

**THE LORD OF THE RINGS™
TRADING CARD GAME
CURRENT RULINGS
APRIL 5, 2005**

SECTION ONE: INTRODUCTION

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

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

Section One – Introduction

Section Two – Terms

Section Three – Individual Card Rulings

Section Four – X-Lists & Restricted Lists

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

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

© MMV New Line Productions, Inc. All Rights Reserved. “The Lord of the Rings” and names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Decipher Inc. Authorized User. TM, ®, & © 2005 Decipher Inc., P.O. Box 56, Norfolk, Virginia U.S.A. 23501. All rights reserved.

The information in this document is copyrighted by Decipher Inc. 2005; however, it can be freely disseminated online or by traditional publishing means as long as it is not altered and all copyright notices are attached.

SECTION TWO: TERMS

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

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

§ **dead pile**

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

§ **effect**

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

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

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

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

§ **event**

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

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

§ **for each**

When something affects a character (or characters) using the phrase “for each,” you may affect a single character more than once. This includes such things as wounding, exerting, healing, or strength modifiers.

§ **Gollum/Sméagol**

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

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

Sméagol is not a companion whose race you cannot spot.

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

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

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

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

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

§ **Movement Summary**

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

- A Shadow player places the next site card, if needed.
- Perform “When you move from...” actions.
- Perform “When the fellowship moves...” actions.
- Move your player marker to the next site.
- Perform “When you move to...” actions.
- Add twilight tokens equal to the new site's Shadow number.
- Add 3 twilight tokens if the new site is in region 2; or 6 if it is in region 3.
- Add 1 twilight token for each companion.

§ **return to hand**

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

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

§ **site**

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

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

§ **transfer**

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

Strange-Looking Men reads: “Maneuver: Exert this minion to transfer a possession or condition borne by a character to another eligible bearer.”

You can use Strange-Looking Men to transfer Flaming Brand (“Bearer must be a Man”) to any Man, Free Peoples or Shadow, as this obeys Flaming Brand's normal requirements on who may bear it. You cannot use Strange-Looking Men to transfer Black Breath (“Skirmish: Transfer this condition from your support area to a character skirmishing a Nazgûl.”). Black Breath's additional requirement that it be transferred to a character skirmishing a Nazgûl cannot be met during the maneuver phase.

SECTION THREE: INDIVIDUAL CARD RULINGS

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

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

§ GET BACK 4 U 152

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

Δ ERED NIMRAIS 4 U 343

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

§ GATHERING WIND 10 C 16

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

§ A SHADOW RISES 11 R 216

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

§ PIPPIN, HOBBIT OF SOME INTELLIGENCE 12 R 127

This card has the Gandalf signet.

§ BOROMIR, DEFENDER OF MINAS TIRITH 12 U 43

This card has the Gandalf signet.

§ ÚLAIRÉ TOLDEA, BLACK SHADOW 12 U 180

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

SECTION FOUR: X-LISTS & RESTRICTED LISTS

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

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

STANDARD FORMAT X-LIST

These cards cannot be included in a deck for a Standard format tournament. All cards from the Fellowship block (sets 1, 2, and 3; and promotional cards 0 P 1 through 0 P 15) are also X-listed for Standard format tournaments.

LEGOLAS, DAUNTLESS HUNTER 4 R 73

FORTRESS NEVER FALLEN 4 U 276

GET ON AND GET AWAY 4 R 304

STEADFAST CHAMPION 7 U 49

AGGRESSION 8 C 1

MEMORIES OF DARKNESS 10 U 2

GALADRIEL, LADY REDEEMED 10 R 11

MORDOR FIEND 10 C 91

FINAL ACCOUNT 11 C 31

OPEN & BLOCK FORMAT RESTRICTED LIST

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

FORCES OF MORDOR 1 C 248

STEADFAST CHAMPION 7 U 49

MEMORIES OF DARKNESS 10 U 2

MORDOR FIEND 10 C 91

EXPANDED FORMAT X-LIST

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

GALADRIEL, LADY OF LIGHT 1 R 45

SARUMAN'S SNOWS 1 C 138

ÚLAIRÉ NERTÉA, MESSENGER OF DOL GULDUR 1 U 234

SAM, SON OF HAMFAST 1 C 311

STING 1 R 313

A TALENT FOR NOT BEING SEEN 1 U 316

GIMLI, DWARF OF THE MOUNTAIN RACE 2 P 121

GALADRIEL, LADY OF THE GOLDEN WOOD 3 R 17

ARAGORN, HEIR TO THE WHITE CITY 3 R 38

HORN OF BOROMIR 0 P 5 AND 3 R 42

THE PALANTÍR OF ORTHANC 3 R 67

SARUMAN, KEEPER OF ISENGARD 3 R 68

FRYING PAN 3 C 108

THE SHIRE COUNTRYSIDE 3 R 113

LEGOLAS, DAUNTLESS HUNTER 4 R 73

STEADFAST CHAMPION 7 U 49

AGGRESSION 8 C 1

MEMORIES OF DARKNESS 10 U 2

GALADRIEL, LADY REDEEMED 10 R 11

MORDOR FIEND 10 C 91

FINAL ACCOUNT 11 C 31

EXPANDED FORMAT RESTRICTED LIST

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

ELROND, LORD OF RIVENDELL 1 R 40

OTTAR, MAN OF LAKETOWN 1 R 80

NO STRANGER TO THE SHADOWS 1 U 108

SAVAGERY TO MATCH THEIR NUMBERS 1 R 139

RELICS OF MORIA 1 R 195

FORCES OF MORDOR 1 C 248

FLAMING BRAND 2 R 32

BILL FERNY, SWARTHY SNEERING FELLOW 2 R 75

BILL THE PONY 0 P 2 AND 3 U 106

FORTRESS NEVER FALLEN 4 U 276

GET ON AND GET AWAY 4 R 304