

**THE LORD OF THE RINGS™**  
**TRADING CARD GAME**  
**CURRENT RULINGS**  
**JUNE 8, 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 (if 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.

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**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.

**§ ahead**

A player is ahead on the adventure path when his or her site marker is at a higher site number than all other players' site markers.

**§ cancel**

When an action (such as playing an event or using a special ability) is canceled or prevented, its effects are ignored but its costs and requirements are still paid. If that action is playing an event, that event card is discarded.

See **cost, effect**.

**§ control**

A controlled site, once placed in a player's support area, is no longer a site on the adventure path.

**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.

**§ exhausted**

An exhausted character can't “exert zero times.” *You can't pay for the cost of They Sang As They Slew by exerting an exhausted character zero times.*

**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.

**§ game text**

Game text includes all the text in the box below the card type line except for **helper text, lore, collector's info**, and marketing text (such as “DGMA Premier Series – France”). On a site card, this box is located below the image (there is no card type line on a site). On The One Ring cards, there is no box around the game text, but the concept is the same.

Any boldfaced keyword that appears in this box (such as **Easterling, Fierce**, or **Defender +1**) is game text.

Card titles, subtitles, and items on the card type line (card types, races, and classes) are not game text. *Exception:* On an event card, the word to the right of the card type (such as **MANEUVER** or **SKIRMISH**) is game text.

Sometimes game text is added to a card by an effect, even though that text is not printed on that card.

**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.*

**§ helper text**

Helper text is found in the box below the card type line in italics and parentheses that provides a summary of a game rule. Helper text is not **game text**.

See **collector's info, lore**.

**§ instead**

When a card uses the phrase “instead” or “instead of”, the stated effect is replaced with a different effect. This does not mean that the original effect is prevented. If the second effect cannot happen for any reason, then the original effect occurs.

*Smeagol, Bearer of Great Secrets is the ring-bearer and is bearing The Dead City (If Smeagol is about to be killed in a skirmish, discard him instead). If Smeagol is about to be killed and the player discards The Dead City, Smeagol cannot be discarded, he would simply be killed.*

See **response, effect**.

**§ limbo**

When a non-site card is played, it enters limbo (not in your hand, not in your discard pile, and not in play) until all of its effects have resolved, and then it's placed in the appropriate place.

Events go to the discard pile and other cards are placed in play.

See **playing a card**.

### § lore

Lore is text found in the box below the card type line in italics (but not parentheses) that provides an interesting quote or fact but has no effect on play. Lore is not **game text**.

See **collector's info, helper text**.

### § modifiers

Each time a card enters play, it is considered a new card for all purposes even if that card was previously in play on the same turn.

*If you play a second copy of Radagast in the same turn, the move limit is an additional +1.*

*Shelob, Her Ladyship is played and prevents Gandalf from skirmishing this turn. Shelob kills a companion and Gandalf dies to threats. The Free Peoples player plays Gandalf in the regroup phase with Sent Back and Gandalf is now allowed to skirmish.*

### 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.

### § playing a card

Following is a detailed procedure for playing a non-site card. This was prompted by questions about playing events that require initiative, but the procedure applies to other cards as well. We refer to the card you are playing as “The Card.”

**1. Reveal The Card from your hand**, and it enters limbo (not in your hand, not in your discard pile, not in play). You can’t count The Card for initiative. You can’t discard The Card to pay a cost. Effects that respond to The Card leaving your hand, like losing initiative, happen later (see below).

**2. Meet requirements to play The Card.** If you are the Free Peoples player and initiative is a requirement for playing The Card, you must have four cards in your hand not counting The Card.

**3. Pay costs to play The Card.** This includes both twilight costs and other costs included in game text. If discarding cards from your hand is a cost, then you can’t discard The Card.

**4. Respond to the playing of The Card.**

Responses or triggered actions that respond to

anything that has happened so far happen now. Examples: Preventing or canceling The Card; losing initiative.

**5. Perform effects of The Card.** This includes choosing cards to be affected, if necessary. If initiative is a requirement for an effect, you can’t count The Card to pay costs. If an effect takes a card into your hand from your discard pile, The Card isn’t there yet.

**6. Put The Card in its appropriate place** when all of its effects are complete. Events go to the discard pile and other cards are placed in play.

See **costs, effects, initiative, limbo**.

### § prevent

See **cancel, cost, effect**.

### § replace

A character that is replaced in a skirmish by another character is removed from that skirmish. The skirmish continues with the new character. It does not start over.

*The Free Peoples player begins a skirmish involving a Desert Spearman and Farmer Maggot. At the start of the skirmish, the Shadow player removes ● to wound Farmer Maggot. The Free Peoples player uses Pippin, Brave Decoy’s text to have him replace Farmer Maggot in the skirmish. The Shadow player can not use the Desert Spearman’s game text to wound Pippin as the skirmish has already begun.*

See also **site, unique**.

### 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 its owner’s adventure deck. You can’t replace a site card with the same site card.

### △ skirmish phase

A losing character is any character on the losing side when a skirmish revolves. If a character is removed from his or her skirmish and there are still one or more characters on each side of that skirmish, the removed character is neither a losing nor a winning character. A character removed from a skirmish is not wounded (or overwhelmed) when that skirmish resolves.

### 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.

### § SAM

Any version of Sam that can become the ring-bearer if Frodo dies can only become the ring-bearer if Frodo was the ring bearer when he was killed.

### GET BACK

4 U 152

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

### § FORTRESS NEVER FALLEN

4 U 276

The effect of this condition’s special ability when the card has more than one token is simultaneous. Several conditions are discarded at the same time. Siege Engine responds to these discards by preventing all of them.

*You have three tokens on Fortress Never Fallen when you use its special ability. You select three Shadow conditions to be discarded (including my Siege Engine), and discard Fortress Never Fallen. I use the response special ability on Siege Engine, which technically saves all three conditions, but then I discard Siege Engine to pay its own cost.*

### 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.*)

### § SIEGE ENGINE

5 U 60

Siege Engine can’t prevent a Shadow player from discarding cards.

*Siege Engine can’t prevent the effect of Blood Runs Chill. Even though Blood Runs Chill is a Free Peoples card, it makes a Shadow player discard.*

### § CELEBORN, LORD OF THE GALADHRIM IO R 7

The correct collector number for this card is 10 R 7.

**GATHERING WIND** 10 C 16


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

**§ FIELD OF THE FALLEN** 10 U 43

To play, spot a  Man.

While there is a character in the dead pile, each companion of the same culture as that character is strength -1.

**§ BIRTHDAY PRESENT** 10 R 104

If the Free Peoples player has only 1 event (or up to 4 copies of the same event, but no other  events) in his or her discard pile, that event is taken into hand.

**§ 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.

If a character bearing Phial of Galadriel, Starglass is skirmishing A Shadow Rises and discards the Phial of Galadriel, A Shadow Rises loses "Fierce" and can bear other cards. If A Shadow Rises bears cards when its maneuver special ability is used, those cards are discarded.

**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.

**ÚLAIRË 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

ÚLAIRË NERTËA, 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