second use of Dragon's Desolation). Most permanent-events fall into this category. Only those that are playable on or with a certain entity are restrictive. For example, you cannot play a corruption card if no character exists that would be affected by it. [Council of Lorien Tournament Policy]

“Playing a resource at the site”

- “Playing a resource at the site” means playing a resource that taps the site or a resource that requires the site. [CRF, Card Errata and Rulings, “Await the Advent of Allies”]

RRR)

Rescuing

- TO RESCUE A CHARACTER: Company must face any auto-attacks, then any rescue attacks, then an untapped character in company may tap and all prisoners join company (even if influence is exceeded). Tap the site if untapped. [Dark Minions Rules]
- RESCUE SITE: If not already mentioned, the rescue site is determined by the hazard player taking a site from his site deck that:
 - If company uses region movement: is located in or adjacent to a region in which character was moving.
 - If company uses starter movement or not moving: is located in region of site of origin or new site.
 - If company moved to a site adjacent to an under-deeps site: the rescue site can be that underdeeps site.
- HAZARD HOST: “If a hazard host with imprisoned characters is discarded by a non-rescue mechanism such as Marvels Told, the imprisoned characters form their own company at the rescue site.” [Dark Minions Rules]
- PRISONER EFFECTS: Prisoners cannot take any actions, are affected by no cards, use up no influence, give negative character marshalling points (permanent if eliminated while a prisoner), and everything on the prisoner is discarded except Rings.

Resolve

- According to the LE Rulesbook, Glossary, Resolving an Action is “Carrying out the actual effect on the game of an action. Multiple actions are resolved in a chain-of-effects in the opposite order they are declared.” This means that fizzled cards, such as hazards successfully fizzled by Many Turns and Doublings, do not actually resolve, since no effects are carried out.

- A card that has been *declared* in a chain-of-effects is still considered *declared* until the card resolves or fizzles. See also Examples by Term, Hazard Limit, and Examples by Term, Many Turns and Doublings.
- There are four states a card or effect can be in:
 - 1) Not yet declared (a card in hand or an effect on table)
 - 2) Declared but not resolved (also called “played”) (opponent may respond at this point, and then you take turns responding, until nobody wants to respond)
 - 3) Declared and resolved
 - 4) Declared and fizzled
 - For example: An example of *not yet declared* would be if I had River in my hand and was wondering whether it was worth playing on my opponent’s company of two untapped scouts and one untapped ranger. Once I made up my mind and placed it on the table, I am *declaring* the play of the card River, but it hasn’t resolved and taken effect yet, and this gives my opponent a chance to play something in response, such as a Many Turns and Doublings to lower the hazard limit. If neither my opponent nor myself play a card in response to the River, the River is considered *resolved*, and all of its effects take place.
 - Another example: Hazards like Reluctant Final Parting have effects that are triggered by passive conditions and so they resolve slightly differently. Once I place Reluctant Final Parting on the table, I am *declaring* its play, and if nobody responds to it, the card will *resolve* when its chain-of-effects ends. Once it resolves, it immediately sets up an effect which might become triggered by a passive condition [COE 74]. If my opponent did have an ally that met the conditions of Reluctant Final Parting, the effect of Reluctant Final Parting would become automatically *declared* (but not resolved yet). My opponent could now respond to the effect being declared by *declaring*, for instance, a Marvels Told targeting Reluctant Final Parting. If neither player responded to the Marvels, the Marvels would *resolve* first, discarding Reluctant Final Parting. Now the effect of Reluctant Final Parting should resolve, but the hazard is no longer there, so it fizzles and has no effect.

Resources

- A player may not declare any resources during the opponent’s turn. Additionally, a player may not actively engage any resource or character effect during the opponent’s turn (e.g., a player may not tap a Palantír during the opponent’s turn). An exception: If you tap Ren, your characters may tap in support of their corruption checks [CRF]. A player may not declare any hazards and may not actively engage any hazard permanent-events, etc. outside of the opponent’s movement/hazard phase. [Council of Lorien Tournament Policy]
- A player may not target an opponent’s characters, companies, items, followers, etc. with his or her own resources. Of course, resource long-events and other cards which do not target and have global effects will affect opponent’s cards. [Council of Lorien Tournament Policy]

Revealing Manipulated Cards

Certain cards, effects, and/or rules allow a player to search for cards and add them to his or her hand, play deck, or discard pile outside of the normal sequence of play. A player may or may not be required to reveal some or all of the identity of such manipulated cards. If the card manipulated must be a *specific type* of hazard or resource, then it must be revealed to the opponent. If the card must be either a hazard, resource, or character, then enough of the

manipulated card's face must be revealed to show opponent that it is the correct type. If there are no restrictions on which cards may be manipulated, the manipulated card does not have to be revealed. [Council of Lorien Tournament Policy]

Ringwraiths

- May only be in a company with non-Ringwraith characters if he is at a Darkhaven. (Does not apply to Balrog).
- Any ring in the Ringwraith's company at the beginning of the end-of-turn phase is automatically tested.
- Any ring test in a Ringwraith's company has a modification of -2.
- A Ringwraith may carry items, but such items have no effect.
- Ringwraiths never make corruption checks, and corruption hazards may not be played on Ringwraiths.
- A Ringwraith may not use a site path that contains Coastal Sea regions. (Does not apply to Balrog).
- A Ringwraith's company may not use Region movement.
- If a body check against a Ringwraith is exactly equal to 7 or 8, then Ringwraith is returned to your hand. You do not lose the game. You may bring such a Ringwraith back into play normally. (Does not apply to Balrog).
- The Balrog's company is always overt.
- A Balrog player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to The Balrog (e.g., if a card or rules text refers to a Ringwraith, it now applies to "a Ringwraith or The Balrog"). [MELE Rules] [Balrog Rules, A Balrog Player]

Ringwraith Player

See Examples by Term, Minion Player.

SSS)

Short-events

See Examples by Term, Passive Conditions.

Sideboarding

Note that "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" [CRF]. This means that tapping a Nazgûl to sideboard can only be cancelled by a hazard limit-reducing resource like Many Turns and Doublings. If your opponent did this, the Nazgûl that was tapped to sideboard is still discarded. It cannot be left on the table in a tapped, non-discarded state, since discarding the Nazgûl is part of the cost of declaring its use.

Site

- Note that cards played on a site (i.e. Siege) only affect the copy of the site they are played on, unless they say otherwise. [CRF]
- Hero events cannot target or affect minions sites, and vice-versa. News of the Shire is an exception. [CRF]
- 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.

- You are “at” your site at all times except from the start of a movement/hazard phase in which you move until the end of all movement/hazard phases that turn. This rule supercedes CRF Annotation 25, which was ambiguously worded.
- 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.
- If all characters at a site during the site phase are removed from play, the site is immediately discarded or returned to the site deck. If all characters moving to a site are removed from play during the movement/hazard phase, the new site goes away at the end of all movement/hazard phases.

Site, New

- A non-moving company’s current site is considered its “new site” for card play. [CRF]
- A moving company’s new site is the site that company is moving to.

Site Phase

- The CRF (Site Phase, General) says that: “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.” ‘Play any resource’ means playing any resource from hand or playing the abilities of any resource on the table.
 - For example: During the site phase at Mount Doom with your tapped out Ranger Wizard, you could NOT play And Forth he Hastened on your Wizard until you enter the site. Likewise, you could not play Gates of Morning, nor could use Cram to untap your Wizard. If there was a River on the site, it would be impossible for the Wizard to enter the site this turn. If your Wizard was already untapped, you could tap him for the River before entering, since tapping for a River isn’t considered “playing a resource.”
 - Another example: During the site phase at Moria, Fatty Bolger could not untap using Cram until his strike sequence begins. This is because the CRF states, under CRF, Turn Sequence Rulings, Site Phase, Automatic-attacks: “The only resources you may play against automatic-attacks are ones that cancel the attack, cancel a strike, or would be otherwise playable during the strike sequence.” In other words, the fact that Cram would affect strike assignment is ignored. Therefore, it is not legal to use Cram before the attack to change strike assignment. It is, however, legal to use Cram in the strike sequence to change a character’s tapped status, since that changes prowess penalties, and therefore affects the strike. [COE 109]
- Cards that affect other companies may be played during another company’s site phase, but only after the character playing such a card has had his own site phase in which he entered. Voices of Malice and Marvels Told are exceptions to this rule.
 - For example: You wish to enter a site with Taladhan and play Malady Without Healing and then recycle it immediately with Akhorahil Unleashed. In order to do this you must have Akhorahil enter his site before Taladhan does.
- If a company is forced to do nothing during a site phase, the site phase for that company is wholly skipped. There is no opportunity to play anything [COE 105]. You can still be attacked by hazard effects such as Siege, and defend yourself against them with resources.

Start of Game

General Opponent Tournaments: You may play any alignment you choose, hero, minion, or Fallen Wizard. You do not know the alignment of your opponent until he tells you at the start of the game. You may bring two decks of the same alignment to the tournament. One must be dedicated for play against minion opponents, and the other against hero opponents. Either deck may be used against a Fallen Wizard. You may have cards which are used in both decks, but each deck must contain the same cards for each game it is used in. If your opponent declares he is a Fallen Wizard, he must also declare which one he is. You may add ten predetermined cards to your sideboard against a Fallen Wizard opponent. If you are playing with the Wizard corresponding to the Fallen Wizard your opponent is playing, then you may replace those Wizard cards with an equal number of other Wizard character cards that you have available (these need not come from any deck). In any case, you may not play the Wizard corresponding to your opponent's Fallen Wizard. [Council of Lorien Tournament Policy]

Strike Sequence

- *During* the attack sequence or a character's strike sequence the hazard and resource player may only play cards that affect the attack/strike, including strike assignment and body/prowess.
 - For example: The resource player may play Flatter a Foe, And Forth He Hastened, Risky Blow, A Chance Meeting, Helm of Her Secrecy, or use Fatty Bolger's ability to cancel a strike or use Cram to untap. The hazard player could play Weariness of the Heart, Searching Eye.
- During a character's strike sequence, if you play a card that calls for a certain skill, you cannot play another card on that character that calls for the same skill. For instance, you may play Risky Blow or Lucky Strike but not both, since each calls for the *Warrior* skill.
- Note that in Wizards Rules, The Strike Sequence, one of the clarifications reads: "Clarification: The prowess modification and maximum for a weapon is applied to a character before any other modifications."
 - An example of this: Beorn has a base prowess of 7 and a Sword of Gondolin (+2 prowess to a maximum of 8). He starts with a prowess of 8 before any other modifications are applied. Therefore if Beorn was tapped, his prowess would be 7 against a strike.
- See also Examples by Term, Attacks, Creatures and Examples by Term, Attacks, Non-creatures.

Successful

- A strike is successful if the character's prowess plus a roll is less than the strike's prowess. A successful strike normally wounds or detains a character.
- If a character is facing two strikes, and the first strike kills the character, the second strike is considered successful. [CRF, Turn Sequence Rulings] See also Examples by Terms, Defeated.

TTT)

Target

Fallen Wizards cannot target/affect hero resources or sites with minion resource events, and they cannot target/affect minion resources or sites with hero resource events, except with spells or magic. [CRF] See also Examples by Term, Fallen-wizards.

Timing

For Timing examples see Examples by Term, Order of Effects; Examples by Term, Passive Conditions; and Examples by Card Title, Many Turns and Doublings. You should also download Mark Alfano's document titled "Timing Primer."

Trophies

- 1 MP of trophies gives +1 direct influence. 2 MPs of trophies gives +1 DI and +1 prowess. 3 MPs gives +2 DI and +1 prowess. 4 MPs give +2 DI and +2 prowess. (Trophy prowess bonuses are to a maximum of 9).
- You cannot get trophies from your own cards. [MELE Rules].
- You cannot take characters as trophies. Dragon manifestations, including Dragon factions, may be taken as trophies. [CRF]

UUU)

Underdeeps

- "An environment card that changes site type (e.g., Choking Shadows, Quiet Lands, etc.) cannot be used to change the site type of an Under-deeps site." [Dark Minions Rules]
- "Marshalling points with companies at or moving from an Under-deeps site do not count for the purposes of calling the Free Council. This includes Minion and Fallen-wizard companies." [CRF, Rulings by Term] A Balrog player is unaffected by the previous rule. [Balrog Rules]
- "For the purposes of playing hazards, a Free-hold is never considered to be the surface site of an Under-deeps site." [Balrog Rules]

Untap Phase

Any short or permanent event resource that does not say otherwise can also be played during the untap phase.

- For example: My turn begins with my untap phase, and Bilbo is already untapped at Bree, so I decide to tap him and play Marvels Told. Marvels Told resolves. Now I decide to let the untap phase's effect of untapping and healing characters resolve. Bilbo untaps.

VVV)

Version

A version of a card is any card with the same title as another card, even if the cards are of different alignment.

- For example: Your opponent plays Long Grievous Siege on his minion Bree site. When you move to your hero Bree site and play Mischief in a Mean Way, the site is no longer a border-hold, but it's still a version of Bree (and is still affected by Long Grievous Siege). [COE 107]

WWW)

XXX)

YYY)

ZZZ)