

Official Rulings Digest #1

continua against the hard limit. Why means they don't even have to be payable right? , can throw 1 rolls from the 9 mountains at my opponent after having played ; m or But even if he/she didn't go through three wildernesses?

/ \$ < 1 !
< 4

+. Does the 31 mind limitation affect actions in minion player's deck? , suppose so\$ but what if , play an action in

11. , had (oors of Ni ht in play. ,f he had played 7ates of 9 ornin \$ i would have responded by playin 9 or ul
Ni ht. Now\$ since\$ in responses\$ cards are resolved last to firs 0d lla1d c m â 3A ulA ni ht woul\$ it ADBvWa 0!& ? I

table until this card is discarded. ' nythin about "and then pretend it's not still out"? Nope.

still tapped if it's a double wilderness site. ,s that the correct rulin ?

Official Rulings Digest #9

1. If my opponent is *allando* and he sees 8 ill *ha#en* in my discard pile as it is discarded face up, will he receive the 2 9=s?

! 5

#*

! 5

#

2. If my opponent plays *esire 'll for thy Belly* and draws 8 ill *ha#en*, will he receive the 2 9=s?

E. ' If ' hunt manifestations of the dragons state that their attack is to be considered a Standard Creature ' attack. Can ' dunaphel -as my ring wraith/ tap to cancel their attack or not?

penalty? 9 y rulin was no\$ as that would be introducín a new effect -a ent tappin / in the middle of a card's

haven or at his home site. ' fter revealin your 8 i%ard\$ you may use 7, to bring a character into play only if your 8 i%ard is at the site at which the character arrives i.e.\$ a 8 i%ard at the character's home site/." ,none 9 E! 8 Casual Companion\$ p 4\$ it says that "... Since you 8 i%ard is in play, characters can only be brought into play usin 7, at the same site where your 8 i%ard is located. ' character can be brought into play usin (, at his home site or any &aven\$ even if your 8 i%ard is in play at a different site.

+. 3 D\$ the te>t on &ealin &erbs is as follows" !he bearer can tap and discard this item to heal a character in his company\$ chan in the character's status from wounded to well and untapped. ' lternatively\$ the bearer can tap and discard this item to untap a character that is not wounded.

)uppose , use this at 3 ld Forest when , have two wounded characters\$ a tapped character\$ and the untapped bearer.

can't be what is meant.

67 & #+ > #"

\$ #

> # /

11. ' 2 mind character\$ now on his own in a 1 character company\$ has) 6CB on him. ! he card says it increases the mind by 1. 8 hen this character moves\$ can both players now draw cards since the character's mind is no lon er less than 3?

5) # + @ - 6 \$ #

Official Rulings Digest #13

1. , previously thought that after a Flatter a Foe -and such/ any hazards could be played in response except creature

0. Can you respond to Flatter a Foe during the 9th phase with a Foolish 8 cards?

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

3. Jotirder's card text says " ; ni2ue. 9 anifestation of ' ra orn ,,. You may bring ' ra orn ,, into play with Jotirder's company\$ removing Jotirder from the game and automatically transferrin all cards on Jotirder to ' ra orn ,,. 43 direct influence a ainst the . an ers of the North faction K...L"

a/ &ere are my 2uestions about this first effect " @ does the replacement have to be done durin the or ani%ation phase or can it be done durin any turn phase -untap\$ movement\$ site\$ end of turn/ ?

/ (

1F. How much #ill 9=s do minions get from a 8 i%ard eliminated due to CvCC?

1I. Can a hero company successfully cancel a CvCC attack by !roll<3 rc minion company using (ar# Muarrels if they have Blac#bole in their company?

$O = M$)

2C. (o lbal minion events affect heroes and vice versa?

* 5

Official Rulings Digest #15

1.)ince there is no actual rarity in 9 EB ' \$ can you use 7reat)ecrets Buried ! here on\$ let's say . emains of !han orodrim a ainst a non@Bro player?

% \$

Official Rulings Digest #16

9 > \$ \$6 * 1 6 4

1F. Does Folco's ability - "You may discard Folco at a Haven to play any Hobbit from your hand with his company." /
 override the normal rules about using only direct influence if your wizard is out? unless the wizard is at the site in
 which case you can use general influence?

/ #

#

>

or wizards have been drawn up yet so there are no characters or companies. Is the mch phase skipped entirely and it goes immediately to the end of turn phase? 3 . Is there still a mch phase? it is important for the guy with no

(- . - , F" 5 5 % \$ # %

#

Official Rulings Digest #20

bra#

Official Rulings Digest #21

1/ , would really li#e to #now if the important dwarves - (ain\$ 7 imli\$ etc/

555 Correct.

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Can , play Cave# eyed to a site that has two wildernesses Pon the site
cardP even if the company at that site did not move that turn?

555 No. Creatures can be #eyed to re ions or re ion types only if the company
in

2uestion moves.

#####

,n the C . F there is an erratum for Ent#drau hts"

'Card Erratum" . eplace "as a minor item" with "in
addition to an ally or faction which has been
suc4 @Lany a ? ! d h ic

the rules stand ,i'd say you reveal cards until you reach the number of
spawn in play or you reach the end of your opponent's dec#.

- !han#s to Ni el Buc#le for this answer./

Official Rulings Digest #22

,n re ards to all the 2uestions about timin of playin and cancellin attac#s
this month"

5 ' ny card that has the potential to immediately create an attac# is considered
an attac#

555 'ccordin to the C.F. .ulin s by !erm\$)ite"

5 ' permanent@event played on a site affects only the copy of the site it is played on\$ unless otherwise specified. ' permanent@event not played on a site affects all versions of affected sites.

)o\$ no\$ your opponent won't benefit.

@@@@@@

Fear@ Fire@ Foes@ states "layable on a Free@hold or Border@hold. ' n additional

automatic@attac# is created at the site this turn" 0 stri#es with F prowess
Fear@ Fire@ Fayed on a sii#es wautomatic@att? 3 r
-dainment,

notattac# type/."

)o\$ my 2uestion is this")ince the card states it's an "additional"

auto@attac# does it

add an attac# to a free@hold or border@hold that doesn't normally have one? 3 r
does it

only have an effect if the site already had one?

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

(Does your reasoning trump this\$ or is this correct?

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hand rules insert.

this?

' ain\$, assume not\$ because Ao) doesn't chan e whether he "normally" ets full points\$ he

ust ets full points while it's in play.

555 Nonesta e cards do not normally ive more than 1 9 = to Fallen@wi%ards\$ regardless of

other cards in play.

#####

' s a special ability andalf " 9 ay untap at the end of your or ani%ation

555 Characters are discarded when a hero character misses a corruption check by 1 or 2

decides the
regions the company moves through?
555 The site's site path and destination site changes to the new site, but the
company's
site path stays the same. You may therefore have to the region that the new site
is in.

@@@@@@@

The (ra on ' hunt cards say the attack is a hard creature attack, but this
does not allow them to be hunted, as the hunt can only target a "hard

9 overment&a%ard =hase\$,tem 0.
00000000

1. Does Eile of Orkney discard the followers of any character discarded by the draught on attack?

555 6es. Followers are considered controlled under a character

special cards.UUU

555 ' . in wraith may move to Barad (ur bearin ! he 3 ne . in with
a mode card. ,t's more difficult\$ but certainly not impossible.

@@@@@@@

, loo#ed C . F in (uch Council.

' re these correct?

Elven Cloa#

Can cancel a stri#e #eyed to two or more 8 ilderness.

,ndur (awndeath

3 nly one wounded character has to discard an item\$

and the ha%ard player chooses which character and which item they bear.

, have thou ht "his" reffers "wonded character"\$ ie. "resource player".

555 Both rulin s are correct. ,n reference to your later comment

. in wraith is in a mode. !here is nothin that prevents a . in wraith
bearin the 3ne . in from enterin a mode and ta#in the 3ne . in to
Barad@dur\$ however.

@@@@@@@

forwarned is forarmed"

if this card is in play\$ and a company wants to enter an underdeeps
site\$ is it necessary to play a creature as an auto attac# so that
fof[s first effect is acitvated?? without playin this creature as an
auto attac# there wouldn[t be a second auto attac#\$ and so fof is not

coat -43 to body to ma>. 1C/ on a 9 or ul At. -I body\$ discarded on a
I/.)o his body oes up to 1C\$ but is he discarded on a I\$ 1C or 11?
555 No. 9 ithril Coat's body modification also modifies the discard
number. 8 hich means he would be discarded on a I43 J 12.)ince the

)aplin at 9 inas !irith\$, can play 8 hite !ree. ' Iso\$
how about 9 allorn?

@@@@@@

,f ,*ve read the rules correctly, haven cards -tapped or not/ o bac#
to the site@pile when the company leaves the haven. , suppose they
don't remain tapped in the pile...?

555 No card remains tapped once it is removed from play.

@@@@@@

! he reason Brian ruled that the 3 rck ! roll doesn't ma#e the company overt

hard a ent."

his ruling is incorrect. he a ent is in fact eliminated in this case. 9 inions are cards with a rusted purple bac# round. hey can be

3. 'sh 9 ountains is tri ered and resolves. &a%ard limit of 2.

@@@@@@@

=eril .eturned and 8 ill 3 f)auron. (o they support each other ?
(oes "=eril.." become permanent event when 8 ill 3 f)auron
comes to play ?

8 ithout a . in wraith on the table\$ can you play Bade to . ule at any time?

a/)he attac#s as normal\$ if defeated the in@play ' dunaphel is
discarded? if not defeated that card remains in play
b/)he 05`bhar20in`@PaE0ÁashsEed aA` 2n play

b/ate

aF`

b/ateP

b/ateP`n play

aF`

as if ; dun and (a orlad were adjacent.

@@@@@@

\ b/)he cannot attac# because uni2ueness prevents it\$ so she is put

\ aside\$ not countin for the 0 creature total

\ c/)ame as b/\$ but does count for the 0 creature total

\

\ 555 a/ above is correct.

!ravis !oo# in2uired"

8 hy? ,f this is true then playin a Na% al as a =erm@event wouldn't stop

it from bein played as a creatureU 3 r how about the situation where t7 &

pulls a Na% al that is in play as a . in wraith\$ does it attac# then and

if it ets #illed the other uy loses his . in er? 3 r even more ludicrous

would be ' latar declarin the 7reat &unt only to reveal himself as the

first attac# -in the form of Aord of the &unt/. , 9 3 the only

ha%ard<perm@event<Character combo that should attac# in this situation

is 9 outh of)auron<!he 9 outh\$ as !he 9 outh is removed from play\$ thereby

allowin 9 outh of)auron to attac#. , would also say that such a

#####

can you have two a ents at the same &aven?

! his does not prevent playing on event or permanent event.

3r (ra on ahunt attac#s are 0ust considered as played creature attac#?

&ow about 9 orlat?

555 'ttac#s caused by ha%ard events are not considered playing a ha%ard creature.

00000000

(oes 9 inion player et #ill marshalin point by defeatin

Fallen wi%ard orc&tr0ll character in CvCC?

555 6es.

00000000

8 hen a creature has "attac#er chooses defendin character" ability&

'ttac#er can also choose alleis for the tar et\$ ri ht?

555 's lon as the ally is not restricted from participatin in the combat\$ yes.

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the following is true?

1/ , can recycle any character with my)mo#e . in s?

2/ , can only recycle any hero character? or

only considered characters for the purposes of combat and playing skill cards.

Company composition rules apply only to characters as per the 9th Edition rulebook.

1. Please read the following

. e")auron and The Aidless Eye

Somehow, always assumed that as these cards are manifestations of each other, you can only play with three of them in total -for example 2>

)auron and 1> Aidless Eye/. 8ould make sense as these cards are comparable to a ring wraith, of which you can also have just three.

555)auron and The Aidless Eye are non-unique permanent events, so you may have three of each of them in a deck. There are no restrictions on having different manifestations of cards in your deck, assuming the deck is otherwise legal.

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From the card

9 arvels !old

9ay be played during the site phase by a character in another company, as if he were in the company resolving their site phase.

)o, oreth can play 9 arvels !old during any site phase.

Official Rulings Digest #43

,n (i est S+2\$, said"
@JJ@

555 ,t's never been true\$ as far as , #now.

@@@@@@

'ccordin to Council of Elrond (i est S1C\$ a (oors of Ni ht played in
response to a !wili ht on a (oors of Ni ht currently in play will #eep a

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#####

,f you assi ned + stri#es to a character and you opponent cancel one

555 6es\$ this is all a le al play. Note that a player is only allowed up to 3 items per ame per copy of Ae endary &oard.

@@@@@@@

(o you have to enter the surface site and face automatic attac#s before headin down\$ or can you camp outside the site and proceed directly to the ;nder@deeps site on the ne>t turn?

555 6ou do not have to enter the surface site before oin to an under@deeps site.

@@@@@@@

Brin our curses home<Foes shall fall can be played on a character whose company is facin a dra on ha%ard creature attac#.)ince ahunt dra ons are ha%ard creature attac#s\$, suppose you could play BoC& and F)F whith them?

555 !hat is correct.

@@@@@@@

BoC&<F)F ma#es this creature attac# the company in the start of every movement<ha%ard phase\$ if it is playable. ' hunt dra ons\$ bein lon @events and not creatures\$ are always playable.)o it will attac# the company every turn\$ even if it stays at a haven?

path. When A resolves, it has created two wildernesses. Does the original Niht then bring the shadow down upon them before he can feel his Elvish pain or is the original Niht like Aon's inter, whose effects only occur once a turn?

555 The original Niht's effects are applied only once, when the site path is revealed, so the gathered Aands would create two wildernesses successfully.

Official Rulings Digest #47

8ell's my intentions to put out fires while I was away from home failed

(oes the bane of ithil stone effects affect both players ?

Can a Fallen 8 i%ard use both minion and hero ruinsHlairs sites?
555 6es\$ but not at the same time.

@@@@@@@@

Can , =lay events on sites that are on the table face down durin or
fase -are these sites in play?/

555 !he sites are not considered in play\$ so no.

@@@@@@@@

00000000

555 No\$ because . umours of . in s allows you play the reserved rin \$

555 6es.

00000000

item? or ally?

555 Neither are characters\$ so no. ~~50~~

and one time/?

555 No.

@@@@@@@

can a unit's draw on manifestation be played in the same movement phase after leucaruth at home?

555 No.

@@@@@@@

(Does the "no" version of "Alantir of 3rd hand" give 9 to a F8 player?

555 C.F. Card Errata and "Alantir of 3rd hand"

5 Card Erratum" This item does not give 9 to a Fallen 8 i%ard regardless of other cards in play.

@@@@@@@

If a F8 plays a resource at the "no" or "in" version of "senard" which taps and subsequently discards the site, does this make the 8 i%ardhaven version of "senard" unavailable?

555, it makes the 8 i%ardhave unavailable. C.F. "ulin" by "erm" Fallen 8 i%ard"

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555 You must wait until the resolution phase.

@@@@@@

If two cards are in play which cause an event to occur at the end of the turn, which order are they played in?

555

555 You are not allowed to reveal a unique face-down card if it is
already revealed in play.

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@@@@@@

)ay , play 9 inions)tir\$ my minion opponent anticipates an orc beatdown
so he plays (ar# !ryst to try to draw cancellers<enhancers\$, play 3rc
8atch.

#####

What about when it says "ally"? (Does this mean only a player can control the ally or does it mean that the ally has a player?)

555 The ally has the player.

#####

Also on a different topic, can a follower also use direct influence to have their own follower?

555 Followers may not have their own followers.

#####

"Reluctant final partner" cannot be played against the Balro player, but the Balro player may play it himself. Now in the Errata it says that this card does not affect "the Balro". Should the Errata be "the Balro player" or does the Errata mean that only allies played on the Balro is not affected by this card?

555 Balro players may not play Reluctant Final Partner. Balro players are not affected by Reluctant Final Partner, not just the Balro himself.

#####

untapped by an andforth he hastened?

555 6es and yes.

@@@@@@@

does wi%ards fire stren hten true f`na?

555 6es.

@@@@@@@

can the une>pected outpost retrieve the same une>pected outpost?

555 Nope.

card\$ you can 9 arvels !old it away.
@0000000

First mistakes from (i) est SOC"

JJJJJJJ

to start with one in a startin company.

, 'I'll set it out in detail here"

Muotin the 9 E! 8 -<9 EAE/ rulesboo# -as 'ntonio also loo#ed up/"

" ,f you have enou h unused eneral influence points\$ you may move a follower from direct influence to eneral influence -or vice versa/ durin your or ani%ation phase."

)o you cannot put yourself into the predicament by movin a follower into 7,\$ but you are not forced to move characters into (, a ainst your will either.

'nd @re ardin)o 6ou've Come Bac#@ , 9 & 3 if a character uses four 7 , as a non@follower you must have four free 7 , to ma#e him a non@follower\$ re ardless of what he uses < how he is controlled in other situations.

!he 9 E! 8 -<9 EAE/ rules o on"

" ,f a character directly influencin a follower is removed from play\$ the follower remains in play and does not immediately count a ainst eneral influence. &owever\$ durin your ne>t or ani%ation phase\$ you

#####

Can I use ' Friend or ' hree -or 'oin with that =ower\$, suppose/
defensively when my opponent is ma#in an influence chec# a ainst one of
my characters?

555 Nope.

#####

,f I have a sin le hobbit in a company and he faces one attac# of
multiple stri#es\$ any stri#es beyond the first will be converted to @1
modifiers. ' fter this occurs\$ if I pay &alflin)tealth\$ is the entire
modified stri#e cancelled as I thin#\$ or only one of the @1 modifiers?

555 !he whole stri#e is cancelled.

#####

,f my)cout is wounded but not tapped\$ can he still do as I thin# and
tap to play a card such as Concealment\$ or to brin out an item?

555 No\$ wounded characters may not tap.

#####

storin the =alantir?

555 No.

@@@@@@

8 isp of =ale)heen fi hts avatar - 8 i%ard < . in wraith < Balro /. ,s his
mind ever 'e2ual to or lower than the stri#e's prowess'?

555 No.

@@@@@@

Fell Beast is played to #ey a Na% ul to shadow@land. ,t is followed by

stri#e is ineffective does nothin happen and the card
is discarded @ no points no body chec#?

555 6up. No points\$ no body chec#.
@@@@@@@

555.
@@@@@@@

compa#.

, am playin ")tealth" on a)cout to protect a 2 character @company from
creature@attac#s. FirstRoutfra0@

555 There is no restriction to how you deal with your 7, in this case
so you may use the extra 7, first if you'd like. This is similar to
the extra 7, given to ringraith players in the tournament rules.

"You may play a non- in wraith character card. You must place him at his home site or at any (ahaven site. If you do not have enough general influence or direct influence to control the character by the end of your or animation phase, then the character is placed at his sit011 0at tyourN"u "rari"ace him at his

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didn't resolve/.

)o C will it be\$ and there's another stab in the bac# of your na% ul

ha%ard@strate y

@@@@@@

.e" !wili ht

done by companies sorted by site.

555 6ou can choose the order of your characters.

0000000

's 8 im &eems#er# pointed out\$ the above rulin was in error"
(oesn't ' ra orn have to move off\$ as all but one company resultin from
such a split has to attempt to reach another site that turn?

follows"

's lon as the play is otherwise le al\$ a card can be played on a chain
of effects\$ even that its playability conditions are met. !his means
all tar ets are in play -or in the case of certain cards\$ are in the
chain/\$ that the card is not re2uired to start a chain\$ that there is

appropriate effect on the company.

attach# \$ right?

555 ! hat is correct.

@@@@@@@

,f a card refers you to the current site's nearest haven and you are at

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7roup , went to 8ellin hall to play one of those allies. 9<&=hase is
over

. e" . eturn of the Dind and Choice of Authien"

Official Rulings Digest #54

How can a person of this size do anything to beat a brown Cold?

555 &e can cancel ha%ards that are played on anythin in his company\$
be it the whole company\$ a character in the company\$ an item on a
character in the company\$ a permanent event on an item on a character in
the company\$ etc. !he only thin mentioned that he can't cancel is an
event that tar ets the company's new site\$ li#e . iver.

@@@@@@@

Can !om or Aeafloc# cancel "=ilfer ' nythin ;nwatched"?

555 No.

@@@@@@@

. e" 8 ithered Aands

is it possible to play this card on the on the path of a site\$ even if

Official Rulings Digest #55

'h\$,m oin to be cleanin up some old 2uestions here. First of all\$ ancient history.

No further manifestations of the same (ra) on may be played. ..

What about the question of whether multiple plays can be played during

with the dra#e\$ Elrond or his rin .

555 Card relavence is subjective\$ and not used in determinin
playability in any case.

@@@@@@@

stri#e.

otherwise le al.

@@@@@@

Bert H Co. 8 hat means "eyed to the same site path" @ , assumes it refers to the companies site path?

8 hat means "after"? 8 illiam or !om have to be played in the same turn or in any later turn? ' nd finally" 8 hen do you have to discard all non-special items? , thin# it happens before the body che#c\$ but , couldn't find the appropriate rule.

555 ,t refers to the company's site path. !he attac#s must happen in the same turn. C . F\$!urn)e2uence . ulin s\$ 9 overment<&a%ard =hase\$ Combat\$!he)tri#e)e2uence"

S ' nnotation 1I" Followin each successful stri#e or failed stri#e\$ a body chec# must be rolled -unless the failed stri#e has no body/.

Official Rulings Digest #56

about hero characters? 're there any restrictions here?

555 No restriction.

@@@@@@@

!he 9 E 8 &@rules state that 9 E! 8 havens are not considered havens for a F 8 @player. 8 hat are they then? Free@holds? Can ' ssassins attac# me at a hero@haven?

555 !hey are still havens with respect to ha%ard play and interpretation.

@@@@@@@

!he 9 E 8 &@rules list a few cards that can not be included in a F 8 @dec# -li#e Crac#s of (oom etc/. 8 hat happens if you start as a non@fallen wi%ard\$ he corrupts\$ and you convert to F 8 ? 8 ill that allow you to win as a F 8 by dun#in the rin ?

(oes the wi%ard@to@F 8 @conversion allow your opponent to add 1C cards to his sideboard? ' nd/or replace any copies of your wi%ard in his dec# with other wi%ards?

555 !hese 2uestions refer to an optional rule which is not used in CoE tournament play. 6ou can ma#e your own decisions.

@@@@@@@

=rophet of (oom" "-.../)uch an influence chec# is modified by half -rounded up/ of =allando's unused eneral influence -to a ma>imum of 1C/" ,f , have 11 unused 7,\$ does that modify the influence chec#s by -11<2 to ma> 1C/ J F\$ or --11 to ma> 1C/ < 2/ J 0?

555 F is correct.

@@@@@@@

7 irdle of .ada ast affects your opponent\$ ri ht?

hð` 2

and the haven untapping issue are still under consideration. ,
apology to anybody who feels that their comments on the list were
overlooked.

#####

, (ust thou ht" Flies and)piders is played on a character\$ and not the attac#. !his\$ as far as , can see\$ implies that it doesn't have to be played before stri#es are assi ned. Cards that modify an attac# must be played before stri#es are assi ned\$ but other cards can be played between stri#es\$ as lon as they are otherwise le al.
)o this should be le al"

1. , play 7iant)piders a ainst a company consistin of lots of untapped characters. , want to play Flies and)piders to capture

555 ,f either of these cards are in play at the be innin of the movement<ha%ard phase\$ the resource player chooses the order in which they're applied. ' fter that\$ cards are applied as per chain of effects.

,f an effect is in play that was played durin a previous chain of effect in the same movement<ha%ard phase\$ it's applied in the order in which the cards were played.

@@@@@@@

&ow are the discard@numbers on the orcs and trolls affected by shields<armor?

555 ,n the same way the body is affected.

@@@@@@@

555 Correct. You cannot reveal an artifact during your turn without the use of a card.

the penalty?U

555 !hat's correct.

@@@@@@@

' ddendum"

555)acrifice of Form discards any followers the wi%ard has at the time.

@@@@@@

Can a ents li#e 7rimbur oth\$ Elerina etc. still use their special abilities if , have already ta#en an a ent action with them?

555 6es\$ assumin the active conditions for the ability are in play.

@@@@@@

!o 7et 6ou 'way says the a ent taps\$ but not *tap the a ent to...\$.)o\$ can it be used on tapped a ents?

555 No.

@@@@@D # â á@D2Å • 0` • #• # 9

' ain on !o 7et 6ou 'way\$ but , uess it oes for all prisoner cards" does a captured wi%ard ive @0 points?

555 No.

@@@@@@

(oes vin ready to do this home site is home movie side cards (oes vin ready to do this home site is home movie side cards

555 No.

@@@@@@

8 ilF this is still be considered to be in play? !he rules state that cards placed off to the side are in play for the purpose of uni2ueness\$, suppose that means they're not considered to be in play for any other purposes. 8 hich means , can play characters anywhere

@@@

however it -the hero)crol/ does help with testin minion old rin s?

-assumin , played it on a nonorc<troll character/

555 !hat's ri ht.

@@@@@@

' fter a wi%ard is played characters can only be brou ht in with direct

!hou h\$ it sounds li#e it means , could have played creature ha%ards on him based on his proposed movement @@ is that true?

555 Not if the company is returned to its site of ori in\$ since there would be only one chain of effects\$ startin with the declaration of the effect of Foul Fumes. Creatures must start a chain of effects\$ so there is no time to play one.

#####

Can , play !horou h)earch before facin the automatic attac# so , don't ris# my scout ettin tapped by the attac#?

555 No. 6ou can do nothin durin your site phase before you face the automatic attac#.

#####

9y ' latar is controllin Elrond at . ivendell\$ and then teleports to another company. ,f there is not enou h free 2-!reet t! e the

00000000

of that card or the same resource of the opposin side.")o\$ yes.

@@@@@@

)o\$ Farmer 9 a ot vs. ; nabated in 9 alice -card te>t below/"

circle the wa ons\$ and , 'll let you #now what decision is made.

@@@@@@

Can a player voluntarily decide to move characters out of direct influence durin the or ani%ation phase so that his eneral influence is e>ceeded? ,f so\$ at the end of the or ani%ation phase must the player" a/ discard characters until his eneral is resolved 3 r b/ return characters to hand until his eneral is resolved?

555 6ou may move the character-s/ as you describe\$ but at the end of the or ani%ation phase\$ you would have to first return any characters

"!ournament .ules")tartin)ta e Cards" 8 hen the Character (raft is

is declared? else§ the action may not be declared. !ap the entity at this point? this is considered synonymous with the action's declaration? i.e.§ it is not a separate action. 8 hen it comes time to resolve the action in its chain of effects§ that entity must still be in play and

.e" 3rc 9 ail

555 !his is not\$ in fact\$ le al. 6ou must move the characters bac#

Official Rulings Digest #61

there\$ correct?

c/ ,f you leave a tapped Aorien does it get sent to your discard pile?

d/ ,f it does\$ then can you ever visit Aorien again until you exhaust your playdeck? What about after it is a haven again?

e/ Can you use starter movement to move to/from Aorien\$ since starter movement doesn't allow for moving from a non-haven site to a non-haven site directly?

555 !exit of Balro of 9oria\$ in part"

...,n addition\$ unless Galadriel is at Aorien or she is not in play\$

Aorien is considered a Freehold KFL -for purposes of healing and playing hazards/.

@@@@@@

! his is one of the fundamental issues ,*ve never been 2uite sure
about" are you allowed to have multiple chains of effects within a
chain of effects?

555 No.

@@@@@@

,n reference to the 2uestion about whether !om<Bert< 8 illiam can play

take the weight -1 strike of 12/3 apply = value -2 strikes of 13/ then
9 on -3) strikes of 1+/. And the hard play been able to choose the
order then it ends up + strikes of 1+.

,t doesn't matter if the enhancers are already in play or played in the

555 6our analysis is impeccable.

#####

0ust wanted to ma#e sure that deeper shadow can still be used to chan e

body of an elf character is not listed in this manner. In fact the way
Dhamul's card is done is very similar to ; vatha's. Therefore is this way

Official Rulings Digest #66

555 6es.

@@@@@@

, was wanderin \$ after i store my =ass the (oors of (ol 7uldur\$ can i play and tap another one ??

555 !he last sentence of =ass the (oors of (ol 7uldur reads "3nce tapped\$ no other copy of this card can be tapped.")o\$ no.

Official Rulings Digest #67

555 !he most recent rulin on the sub@ect was incorrect -in (i est 0+/.
555 6ou can play a character at a haven\$ use a second haven card and leave the two companies distinct. Neither needs to move as it's not a split. ' Iso\$ you could then @oin the two companies and #eep whichever haven card you li#e -presumably the untapped version will be chosen/.
555)ince there is no rule that forces a company movin to a haven to @oin with those already there\$ you can et and #eep multiple companies at a haven throu h that mechanic\$ as well.

last 9<& phase and , uess 0oe thou ht so too"

555 !his is incorrect as stated above. 9 ore specifically"
7aladriel"

decided upon entering the site declaration\$ what do you think?

555 ,t is. ,f the hard player decides to take the second automatic
attack\$ then he will play a creature from his hand. , don't see any
problems with this.

#####

But 8 is river horses says that it discards all natural events\$ not just

@ 3nly Elven a ents can move to a site that is a 8 i%ardhaven.

@@@@@@@

so if a hero player tries to influence a minion player's resourcesnB tr

1/ Can , tap my ran er in response to adunaphel to cancel the river.

2/ ,f yes\$ can adunaphel tap another character in the company instead?

555 1/ 6es.nhdunaX! cp #r0rDc0P0P ta c0 c '

against minions must be played against . in wraith and Balro opponents.

Official Rulings Digest #69

)ee (i est S1E for the rulin in 2uestion.

00000000

Official Rulings Digest #70

9 ay i play for e>ample)tone !rolls on a tapped Ettenmoors? ,f not in which way can i use the ability of 42 9 = ???

555 !hat is true.

@@@@@@

,s it true a . 8 can have the ally Creature and a blac# horse at a
dar#haven and then move to a non#haven site we a c!Qv1Ap0`

@@@@@@

555 !hey do not have that ability.

Official Rulings Digest #71

9 y 2uestion is" say , have 2 companies movin to the same site\$ and a

movement<hard phase\$ the . in wraith immediately stops bein in that
mode\$ but continues to move to his new site.

without mentioning a specific character, the effect spreads over all
resulting companies in case of a split.

discard the Foul)mellin =aste in response to untap a character prior
to NNo! . resolvin ?

555 No. ' n untapped character is an active condition of the play of No
News of 3ur . idin \$ therefore the card cannot be declared without an
untapped character in the company.

00000000

Can you "respond" to your own card?

555 6es\$ as lon as your opponent first chooses not to respond.

00000000

60 c aQ opponent fom)esponse tithoun

555 Correct.

@@@@@@@

Aet's say (ain,, has a 9 ap to 9 ithril on his)word of 7ondolin. 'm ,
ri ht that the ma>imum of F still applies and his prowess is "only" F?

555 6es.

Official Rulings Digest #73

(oes a . in wraith need a "mode card" to move to Barad@dur?

555 6es.

@@@@@@@

,f , have !he 9 outh in a company§ can the opponent put !he 9 outh of
)auron on@ uard? For e>ample§ could the opponent reveal !he 9 outh of
)auron when !he 9 outh is attemptin to influence a faction in the site
phase§ thus returnin !he 9 outh to my hand and discardin my faction
-the attempt failed<could not be completed/?

555 3ne can put any card on@ uard\$ it's 0ust a 2uestion of whether it
is le al to reveal that card or not. !he 9 outh of)auron can be

revealed as a creature striking but he caught the thief revealed as a thief 0Pr

555 !his is incorrect. ' second character can tap to satisfy the . iver
played on a previous company\$ assumin that character is movin to the
site in 2uestion.

@@@@@@@

,n (i est SIE\$ it was ruled"

. e" Dnowled e of the Enemy

, do wonder about the other option" "=layable on an untapped character

555 The effect of .eluctant Final =artin is tri erred by the passive condition of the ally bein at the proper site.

@@@@@@@

, feel that when you tap a Na% ul to sideboard cards, you also tri er
The te>t on the card that tells what happens when it is tapped.)o\$ if
there ,s a &A for the tappin ? you et card-s/ and the Na% ul effect -

than the C=total or e2ual\$ the character is discarded. ,f in the last
case this character is a 8 i%ard\$ is the 8 i%ard discarded and is it

, still play state resource cards specific to that F8? How about state resource cards that require one of several F8's - my own dead one among them?

555 You may still play state resources specific to that fallen ward and state resources specific to many fallen wards after your fallen ward dies.

However,

,s it possible to play 9 arvels !old - 9 !/ in the untap phase\$ before
untappin your characters\$ and then untap the same character that played

modifier itself cannot be greater than 40. Elrond with F 8 would be + (, 4 E prowess J still makes out at 40 as per card.

555 Both interpretations above numbered 1 are correct.

@@@@@@

9 y interpretation says that , can play either or both of these cards after a Bur lary attempt at a site with a hoard. ,s this correct?

555

555 . revealin an a ent is the hard player's choice. 6ou cannot send

turn.

or

b. he does not draw only if at the end of movement (hand phase or site phase) he has more than 7 cards; he is not forced to discard rest?

, f "a"

he must draw?

, f "b"

he is not allowed to discard rest card?

555 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.

~~~~~

Company moving to . uinsHAairs after playing " )ecret =assae" in



## Official Rulings Digest #76

This isn't a Rulings Digest so much as a clean up of the last one, since no new questions have been asked in the past week.

-----

I ruled

!second, can allies without prowess"bod# tap to cancel second"third attacks from !la#ers and"or \$ameless Things% &an the# tap to give '( to prowess or corruption checks for characters in their compan#%

))) \*es and #es, according to &R+, Rulings b# Term, ,ll#.

))) I didn't full# read the question. \$o allies cannot support corruption checks, though the# can tap to give a bonus to prowess in combat.

-----

I also said

+urthermore, a dragon pla#ed with +ever of -nrest is ke#ed to the wilderness.

))) &R+, &ard .rrata and Rulings, +ever of -nrest  
The Dragon pla#ed is not considered ke#ed to an#thing.

Therefore, m# ruling above was wrong.

-----

The ruling on bringing characters into pla# in their own compan# at the same site as a wi/ard.... Does this then impl# that , &hance 0eeting onl# requires for there to be a character at the site with enough DI, and that it doesn't matter whether the DI is free or not%1

R%or5#tedoesinack\$mp!#otbachhks fpn the( &# thearo verian# at the

-----

I ruled

,s That's 2een 3eard 2efore Tonight doesn't tap the site, a 2adbeard could pla# this at hero versions of sites where information is pla#able 4ie if the hero version itself lists information as being pla#able5%

))) \$ot without the use of Double Dealing.

))) This ruling was incorrect. The pla# listed in the question above is legal.

## Official Rulings Digest #77

The optional rules as given b# the +6 rulesheet7 are an# of these now used as standard during normal gamepla#, or are the# alwa#s considered optional%allies cannot avoid





If my opponent and I are both playing +6 Aandalf. I have 8hambers in the Royal Court in play, but on his turn he plays Aandalf. Does the specific card text of 8itR& of 9Discard this card when the site is discarded or returned to the location deck.

# Official Rulings Digest #81

In this instance, the *Book of Dol Auldur* was traveling with *Elfthak* and *Aloutherner*. They were carrying a ring of some sort, so no matter what some *Ocs* were at stake.

I played *Unhappy* 2 times, and rolled a 6, which after modifications gave a value of 10. My opponent declared that because I had rolled less than 8 it had no effect, but that is not how the card reads. It says that my opponent must *choose* and return to his hand a number of *orks* and *Trolls* in the company whose total mind equals or exceeds this

)))



include Tower Raided in a fallen Deck unless #ou wanted to attempt a difficult ( mp quest%

))) That's correct, since Tower Raided is not storable.

## Official Rulings Digest #83

))) , +allen-Radagast does not get the bonuses against factions for being +allen-Radagast if +allen-Radagast has been eliminated.

-----

When cards like ,waiting the &all and ,wait the ,dvent of ,llies are discarded, the pdag àitis06A 1#!T000 Al0it 00P0P0!S000 0UQ0Q0!SE00

## Official Rulings Digest #85

If someone taps a na/gul <3. and I respond with a 0T, the 0T /aps the <3.  
before it resolves, right? Iame with Dealomin at 3ome, right?

)))



time as declaring the effect. In the case of the agent, there is a snake and  
withdrawn to order, when played in response to a snake.





## Official Rulings Digest #90

Is a &v&& ke#ed to an# site, region, site or region s#mbol%  
so can a minion cancel a strike with a 9shadowcloak9, when being at a  
shadowhold%

))) &ompan# vs. compan# combat is not ke#ed to an#thing, so it can't be  
canceled with a !hadow &loak.

-----

T! 1

## Official Rulings Digest #91

is covert. Can the halforc use the effects of both "Blatation of the Eye  
and &orn of ' nor?

character.

#####

Can !om cancel an a ent attac#?

555 3nly if the attac# is caused by a card play while the company is  
movin in the necessary re ions. 3therwise\$ nothin tar ets a movin  
company.

#####

Can !om cancel an a ent's influence attempt?

555 )ame as above.

#####

Can !om cancel an a ent's pilfer roll?

555 =ilfer tar ets a character\$ so !om can cancel it if the character  
that is bein tar etted is in the same company as !om\$ alon with the  
other restrictions.

#####

8 hen can !om cancel a =&E on a party<character? ' nytime he is untapped?

555 ' nytime he is untapped\$ iven the other restrictions are met.

#####

Can you untap someone in the ; ntap =hase phase\$ and then have that  
character play a resource while still in the ; ntap =hase phase?

555 6es.

#####

F 8 .ada ast has the 7love\$ and )hifter of &ues -2 CC/. ' Iso\$ he has



wh# not% 0inions could have k leaders at the same haven...

```
))) *ou're right. I was not taking that into account in the original
answer, because I felt it was trivially# true.
```

.....

If I have 1 hifter of 3 ues in m# starting stage cards, can I hold > cards in hand and have =Q A1 even if Radagast is not in pla# so far?

))) ,fter conferring with h!pn tme!o P!\$PA V@01 P00asà!R00

!o, I'm settled into m# temporar# home in ,ndover, 0innesota, and I'm read#  
to accept an# and all rules queries again. Thanks to all for being so  
patient, and not sending questions. 75

In Digest  $L > K$ , we had



play \$o !trangers ,t That Time%

))) \$o, #ou played The Great Eagles at Rivendell, which isn't a +ree-hold or 2order-hold.

-----

,re there an# differences in the answers when #ou play ?ld Road instead of 3our ?f \$eed%

))) \$o.

-----

I have stored The 6indlord +ound 0e. 0# 6i/ard is already in play and I play in a later movement ha/ard phase !acrifice ?f +orm. 6hen is it allowed to use The 6indlord +ound 0e% In the ne:t organisation phase or in the phase he has left the game%

))) \$either. \*ou may onl# bring a wi/ard into play using The 6indlord +ound 0e at the time that #ou store The 6indlord +ound 0e. \*ou cannot use that effect during later phases of the game.

-----

Does 9normal# worth9 include 9normal# worth under specific circumstances%9 I.e. the Red 2ook has a printed value of 4(5 item 0<. Does that count as being 9normal# worth ( 0<%9

))) &R+, Rulings b# Term, \$ormal

\$ormal means as written on the card, not considering other card's effects.

\$ote that this definition onl# applies to effects refering to card te:ts.

Given that the definition of normal refers to 9other cards9 and not effects on the card giving the 0<s in question, cards with an 0< value in parenthesis are normal# worth the number of 0<s that the card gives at an# given time.



-----

Is the following ruling correct?

The 6a# is !hut. If #ou use -nder-deep movement and #our opponent pla#s The 6a# is !hut #ou can respond with e.g. 0arvels Told but due to the fact that #ou can onl# respond to cards which are alread# in pla# 4ie. declared and resolved - cancelling a creature is an e:ception5 #ou will eventuall# be bounced back. This ruling also applies to The 6a# is !hut and cancelling !ecret <assage " .ntrance.

))) \*ou ma# put up to three copies of a 6i/ard"Ringwraith in a deck, but #ou

))) The second attack fails because ,dunaphel is no longer in place.  
-----

## Official Rulings Digest #98

8 hy does !ot : supersede the 8 & ruleset by allowin the play of 3 rcs and !rolls?

555 ,f it isn't there\$ it isn't there. !hrall of the :oice says to brin into play a character. ' n orc or a troll is a character. ,f it stated somethin to the effect of the play needin to be otherwise le al\$ then orcs and trolls could not be played with !hrall of the :oice without Bad Company in play.

@@@@@@@

555 Face 3ut of )i ht does not affect a ents played as characters

## Official Rulings Digest #99

&oarmarath is my . in wraith. &e sits at 9 inas 9 or ul. , want to pRut-!4#hhio me! ul p1A crrroaaptnhmm



## Official Rulings Digest #103



eliminated avatar will remove the  $\$0.9$  = penalty. ,f you're playin a  
ame such that an avatar death loses the ame\$ there is no time to play

movement toward phase 5 the . in wraith immediately stops being in that

555 You may only have two copies of any resource that can be played as

## Official Rulings Digest #106

(oes iat the end of your turnj means idurin your endof@turn@phasej? ,  
uess so. !he point is" can you store cards when you are i )afe from the  
)hadowj durin your end of turn phase\$ when you played i 7reat .oadj before?  
555 No. " ' t the end of your turn" is after all your end of turn phase







characters "play resources" at sites.

555 3 ne can only play or use resources that affect the automatic  
attac#s until they have been faced. ! his is spelled out in the C . F as  
you mention. ,n the case of Cram\$ DPd 0`0Pharacterill cha.eD

**Filiale Interesatecadrata**"00

assignment of  $\phi_i$  in  $\mathcal{N}$  affects the attack only if the





resource" means playin any resource from hand or playin the abilities

canceled by 8 . &\$ ,tNo 9 \$ or =tE when they resolve.

hand."

8 ith pleasure. Each of the command cards -, #ll . eport 6ou\$, #ll be at 6ou &eels\$ and ) mart and )ecret/ contains the

#####

)ince it is possible not to discard Ea le 9 ounts at all\$ such a discard is not an active condition of the play of Fifteen

!old on somethin . Everythin would resolve in reverse order

like this"

9 arvels !old resolves\$ and cancels somethin

( ar# Numbers resolves\$ and is played on ' ra orn

( ar# Numbers resolves\$ and is played on ' rwen

[illegible]

# Official Rulings Digest #111

-1/ ! he 2uestion has arisen whether the previous understandin of the interaction of 9 arvels !old H :oices of 9 alice with ! he 8 itch@Din of ' n mar is correct. ,n li ht of di est 11C's rulin on the interaction of na% ul events and certain event@cancelers\$ we are ma#in the followin rulin "

[illegible]







hard player initiates it by tapping adunaphel.

Here's how -a/ works out"

Resource player taps a save to play 9 !

hard player taps 'adunaphel in response

#####end of chain##### \ chain now unwinds in A,F 3 -last in\$ first out/ order

'adunaphel forces a character to tap

9 ! finally! as its declared target no longer exists

' and here's how -b/ works"

hard player taps adunaphel to tap a character



## Official Rulings Digest #117

# Official Rulings Digest #118

-1/0oe Bis% as#ed ", have a complicated 2uestion about ettin sent bac# to one's site of ori in" E>. (urin my m<h



=romptin s of 8 isdom durin the or \$ he must declare its effect  
durin the m<h\$ and such a declaration may be responded to -for

E/ 9 arcoss asked at mecca .net whether heroes had any way to avoid losing their allies if those





, i'm not sure what the condition is for "play a card at the site". (oes this mean when , play a  
"9 arvels !old" or " . is#y Blow" or a other short event\$ that then ' t ' o ' is discarded? ' n when

) since the original answer was no\$ this 2uestion is irrelevant.

' additional" 8 hen , use a Borderhold then also the followin faction are discarded because these faction are playable at a Borderhold"

' =anoply pf 8 in s -when the Borderhold is in a 8 ilderness/

Chambers on a hero freehold with an automatic attac# the answer is yes.

1E/ .an# upon .an# is on the table and , have to fi ht a ainst an ' ssassin. , defeated the fist attac#. ,s now .an# upon .an# discarded\$ bceacuse it says if one of this attac# is defeaded.

[illegible]

6es\$ if you defeat the first attac# of the assassin\$ .an# upon .an# will be discarded

1F/ Charles Oen#ins said\$ " 9 y opponent moved to Xara# ( um and )corba at &ome was in play  
#utm vs #utmU/. 9 y ha% dec# pac#s unabated and tidin s to protect my at homes from the  
opponent. , play ! 3B). 9 y opponent assumes that "defeatin " the "e>act duplicate" of )corba  
at &ome allows him to play D ; ! 9 on ( ain. , stated that , was certain that this situation had  
been ruled on in the past and that defeat of an attac# created by ! 3B)4 at home dra on does not  
constitute defeatin the at home dra on\$ Just a copy of the at home. , can't easily reference past

so is the opponent also allowed to play hards that don't effect flatter a foe? for example river?



E/

Can &all of Fire be used to untap an orc or a troll?

oooooooooooooooooooooooooooooooooooooooooooooooooooo

6es. &oF does not tar et the orc<troll directly so that's le al.

3 ffficial . ulin s ( i est 122

1/

Only the defender may play 9otionless 'mon the )lain.

0 a/

of, play !he 7reat &unt and have the ally .e iment of Blac# Crows in the company\$ can , cancel an attac# with the allyes amete>t?

[illegible]

You can use the Crows and the creature will go to owner's hand.

0 b/

What about 'hunt' (reasons) then? Are they returned to owner's hand when .oBC is used to cancel the attack?

[illegible]

6es.

1/

The terms "influence chec#" and "influence attempt" are not synonymous. In general any card that modifies an attempt will affect whatever dice@roll is made in that attempt. A card that affects a chec# or roll will only modify chec#s or rolls of the appropriate type.

Note this ruling overturns C3E 11I

Official Bulletin (issue 123)

1 a/

Can , play play )acrifice of Form with Crown of Flowers and then later !wili ht CoF and play a second )oF?

[illegible]

6es\$ """" pl hec&/





-

.

)

/

/

'

%

&

+ & 3 :