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I. Introduction

A. How to Use this Document

This rules document is meant to be a single source to look to for rules questions in the ME:TW CCG. It will be collection of the rules documents included in each set/expansion, the Collected Rulings File of the ICE era, and the rulings digests published by the Council of Elrond-appointed NetRep.

This rules document is not organized as the standard ICE rulebooks. In most cases, I will not be directly quoting the rules in question. Instead, I will be editing them for clarity and brevity and to avoid redundancy. References to the original source of the rules will be found in parenthesis following a given rule using the following abbreviations:

METW ## – Middle Earth: The Wizards Unlimited Edition Rulebook, Page ##
METD – Middle Earth: The Dragons Rules Insert
MEDM – Middle Earth: Dark Minions Rules Insert
MELE ## – Middle Earth: The Lidless Eye Rulebook, Page ##
MEAS – Middle Earth: Against The Shadow Rules Insert
MEWH – Middle Earth: The White Hand Rules Insert
MEBA – Middle Earth: The Balrog Rules Insert
CRF – The ICE-Era Collected Rulings File
CoE ### – Council of Elrond NetRep Rulings Digest ###

For example, a given rule may look like this:

- It is not permitted to punch your opponent in the face during Worlds (CoE, 666)

Also, I will occasionally make a commentary on a commonly discussed or misunderstood rule or card, or give advice to those running/judging tournaments. The format for such will be a text box:

Editor's Note: I commonly lose because I play Fallen Saruman.

B. About the Editor

Benjamin A. Sorensen has been playing Middle Earth since the very beginning of the game. He bought a Limited Edition Starter and some boosters, and was hooked ever since he saw Angelo Montannini's art for Éowyn. He has since spent his time favoring theme over efficiency and playing MECCG over the internet due to a paucity of players in his current area. He was a rater for the Middle Earth Card of the Day back when Trevor Stone was doing it, and has since observed many players come and go. He is happily married, unaccountably stubborn, and slightly grumpy.

II. Glossary of Terms

Action: An activity in the game that declares and is resolved in a chain of effects. ICE at times used the words "action" and "effect" interchangeably. See IV.A: Timing and Actions.

Agent: A special type of hazard that represents a force that acts secretly rather than in the open. Most agents have an alternate use as characters.

- Agents are not creatures.
- Agents, when played as hazards (i.e. not as characters), are hazards and effects caused by them are hazard effects. (CRF, CoE)
- Only face-up agents are considered for uniqueness. (CRF)
- While in play agents played as hazards may not become minion characters, and agents played as minion characters may not become hazards. (CRF)
- Fallen-wizards use minion rules for agents, except where specified. (CRF)
- Agents in play as characters are not affected by cards that target agents. (CRF)

Ahunt: A type of Dragon manifestation. If an attack from this manifestation is defeated, the Dragon's Lair loses its automatic attack.

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

Alignment: Generally divided into Hero, Fallen Wizard, or Minion, depending on your avatar.

Ally: An ally is a type of Marshalling Point source usually representing a non-character entity. Allies are only considered characters for the following two purposes:

- Combat. Note that allies are not considered characters **during** combat, but only for combat **purposes**.
- Skill Use. An ally with a skill may use that skill as though they are a character.
- Allies may tap to cancel attacks from Slayers and Assassins. (CRF)
- Allies cannot be targeted to be taken prisoner, and otherwise cannot be taken prisoner. (CRF)
- If an ally may not be attacked by certain attacks, he may still tap to give +1 prowess to characters facing such attacks. (CRF)
- Playing an ally is not an influence attempt. (CRF)
- If an ally's controller leaves play for any reason, that ally is discarded. (CRF)
- Allies can be healed as if they were characters. Otherwise, allies are only considered characters for the purposes of combat and playing skill cards. (CRF)
- Allies count as characters for the purposes of combat, including performing actions in combat that characters do (getting assigned strikes, tapping for +1 to prowess) and for the play of cards that directly affect the attack. (CRF)

- If the text on the ally says, "Discard if he/she moves to", like most of the allies with restricted movement, then the ally is discarded at the beginning of the movement/hazard phase. If the text on the ally says, "Discard if he/she is at", then the ally is discarded at the beginning of the site phase. (CRF, CoE)

Allies may never control items. (METW, 43)

At Home: A type of Dragon manifestation. If an attack from this manifestation is defeated, the Dragon's Lair loses its automatic attack.

Attack: Combat consists of one or more attacks that must be resolved one at a time. An attack consists of one or more strikes.

- An attack is considered to be resolved and concluded when the final strike, all special actions resulting from the final strike, and the associated body check are resolved. (CRF)
- An attack may not be canceled once its strikes have been assigned. (CRF)
- A canceled attack has no effect on its target company, except that the company is considered in its history to have faced the attack. (CRF)
- In order to cancel an attack or to directly affect an attack, the character doing so must be in the company facing the attack. Note that the region/site type a hazard creature was keyed to can be affected otherwise. (CRF)

Controversial Cards: Hoarmurath Unleashed

This card is only controversial in conjunction with the current ruling on Adunaphel (the Nazgûl hazard). Hoarmurath Unleashed states: "Playable on Hoarmurath the Ringwraith (as your Ringwraith). Cancel an attack against **any one** of your companies." According to the above rule, this card should nevertheless only be capable of canceling an attack against Hoarmurath's company as per the above rule, just as Adunaphel is only capable of targeting the current company despite being able to cause "**any one** character to tap." Current rulings state that Hoarmurath Unleashed overrides the related limiting rule and Adunaphel does not despite having the exact same wording. If challenged on this, the best option is to shrug apologetically, as no explanation has really been forthcoming for the contradictory rulings.

- Cards only modify attacks if they say they specifically mention attacks. (CRF)
- When a minion company defeats an attack with no * by the MPs, the creature goes to the out-of-play pile belonging to the person who played the attack. They may still be taken as a trophy, but go to the appropriate out-of-play pile when the trophy is discarded. (CRF)
- If an attack states all characters in a company face a strike, then effects which allow a character to face more than one strike have no effect against the attack. Similarly, effects that change the attack's number of strikes have no effect. As an exception, effects which reduce the number of strikes to a specific number do work. (CRF)
- Any effect that would change the number of strikes for an attack may not be played after strikes are assigned. This includes cards that have other additional effects, and cards that only indirectly change the number of strikes. (CRF)
- Attacks created by events are not keyed to anything unless specifically stated as being keyed to something on the card. (CRF) See also IV.M: Playing Creatures.
- There are three levels of cards which reassign strikes. Alatar is the top level, and overrides any other conflicting card which changes the assignment of strikes. Cards which say they "always" or "in all cases" change the assignment of strikes are the next

level, and override any other conflicting effects except Alatar. Cards which say they change the assignment of strikes "regardless of ..." certain factors are the third level, and are overridden by all other effects from conflicting cards. If two effects on the same level conflict, the resource overrides the hazard. (CRF)

- An attack is considered faced by a company if it successfully resolves in its chain of effects. (CRF)
- Attacks or strikes keyed by name to a region or site cannot be cancelled by effects which refer only to the type of the region or site. (CRF)
- Between an attack's declaration and the assigning of the strikes there is time for multiple chains of effect. Thus you could for example make two attempts to cancel the attack or your opponent could use Hoarmurath for an extra strike, recycle him and add another strike. (CRF, CoE)

Automatic Attack: An attack that must be faced at the start of the site phase if a company wishes to enter a site they are at.

- A card that can cancel an attack can cancel an automatic-attack, and this counts as facing the automatic-attack. (CRF)
- Automatic-attacks added to a site are faced after the normal automatic-events for the site. Multiple automatic-attacks are faced in the order listed and/or resolved. (CRF)
- Company composition and overt/covert status is checked before each automatic attack. (CRF)
- Any character may tap to cancel one automatic-attack at his home site. (CRF)
- Automatic-attacks that allow the revealing of creature cards are not stopped by Stealth or Secret Entrance. (CRF)
- Creatures revealed as automatic-attacks do not count as creatures. (CRF)
- 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)

Editor's Note: This means that cards which alter the number of strikes or affect strike assignment are not playable against automatic-attacks.

Avatar: A term used to denote the character card that represents you. Avatars may be Wizards, Fallen Wizards, Ringwraiths, or the Balrog.

Balrog: A special type of minion avatar. When cards refer to a Ringwraith, they refer to a Ringwraith or the Balrog. If the Balrog is in play or has been defeated, ignore all Balrog Automatic attacks.

Bear, Bearer: A bearer of a card controls that card.

Body Check: A check made against an entity's body value. A body check made against a wounded character receives a +1 to the roll.

- When a character fails a body check, his items may be immediately reassigned to unwounded characters in his company, one item per character. Reassigning of the eliminated character's items is considered to be synonymous with his failed body check, i.e., no action may take place between the failed check and reassigning the items.

- Unassigned items are discarded. (CRF)
- Effects that modify a character's body also modify the number an Orc or Troll would be discarded on. A maximum to body applies equally to the discard number. (CRF)
- If an Orc or Troll could be discarded and eliminated by a result, discard them instead of eliminating them. (CRF)
- "Affecting the body check" includes modifying the die roll or the body of the character making the check. (CRF)

Body: An attribute located in the lower left hand of a card, after the /. Body measures a character's survivability. Frodo, for example, has a body of 9.

Chain of Effects: A series of declared actions made in response to one another is called a chain of effects.

Character: An entity that can independently move and take actions. Characters usually require influence to control.

- A character enacting an effect counts as a character in his company, and may affect himself as a character in the company. (CRF)
- A character in play must always be in one of three independent states: untapped, tapped, or wounded. (CRF)

Check: A roll made against a given value. Examples of possible checks are body checks and influence checks.

Command Card: A special type of resource normally playable on a leader. A Command Card played on a character will return any other command cards of the same name played on that character to your hand. (CRF)

Company: One or more characters at the same site. A company is limited to a size of seven at non-haven sites. Unless at a haven, you cannot have more than one company at site; they must either join or enough companies must declare movement that there will not be more than one company at the site.

Condition, Active: A prerequisite for an action actively made by a player. Typically this involves tapping a character, discarding an item, or having a character of a particular skill in play. Active conditions are declared and resolved with no time for response by an opponent or yourself. See also IV.B: Active Conditions of Actions.

Condition, Passive: An action that causes another action to take effect. The triggered action will be the first declared action in the chain of effects immediately following the chain of effects that contained the passive condition. See also IV.C: Actions as the Result of Passive Conditions

Control: When an item, ally, event, or follower is placed with a character, that character is said to control the entity in question.

Corruption Card: A hazard card with the Corruption keyword.

Corruption Check: A check made against a character's current Corruption Point total (see below).

Corruption Points: A value found on the lower right of most cards. A character's Corruption Point total is the sum of the Corruption Points of all cards he controls. Certain cards carry an innate modifier to corruption checks rather than a corruption point value, indicated by a + or - in the field on the card.

Covert Company: Any company that is not overt.

Creature: A creature is a hazard card that can be played to directly attack one of your opponent's companies.

Current Site: If a company is not moving, the site they are at is their current site.

CvCC: A common abbreviation for Company vs Company Combat.

Darkhaven: Minion players use Darkhaven sites instead of Haven or Wizardhaven sites.

- Whenever a hazard affecting heroes refers to a Darkhaven, interpret it as referring to a Haven instead. (CRF)
- Attacks at Darkhavens are canceled only if the company is at the Darkhaven (i.e. if they are moving to the Darkhaven, they are not *at* the Darkhaven yet. (CRF)
- Darkhavens count as their own nearest Darkhaven.

Detainment: An attack that taps rather than wounds a character. The following attacks are detainment:

- Card text will sometimes state that an attack is detainment.
- Any Nazgûl attack against a minion company is detainment.
- If you are a Minion player, any attack keyed to a Dark-Domain, Shadow-hold, or Dark-hold is a detainment attack.
- If you are a Minion player, any Orc, Troll, Undead, or Man attack keyed to a Shadow-Land is detainment.
- The above parameters also apply to attacks keyed by name if the named region/site is of the appropriate type.
- A Fallen Wizard's Overt companies are not minion companies for the purpose of these detainment attack rules.
- Attacks keyed to Darkhavens are considered detainment. (CRF)
- Agent attacks against minions are always detainment. (CRF)

- When a strike from a detainment attack succeeds, the character who was facing that particular strike must tap. (CRF)
- Attacks that have special effects when they wound a character do not have that effect when they are detainment attacks. This is because detainment attacks never wound a character. (CRF)

Direct Influence: The value in the black hand on the left side of a character's card. Direct influence is used to control other characters. Unused Direct Influence often gives a bonus to various influence checks.

- A character cannot use a bonus to direct influence against Blue Mountain Dwarves to control characters with the home site Blue Mountain Dwarf-hold. The bonus only applies to the faction. (CRF)

- Bonuses to direct influence against characters apply only once, not for each character. (CRF)
- A character's direct influence must be greater than or equal to the mind attribute of another character to allow him to take control of that other character, even if the character's mind stat would be lowered once he /she became a follower. (CRF, CoE)
- Restricted direct influence is limited in its use, usually to characters and/or factions of specific races. Unrestricted influence has no use restrictions. (CRF)
- When a character suffers a minus to direct influence, it must come from unrestricted direct influence first. If there is no unrestricted influence and there are multiple instances of restricted direct influence, the player may choose which restricted direct influence the minus is applied to. (CRF)

Discard: The act of putting a card in your discard pile.

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

Dragons: The following rules apply to Dragons:

- Dragon automatic-attacks on site cards are not considered manifestations of any unique Dragon. (CRF)
- If you defeat the attack from a Dragon manifestation, you get kill marshalling points from the manifestation as if you had defeated a creature. (CRF)

Each Character Faces A Strike: An attack with this phrasing ignores effects which modify the number of strikes unless such effects reduce the number of strikes to a specific number. (MELE, 29)

Eliminated: Removed from play. If a Unique entity is removed from play, it may not reenter the game.

- When a card is eliminated, all permanent-events on that card are discarded. (CRF)

End Of: When an action specifies it must be taken at the end of a phase no actions may be taken after it in that phase that do not also specify that they must be taken at the end of said phase.

(CRF, CoE)

Event: A card with the word "Event" between the picture and the effect text. Based upon how long it stays in play, there are 3 types of events: short-events, long-events, and permanent-events.

Exhausting a Deck: Your play deck is exhausted when you draw its last card.

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

Faction: A type of MP source that represents a large group.

Fallen Wizard: A wizard that has been slightly corrupted and can become extremely corrupted. Also an alignment that is neither hero nor minion.

- Fallen wizards use the rules for wizards except for the Fallen Wizard-specific rules outlined in this document.
- Fallen wizards have a unique value called Stage Points (represented by a gear icon). A Fallen Wizard's total stage points measure how far he has deviated from his original mission and the total is used to determine the effects of several cards.
- When rules and cards refer to a Wizard, they apply to your Fallen Wizard. (MEWH)
- When rules and non-site cards refer to havens, they refer instead to your Wizardhavens. The special effects of Hero Havens and Minion Havens do not apply.
- If your Fallen Wizard leaves play, discard all of your Stage resource Permanent Events in play that are specific to that Fallen Wizard.
- Fallen-wizards may not play characters with more than five mind, but if they have one in play the character is not discarded. (CRF)
- Fallen-wizards can have a character with more than five mind, they just can't start with one or play one. (CRF)

Editor's Note: Of course, the White Hand rules still prevent a Fallen Wizard player from *using* a character with more than five mind. Presumably this would mean that a character with more than 5 mind would not be able to take actions, initiate resource effects, move, control other cards, face strikes, etc. Since "use" is such a vague word, it is recommended that you clarify your position in this regard when organizing a tournament.

- A Fallen-wizard is at -5 for influence attempts against a Ringwraith, but not against a Wizard. (CRF)
- You may not declare yourself as a specific Fallen-wizard unless you have his card in your deck. (CRF)
- You must select a specific Fallen-wizard and thus have at least one copy of him in your deck, because you must declare yourself as a specific one. (CRF, CoE)

Follower: A character that is controlled by another character. Followers may not have followers.

General Influence: Each player has a pool of 20 points used to control characters. Certain cards may change this total. When a Fallen Wizard enters play, his base general influence becomes the number in the white hand on the left side of his card. A Balrog player has an extra 5 points of General Influence that may not be used to control characters. (MEBA)

- If you reveal your Fallen-wizard, and no longer have enough influence to control your characters, discard other characters until you can control them all. (CRF)

- All Ringwraith/Sauron players always have +5 unused general influence at all times. This bonus general influence can never be used to control characters. (CRF)
- You cannot have negative free general influence: it will halt at zero. If you're playing by the tournament rules, and are a minion player, you will add your +5 bonus at all times, effectively leaving you at a minimum +5 against any hazards. (CRF, CoE)
- 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. (CRF)
- Changes to general influence take place immediately, with a minimum of zero free general influence. (CRF)

Half-Orc: A special kind of Orc that does not make a company overt and may not take trophies.

Hazard Limit: A company's hazard limit is equal to two or the size of the company, whichever is greater. The maximum number of hazards that can be played on a company during a given movement/hazard phase is equal to its hazard limit. Playing hazards does not reduce the hazard limit; rather, the hazard limit is simply a value against which the total number of hazards declared and resolved must be checked. See IV.A: Actions and Timing.

- The hazard limit is set when the company's movement/hazard phase begins. Any actions which affect the hazard limit which were declared before that point *immediately* applied (i.e., nobody may respond to the declaration) in the order chosen by the player controlling the company. All effects after this point apply in the order in which they resolve. (METD)
- You check the hazard limit at declaration and resolution. At declaration there must be less hazards already declared than the hazard limit. At resolution there must be no more hazards declared than the hazard limit. (CRF)

Hazards: Hazard cards represent forces that present a threat to your characters. Most hazards can only be played during your opponent's movement/hazard phase.

Haven: A hero site that represents a place of peace and safety.

- Havens can tap. Whenever a hazard affecting minions refers to a Haven, interpret it as referring to a Darkhaven instead. Havens count as their own nearest Haven. (CRF)
- If two companies join at a Haven, cards played on the discarded version of the Haven transfer to the version of the Haven that stays in play. (CRF)

Editor's Note: Yes, that means it is possible to effectively untap a haven for which you have multiple copies by playing a character at the site in a different company and then joining the two companies together at the untapped site. In the case of Fallen Wizards, such cards as Fortress of Isen and War-forges transfer over to the new site.

Hero: Can refer to the following:

- A Wizard player's characters. (MELE 74)
- A Fallen Wizard's non-orc, non-troll characters. (MEWH)
- Any company composed of the aforementioned characters. (CRF)
- A Wizard player in general, as an alignment (i.e. a Hero player is player who is playing a Wizard).

- Resources with a coppers background (e.g. Hero Items, Hero Events).

Hoard: Certain sites contain Hoards. A Hoard Item is only playable at a site that contains a hoard. Any site that had a Dragon automatic-attack at the beginning of the turn contains a hoard. Other sites state that they contain a hoard. Certain effects can cause a site to contain a hoard or lose its hoard status.

Hobbit: A type of race of characters in Middle Earth; may also be a type of attack.

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

Home Site: One or more sites listed on the bottom right of a character's card. Certain effects, most notably playing characters, depend on the character's home site.

Influence Check: A check against a target value determined by the card you are attempting to influence.

- A Hero player attempting to influence Minion Resources receives a -5 penalty to the roll, and vice versa.
- A successful influence attempt on an opponent's resource does not tap the site. (CRF)
- You may only make one influence attempt against your opponent's resources during each turn. (CRF)
- When influencing factions across alignments, you roll against the number on the card in play that you are trying to influence away. (CRF)
- For a Fallen-wizard, the resource revealed must match the alignment of the site at which the attempt is taking place. (CRF)

Item: A type of MP source that represents physical objects. Minor Items are not usually sources of MPs, however.

Keyword: A word on a card that makes it usable by other effects. Sample keywords are Palantiri, Orc, Elf, Weapons, etc.

Keyed: A hazard creature may only be played against a company if the creature is "keyed to" the company's site or site path.

Lair: A term that denotes a Dragon's "Home." Each Unique Dragon has a specific Lair associated with it:

- Éarcaraxë: Isle of the Ulond
- Scorba: Zarak Dum
- Bairanax: Ovir Hollow
- Scatha: Gondmaeglom
- Smaug: The Lonely Mountain
- Daelomin: Dancing Spire
- Leucaruth: Irock
- Agburanar: Caves of Ulund
- Itangast: Gold Hill

Long-event: Long-events last approximately two turns, one of yours and one of your opponent's.

Making a Roll: Two six-sided dice (2D6) should be used to generate random values during play. This is called "making a roll." To make a roll, roll 2D6 and add the two results together.

Manifestation: A mechanically different version of the same entity. Only one manifestation of a unique entity may be in play at a time, unless it is a Dragon. A face-down agent is not considered in play for these purposes. If a card says that it is a manifestation of another card, the limitation applies to both cards. When attempting to influence away a resource, you may reveal a resource manifestation of that resource instead of the identical resource. If a unique manifestation is removed from play, no manifestations of that entity may reenter play, and any manifestations in play are removed from play.

- A hero version of a Unique item is a manifestation of the minion version and Vice Versa. You may not include both the Hero and Minion version of a Unique resource in your deck.
- A manifestation of a card is not the same as the named card. (CRF, Van)
- A manifestation of a given card cannot play cards that are specific to a given card (e.g. Strider cannot play cards that only Aragorn can play/are only playable on Aragorn). (CRF, Van)

Marshalling Points: A running total of how well you are doing in the game. Marshalling Points (MPs) are located in the upper left hand of a card.

- You may not target hazards in your opponent's marshalling point pile for removal. (CRF)
- You may not gain marshalling points from a hazard you played yourself. (CRF)

May Not Be Duplicated: Only one copy may be in play at a given time under the given conditions. You may declare the play of such a card in a chain of effects if a card already in play has been targeted for removal earlier in that same chain of effects. (MELE, 87)

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

Mind: A value located in the white head on the left side of a character card. Used to determine whether a character can be controlled. Also used by characters and allies to resist influence attempts by an opponent.

Minion: Can refer to the following:

- A character card with a purple background when in play as a character.
- A Ringwraith player and/or his companies.
- A Balrog player and/or his companies.
- Resources with a steel gray background (e.g. Minion Allies, Minion Factions)

Movement: Replacing one site card with another. Usually, this is done by declaring movement during the Organization Phase and moving during the Movement/Hazard phase.

Nazgûl: A type of hazard that is a manifestation of a Ringwraith.

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

New Site: When a company declares movement, the site they are moving to is their new site.

Normal: Normal means as written on the card, not considering other card's effects. Note that this definition only applies to effects referring to card texts. (CRF)

Off To The Side: Certain cards and effects require other cards to be placed off to the side. Such cards are kept with the host event which caused the effect. Any card placed off to the side cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed off to the side. Cards placed off to the side are in play for purposes of uniqueness. Unless otherwise stated, when a host event is discarded, cards placed off to the side with the host are also discarded.

- Host cards of cards off to the side can be targeted normally. (CRF)

Overt Company: Any of the following:

- A company with an Orc or Troll.
- A company with a Ringwraith in Fell Rider Mode.
- Certain cards may make a company overt.
- The following allies make a company overt:
 - Great Bats
 - Great Lord of Goblin Gate
 - Last Child of Ungoliant
 - Regiment of Black Crows
 - Two-Headed Troll
 - The Balrog
 - Creature Of An Older World
- The Balrog's company is always overt.

Permanent-event: The effects of a resource permanent-event last until the card is discarded due to conditions stated on its card.

Prowess: A value located in the lower left of a card before the /. Generally a measure of a card's offensive capabilities in combat.

- Prowess modifications due to tapped and wounded status apply only during the strike sequence. (CRF)

Playing A Card: Playing a card is the process of bringing a card from your hand into play. You may not play a card which has no effect on the game. Causing a dice roll is considered to be having an effect on the game. (CRF)

- A card is not in play until it is resolved in its chain of effects. When the play of a card is declared, no elements of the card may be the target of actions declared in the same chain of effects. An exception to this is a dice-rolling action; e.g., a corruption check. (CRF)

Race: An attribute located between the picture and the effect text of a character card. The races are: Dúndan, Dwarf, Elf, Hobbit, Man, Wizard, Fallen Wizard, Orc, Troll, Ringwraith, Balrog.

Region: A type of card representing an area of Middle Earth. A given region may contain several sites.

Resources: Resource cards represent various advantageous occurrences, personalities, groups,

and objects. You may normally play resource cards only during your own turn.

Returning to Site of Origin: Also known as "bouncing." This is an effect which sends a moving company back to the site they started at.

- If a company returns to its site of origin, its site path immediately disappears, and its movement/hazard phase immediately ends. (CRF)
- An effect that returns a company to its site of origin may not be declared in the middle of an attack. (CRF)
- Rules Erratum: If a company returns to its site of origin, it may do nothing during its site phase. A company failing its Under-deeps movement roll is not affected by this rule. (CRF)
- A company that gets sent back to its site of origin is not considered to have moved to that site this turn. (CRF, CoE)

Ring: A specific subset of items. There are seven types of Ring Items: mind rings, gold rings, lesser rings, magic rings, spirit rings, dwarven rings, and the One Ring. (MELE, 44)

Ringwraith: A type of character card that may act as an avatar.

- When one mode effect is applied to a Ringwraith, all other cards applying a mode effect to that Ringwraith are discarded. (CRF)
- When a Ringwraith is in a mode, only apply the effects listed on the mode card, on the Ringwraith, and in the rules for that mode. Do not worry about cards that are not in play. (CRF)
- If an ally giving a mode is removed from play during the movement/hazard phase, the Ringwraith immediately stops being in that mode, but continues to move to his new site. (CRF)

Controversial Cards: Black Horse/Creature Of An Older World

The following phrases are found on these cards, respectively:

"Return its controller to your hand if Black Horse leaves active play."

"Return your Ringwraith to your hand if this ally leaves active play."

Given that the above rule was issued after the release of this card, it could be taken as an errata of these statements on the card. However, it does not actually refer to itself as an errata on these cards. Nevertheless, a rule published after these cards were printed clearly states that the Ringwraith continues to move to his new site when these allies are removed from play during the movement/hazard phase. This would seem to override the text on these ally cards about what happens when they are removed from play in this instance.

- You may have any number of Ringwraiths in your sideboard, as long as you do not duplicate more than one of them in the combined deck and sideboard. (CRF)
- Characters with combat bonuses against Nazgûl also get those bonuses against Ringwraiths. However, other effects that affect Nazgûl do not affect Ringwraiths. (CRF) The Balrog is considered a Ringwraith for this rule. (MEBA)

Editor's Note: Yes, I know.

- Ringwraiths may not move from a non-Darkhaven site to another non-Darkhaven site

unless they are using Dwar Unleashed. This means a Ringwraith may not move to Underdeeps sites that do not have a Darkhaven for a surface site. (CRF)

Ringwraith Follower: A different Ringwraith than your Ringwraith avatar that acts as a follower of your Ringwraith.

Roused: A type of Dragon Manifestation. If an attack from this manifestation is defeated, the Dragon's Lair loses its automatic attack. If an attack from this manifestation is defeated, no player receives its Marshalling Points. (MELE, 42)

Sage Only: Any card requiring a sage to play is a sage only card. (CRF)

Search: Looking through a given deck for a specific card. Reshuffle your play deck after it is searched unless the effect specifically allows you to not shuffle your play deck.

Short-event: A short-event's effects are implemented when the card resolves, then the card is discarded.

Site of Origin: At the beginning of its movement/hazard phase, a moving company's current site card becomes its site of origin-the company is considered to be moving to its new site.

Site Path: The site path of a site is the sequence of regions between the site and its nearest Haven as listed on the site's card. A company's site path is the sequence of regions between its site of origin and its new site.

- For the purposes of interpreting hazards, no Darkhaven or Haven has a site path except for Geann a-Lisch. (CRF)
- Certain cards refer to the site's site path. The site's site path is always the site path given on the site card, regardless of how the company got to that site. (CRF)
- Events can alter both a site's site path and a company's site path. (CRF)

Site: Sites represent places that characters can visit in Middle-earth.

- When a site is replaced with a site of the opposite alignment, the new site comes into play in the same orientation as the other site. (CRF)
- If any version of a site is in play or in your discard pile, you may not play another version of that site. (CRF)
- To untap a site the character doing so must be at that site. (CRF)
- A permanent-event played on a site affects only the copy of the site it is played on, unless otherwise specified. A permanent-event not played on a site affects all versions of affected sites. (CRF)
- Hero events cannot target or affect minion sites, and vice versa. News of the Shire is an exception. (CRF)
- If you play a hazard forcing a Fallen-wizard to change site alignments, and he does not have the other version of the site he is moving to, you must provide it for him. After that it is his responsibility to provide sites. (CRF)

Size: A company's size is equal to the number of characters in it, with each Hobbit or Orc Scout character only counting half (round up).

Skill: An attribute located between the picture and the effect text of a card that helps define a

character or ally. The skills are: Diplomat, Ranger, Sage, Scout, Warrior.

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

Spawn: A designation on some hazards you determine certain effects. Certain cards state that they are spawn. Shelob, Spider of the Morlat, and Balrog of Moria are all spawn.

Specific: To include a card that is specific to a character, you must be that character. To play a card that is specific to a character, you need not necessarily have that character in play, and another player may even have that character in play.

Stage Resource: A card with a greenish background. All Stage Resources are specific to Fallen Wizards. Some resources are specific to only one Fallen Wizard.

- 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)
- Wizard specific Stage Resources may be played with the starting company. (CRF)
- Stored stage resources give stage points, and may be discarded normally. (CRF)
- If you start with Hidden Haven, you must bring out your starting site when you reveal Hidden Haven. (CRF)

Standard Modification: Most faction cards list some "standard modifications" to the influence check based only upon the race of the character that was tapped to make the influence check. Some factions only list Modifications, not Standard Modifications.

Storing Cards: Certain cards can be stored if they are at a Haven. Such a card is removed from play and placed in its player's marshalling point pile. Any item except the One Ring can be stored. Certain other cards indicate under what conditions and which locations they may be stored.

- A Balrog player may not store anything at Barad-dûr.
- To store an item, a successful corruption check is required.
- Stored cards are not considered to be in play, except for uniqueness. (CRF)
- Stored cards get no bonuses based on who bears them. (CRF)

Strike: An attack consists of one or more strikes. A strike is assigned to a character if one is available. A character may not be assigned more than one strike without an ability that allows them to do so.

Strike Sequence: The series of events that resolves an assigned strike, performed in the following order:

- Start with the defending character's prowess as a base value.
- The defending character applies a weapon modifier to his prowess if applicable.
- The attacker may play hazard cards that affect the strike (not strike assignment).
- The attacker may decide to use any or all of his remaining unassigned strikes as -1 modifiers.
 - Excess strikes applied as -1 modifiers do not have to have their body defeated.

(CRF)

- A target untapped character may take a -3 modification so that he will not automatically tap following the strike sequence.
- The defending player may play resource cards that affect the strike (up to one card that requires skill). You may also use items if applicable.

Editor's Note: This means that, as an attacker, you cannot wait and see if your opponent will cancel the strike before you enhance it -- you can only declare hazards that affect the strike before the defender starts playing resources that will affect it.

- Interpret "may play resource cards that affect the strike" above as "may initiate resource / character effects that affect the strike." (CRF, CoE)
- Getting rid of an event that boosts the strike's prowess is affecting the strike. (CRF)
- If an attack can not be cancelled, strikes from the attack may still be cancelled. (CRF)
- Apply any other modifiers (such as bonuses/penalties to the character from long-events, non-weapon item bonuses to prowess). Standard modifiers:
 - Character is wounded: -2
 - Wounded characters only suffer a -2 prowess. In general, wounded characters are not considered tapped. (CRF)
 - Character is tapped: -1
 - Each character not assigned a strike that taps in support: +1
- Non-item prowess bonuses are applied in the order the player controlling the character decides. (CRF)
- Using alternative attributes in place of a character's prowess does not cancel the tapped / not-tapping prowess modifiers. (CRF, CoE)
- Make a roll and add the character's modified prowess. If the result is greater than the modified prowess of the strike, the strike fails. If the result is a tie, the strike is ineffectual. If the result is lower, the strike succeeds. Perform the following actions based on the result:
 - If the strike *fails*, it is defeated if it has no body value. Otherwise, make a body check against the strike's body. The strike is defeated if the body check is greater than the strike's body.
 - If the strike is *ineffectual*, nothing further happens.
 - If the strike succeeds and is detainment, the character is tapped. Otherwise, the character is wounded and the attacker makes a body check. If the body check result is higher than the character's body, the character is eliminated, and all non-follower cards he controls are discarded (as an exception, you may immediately transfer one item to each unwounded character in his company). Otherwise, nothing further happens.
 - If a body check against a Ringwraith is exactly equal to 7 or 8, the Ringwraith is returned to your hand. If your Ringwraith is returned to your hand, you may not reveal a different Ringwraith as your Ringwraith.
 - If a wounded character becomes unwounded, he is considered in his history to have been wounded and must face any special actions the wounding strike presented him. (CRF)
 - A strike may not be canceled once the dice roll for the strike has been made. (CRF)
 - Following each successful strike or failed strike, a body check must be rolled (unless the failed strike has no body). However, if the strike calls for any special

actions to follow it (e.g., a character wounded by William may be required to discard his items), these special actions are resolved before the body check. The body check is the first declared action in a nested chain of effects that immediately follows the strike dice-roll and special actions resulting from the strike. Other actions may be declared in response to a body check, in the same chain of effects, but these are limited to those actions that directly affect the body check dice-roll (e.g. Tookish Blood could not be declared in response to the body check caused by Giant Spiders wounding a Hobbit.) No action may be declared in response to a special action resulting from a strike unless the special action is a dice-rolling action, i.e., a special action is generally considered synonymous with the strike dice-roll. If the special action is a dice-rolling action, an action may be declared in response to it if the action directly affects the dice-roll. (CRF)

- If more than one special action is to follow a strike, the defending player decides the order they are resolved. (CRF)
- A successful strike against a character is synonymous with that character being wounded; i.e., inverting a character card on the playing surface is not a separate action from the successful strike. (CRF)
- If a character through an effect or ability faces more than one strike from an attack, the character faces a separate strike sequence for each one. (METD)
- You must play card(s) that allow your character to face multiple strikes before strikes are assigned. (CRF, CoE)
- If a character is facing two or more strikes, and the first strike kills the character, remaining strikes are considered successful. (CRF)
- Side effects of losing a character are resolved immediately after the character is lost, before other characters resolve their strikes. (CRF)
- All strikes of an attack must be assigned before any are resolved. (CRF)
- There is time between strike sequences to take actions that are otherwise legal. (CRF)

Surface Site: A site above a given Under-deeps card. A surface site is a site that is located in a region and is also adjacent to the Under-deeps site in question. It is possible for an Under-deeps site to have more than one surface site. Surface sites serve as transition points between Under-deeps movement and other forms of movement.

Tapping/Untapping a Card: Normally, during play, each of your cards is placed so that its bottom is towards its player. During play certain cards must be "tapped" when they are used-this is a record-keeping mechanism to keep track of card usage. To tap a card, rotate it 90° so that it is turned sideways-to untap a card, rotate it back 90° to its normal position.

- Tapping a resource can only be done at a time when you could otherwise play a resource event. (CRF)
- Nothing may untap a character who is the subject of an effect that states the character may not untap. (CRF)
- Untapping effects are not healing effects. (CRF, CoE)

Target: An entity through which an action is played out. To be a target, the action must specify the entity by number and type.

- For Fallen Wizards, a hero event may not target/affect a minion site card or resource card, and vice versa. Spells and Magic are an exception to this rule.
- For Fallen Wizards, a hero resource may not target an orc or troll character.

- Once the effects of an environment card have been applied to a target during a given movement/hazard phase, that effect is not applied again to that target during the current turn. (CRF)

Editor's Note: Since long events do not have targets, this rule technically does not apply to them. It has been the practice, though, to treat this rule as applying to environment long events as well: they apply their effects to a give entity only once.

- Note that "the X" counts as specifying one "X." (CRF)
- A card is not in play until it is resolved in its chain of effects. When the play of a card is declared, no elements of the card may be the target of actions declared in the same chain of effects. An exception to this is a dice-rolling action; e.g., a corruption check. (CRF)
- A corruption check or any dice-rolling action can be targeted in the chain of effects during which it was declared. (CRF)
- Long-events and certain other cards do not have targets because they are not played out through one specific entity, i.e., they generally affect an entire class of things. (CRF)
- An action may not target a face-down card nor any element of a face down card. Face down cards include unrevealed new site cards and on-guard cards. (CRF)
- You cannot target an opponent's character or resources with your own resources. (CRF)
- A card that is played on a card continuously targets the card it is on. (CRF)

Trophy: An orc or troll character that has faced a strike from a defeated creature can elect to take the creature card as a trophy. Trophies give bonuses based on the total Marshalling Points indicated on the creature cards:

- 1: +1 Direct Influence.
- 2: +1 Direct Influence, +1 Prowess
- 3: +2 Direct Influence, +1 Prowess
- 4 or more: +2 Direct Influence, +2 Prowess

These bonuses do not stack; use the one that applies.

- Creatures whose marshalling points are listed with an * give the marshalling points they would normally give the player while used as trophies. (CRF)
- Defeated Dragon manifestations can be used as trophies, including Dragon factions. (CRF)
- Trophies can be discarded to satisfy "thieving" attacks, and count as items for all other effects. (CRF)
- Characters may not be taken as trophies. (CRF)
- Trophies in Fallen-wizard companies give prowess and influence bonuses based on the MPs printed on the card. (CRF)

Under-deeps: Special sites not in any region. Described more fully in IV.U.3: Under-deeps Movement.

- With the addition of the sites in Balrog, The Wind Throne is now always the surface site of an Underdeeps site. (CRF)

Unique: There can only be one copy of each unique card in play at a time. Each player can only have one copy of each unique card in his play deck and starting cards combined.

Wizardhaven: A haven card for a fallen wizard, or a site that has been converted into such (usually by a stage resource).

- A Wizardhaven is not considered to be adjacent to an Under-deeps site unless Deep Mines has been played on it. (CRF)
- Protected Wizardhavens do not allow you to move an extra region with region movement. (CRF)

Editor's Note: The effect which led to this ruling has since been removed by errata.

- The phrase 'protected Wizardhaven' is just a keyword, and has no effect by itself. (CRF)
- If you are influencing against your opponent, and he is at a Wizardhaven where you can not play cards that give MPs, you can reveal the card you are influencing against to reduce the number you roll against to 0, but you may not play that card afterwards (if it gives MPs). (CRF)

Wounded: A wounded card is damaged but not eliminated. When a card is wounded, invert it.

III. Player Turn Summary

A. Building a Deck

A Middle Earth Deck Actually consists of three decks: the Location Deck, the Play Deck, and the Sideboard. These decks are discussed individually below.

1. Location Deck

A location deck consists of a maximum of one of each site you own and your region cards. As an exception, a location deck can include multiple copies of Haven Cards.

A Fallen Wizard's location deck may include multiple copies of the Fallen Wizard site cards (White Towers, Isengard, Rhosgobel, Deep Mines), but only one copy of all other sites.

A Balrog player uses minion sites with following exceptions, which must instead use the Balrog versions of the site:

- Moria, Carn Dum, Dol Guldur, Minas Morgul
- All Dark-Holds
- All Under-deeps sites.

In addition, as the Balrog, you may only have multiple copies of Moria and the Under-gates. Geann-a-Lisch is a Ruins & Lairs with no Darkhaven effects.

A non-Balrog player cannot use Balrog sites. However, for the purpose of playing certain hazards, a non-Balrog player may include the following sites in their location deck:

- Ancient Deep-Hold
- The Wind Deeps
- The Drowning Deeps
- The Rusted Deeps
- The Remains of Thangorodrim

2. Play Deck

A play deck consists of between 30-50 resources, and equal number of hazards, up to 10 character cards, and avatar cards depending on your alignment:

- Hero Players may place up to three avatar cards in their play deck. At least two of the avatar cards must be the same avatar.
- Hero Players may only include hero characters as characters. Agents are considered hazards in a Hero Player's play deck. (MELE 77) This restriction also applies to the sideboard (see below).
- Except for items (and cards explicitly allowing themselves to be played as non-minion resources), a Hero Player may only include Hero Resources. (MELE 77) This restriction also applies to the sideboard (see below).
- Minion Players may place up to three avatar cards in their play deck. At least two of the avatar cards must be the same avatar.
- Minion Players may only include minion characters as characters. Agents are considered characters in a Ringwraith player's deck, and hazards in a Balrog player's deck.
- Ringwraith players may place any number of Ringwraiths in their sideboard so long as they do not duplicate more than one of them in their combined play deck and sideboard.
- Except for items (and cards explicitly allowing themselves to be played as non-hero resources), a Minion Player may only include Minion Resources. (MELE 77) This restriction also applies to the sideboard (see below).
- You must have at least 12 hazard creatures in your play deck. The following count as half a creature for this purpose:
 - A creature that is also playable as an event.
 - An Ahunt or At Home Manifestation.
 - Agents, if you are a Wizard player.
 - Spawn Permanent Events. (MEBA)
- *Tournament Convention:* A card that can be played as a resource or hazard can be considered either for the purpose of deck construction. (MELE, 86)
 - A Fallen-wizard may only count two Twilights as resources, the third must be counted as a hazard. The same goes for other hazards that may be played as resources. (CRF)
- A Fallen Wizard must declare that they are a Fallen Wizard and which Fallen Wizard. If you opponent has the normal hero wizard in his play deck or sideboard, they may exchange it for a different wizard. If you declare that you are playing a Fallen Wizard, your opponent may not play the corresponding hero wizard.
- A Fallen Wizard is subject to the following restrictions on their play deck:
 - One of each unique card (including cards with the same name)
 - Three of each non-unique Stage Resource card.
 - Two of each non-unique character card.
 - Two of each non-unique hero resource card.
 - Two of each non-unique minion resource card.
 - You may not include stage resource cards that are "specific" to another Fallen Wizard.
 - Fallen Wizards may not include the following cards:
 - The Balrog (Ally)
 - Cracks of Doom
 - Favor of the Valar
 - Gollum's Fate
 - Hour of Need
 - Kill All But Not the Halflings

- The Lidless Eye
- The Sun Unveiled
- Glamour of Surpassing Excellence
- Messenger of Mordor
- News Must Get Through
- News of the Shire
- Old Road
- The Windlord Found Me
- Wizard Uncloaked
- Use Your Legs
- A Balrog player must declare that they are Balrog.
- A Balrog player is subject to the following restrictions on their play deck:
 - You may only include Orc and Troll characters.
 - Unless they are Balrog Specific, only character with a mind less than 9 may be included.
 - Agents are always considered hazards for the Balrog.
 - You may only include Orc, Troll, Wolf, Animal, and Dragon factions.
 - A Balrog player may not include any of the following cards:
 - Above the Abyss
 - Bade to Rule
 - The Balrog (Ally)
 - The Black Council
 - Black Horse
 - Black Rider
 - By The Ringwraith's Word
 - Creature of an Older World
 - Fell Rider
 - The Fiery Blade
 - Helm of Fear
 - Heralded Lord
 - Kill All But Not the Halflings
 - The Lidless Eye
 - Morgul-Blade
 - News of the Shire
 - Open to the Summons
 - Orders from Lugburz
 - Padding Feet
 - The Ring Leaves Its Mark
 - Ringwraith cards
 - Sauron
 - They Ride Together
 - Use Your Legs
 - While The Yellow Face Sleeps
 - Balrog of Moria
 - Durin's Bane

3. Sideboard

A special set of cards set off to the side. The sideboard can contain any mix of resources, characters, and hazards, so long as you do not duplicate non-unique cards. The

maximum number of cards in the sideboard depends on the length of the game (see III.I.3, below)

- A Hero player's Play Deck and Sideboard can have no more than three avatars total. At least two of those avatar cards must be the same avatar.

There are a number of methods for accessing a sideboard:

- When you exhaust your deck, you may exchange up to five cards (regardless of type) from your discard pile with five cards from your sideboard.
- You may tap your avatar during the organization phase to bring either up to five resource/character cards to your discard pile or, if your play deck has at least five cards in it, to bring one resource/character directly into your play deck and shuffle.
- You use one against the hazard limit to tap a Nazgûl hazard during your opponent's movement/hazard phase to access the sideboard. The normal effect of tapping a Nazgûl does not apply. When you access your sideboard in this manner you may either bring up to five hazards from your sideboard to your discard pile or, if your play deck has at least five cards, you may bring one hazard directly into your play deck and shuffle.
- Certain cards permit you to access your sideboard.
- If your opponent's avatar is in play, you may bring five hazards from your sideboard to the discard pile (or one hazard directly into your play deck and shuffle if your play deck has at least five cards) at the end of the untap phase. If you do so, the hazard limit for each of your opponent's companies at the start of their movement/hazard phase is halved (round up).
- The total mind attributes of all Agents in your play deck and sideboard may not exceed 36.
- Agents in starting companies count against the 36 mind limit. (CRF)
- If your opponent is a Fallen Wizard, add 10 cards to your sideboard.
- If you are the Balrog, your opponent may not play any of the following cards:
 - The Balrog (Ally)
 - The Black Council
 - Durin's Bane
 - Balrog of Moria
 - Reluctant Final Parting
- If your opponent is the Balrog, you may at any time remove one of the above cards from your hand and place it out-of-play in order to bring one card of any type from your sideboard into your play deck and shuffle.
- 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)
- You may have Wizards in your sideboard. You may have no more than three copies of one Wizard, and one copy of each other Wizard, in your sideboard and play deck combined. (CRF)
- You may access your sideboard when your opponent plays The Lidless Eye as if he had revealed his Ringwraith. (CRF)

B. Starting Cards

Choose a number of characters whose mind total no more than 20 and place them in front of you. You and your opponent reveal your choices at the same time. Any duplicates (including manifestations) are shuffled into the deck. Choose two non-unique minor items not from your play

deck (MELE 14) and place them under the control of any character(s) in your starting company.

- Hero players may choose up to five hero characters (no Wizards). There is no provision for Heroes to start with minion minor items, as these items do not form part of the Hero Player's decks. (METW 16)
- A Hero player's starting company must start at Rivendell. (METW 16)
- Minion players may choose up to six minion characters (no Ringwraiths, no agents).
- A Ringwraith player's starting company must start at Minas Morgul. (MELE 14)
 - Ringwraith/Sauron players may have starting companies at Dol Guldur and/or Minas Morgul. (CRF)
- A Balrog player may have two starting companies at either Moria or the Under-gates.
- A Fallen Wizard may choose up to five hero and minion characters. You may not choose Orc and Troll characters unless you start with an appropriate stage resource card. You may not choose a character with a mind greater than 5 unless you use an appropriate stage resource card. You may not start agents.
 - For starting companies, minor items come into play after characters, so they cannot affect a character's mind for the purpose of playing him. (CRF)
- A Fallen Wizard must attempt to start with up to 3 Stage Resource Permanent Events. The total stage points of these events must be three. At least one of these events must be non-unique. All conditions to play the event must be met.
- A Fallen Wizard's company may begin play at the White Towers or at a Ruins & Lairs in Arthedain or Rhudaur. If your company begins play at a Ruins & Lairs, one of your starting stage resources may be a Hidden Haven played on that site.

Editor's Note: The White Hand rules insert specifically states that its rules for starting characters are exceptions to the rules used for Wizards. The White Hand rules failed to re-include the prohibition against starting an avatar. A player is within their rights to argue that starting a Fallen Wizard character is legal.

However, since it is a gray area, it is up to a judge or tournament organizer to have the final say. Starting an avatar is most likely broken, and it is highly discouraged to allow it.

To determine who goes first, roll the dice. The player with the higher total goes first. Reroll ties. Draw 8 cards to start the game.

- Your starting hand is eight cards, regardless of what characters you have at particular sites. (CRF)
- Effects which increase your hand size or allow you to hold one more card in your hand mean that you draw up to your new hand size or discard down to it at the appropriate points during the game. (CRF)
- Effects which increase hand size are cumulative. (CRF)

Tournament Convention: Character Draft

The character draft was instituted to help lessen the likelihood of too many bounced characters. It formalizes the process of revealing characters at the start of the game. Some cards that take the place of the two minor items you select are also revealed during this time. Some stage resources are also revealed at this time. To use the character draft, follow this process:

- Select a pool of up to ten valid characters.

- Each player reveals his or her choice for their first character simultaneously.
- Duplicated characters are set aside. This includes manifestations. (CRF)
- Each player continues revealing cards (simultaneously unless one player cannot reveal cards) until one of the following happens:
 - The player has 5 characters in his company. (MELE, 86)
 - Minion players may start with six characters in the character draft. (CRF)
 - The total mind of the player's starting characters is 20 (regardless of effects which decrease a character's mind).
 - Playing a character would bring the total mind over 20.
 - The player has exhausted their starting pool of ten characters.
 - The player no longer wishes to reveal characters.
- You may now assign up to ten characters to go into your play deck.
- This may include duplicated and unused characters from your starting pool.
- Duplicated characters that were set aside do not count against the ten character limit.
- A Fallen Wizard's (up to three) starting stage cards are treated as if they were characters during the draft.
- Non-character cards duplicated in the character draft may not be placed into the play deck. (CRF)

C. Untap Phase

- You may untap your tapped cards (other than sites) during this phase if they have not already untapped or healed.
- You may heal wounded characters to a tapped position if they are at a Haven.
- You may take actions not restricted to another phase.
- Corruption checks triggered at the end of the untap phase happen after everyone untaps. (CRF)

D. Organization Phase

- You may organize your characters into companies.
- You may declare movement.
- You may store cards that can be stored by having the bearer make a corruption check.
- You may transfer control of an item from one of your characters to another at the same site by having the bearer make a corruption check.
- A Fallen Wizard may discard a stage resource from play, but only if this would not reduce his stage point total below three.
-

E. Long Event Phase

- You may play resource Long-Events during this phase.
- Your opponent removes any hazard Long-Events he had in play during this phase.

F. Movement/Hazard Phase

- In the order the resource player chooses, each company reveals its new site (if any), draws cards (if necessary), and faces any hazards the opponent plays on them. Each player then resolves hand size. Once your opponent has had an opportunity to play hazards on each company, the movement/hazard phase has ended.
 - If, at the start of a player's movement/hazard phase, there are multiple effects in play such that their net effect depends on the order they are applied, the player who is currently not taking his turn (i.e., the hazard player) decides the order in which they are to be applied. Once this interpretation is established, all further actions are applied in the

- order they are resolved for the rest of the turn. (CRF)
- If a company does not move, it still has a movement/hazard phase. No cards are drawn based on the company's movement, and the only hazards that can be played on the company are events and creatures that can be keyed to the company's site. (CRF)
- If a company moves twice in one turn, resources played during the organization phase, like Secret Passage, are reapplied to the company at the beginning of each of their movement/hazard phases, if the conditions of the card are met. (CRF)
- If you say you are done playing hazards and your opponent plays a resource before the movement/hazard phase ends, you may then resume playing hazards, assuming you have not yet reached the hazard limit. (CRF)

G. Site Phase

- Each of your companies may do one of the following two options:
 - Nothing
 - Enter their current site and attempt to play resources
- Items, factions and allies must be played during the site phase. (CRF)
- There is no one resource card per site phase rule. However, the tapping of the site usually limits you to one card per site phase. (CRF)
- The site taps upon successful play of the resource that would tap it. (CRF)
- A company may not play any resource during the site phase until they have faced all automatic-attacks, unless that resource directly affects an automatic-attack. Removing an automatic-attack does not directly affect it, although cancelling does. (CRF)

<p><i>Editor's Note:</i> By this logic, adding an automatic-attack to a site also does not affect the automatic-attack.</p>

- You may only play a free minor item after playing an ally, faction, or item that taps the site. (CRF)
- Play of an ally, item, faction, or resource card which will normally tap the site must be after the company resolves all automatic, agent and on-guard creature attacks. (CRF)
- "Does not tap the site" is not equal to "playable at a tapped site." (CRF, Van)
- Unless explicitly stated otherwise you need an untapped site to play an item, ally or faction and successful play taps the company's site. (CRF, CoE)

H. End-of-Turn Phase

- Return On-Guard cards to your hand.
- After returning on-guard cards to your hand, you may discard a card.
- Draw or discard until you have reached your hand size. Base hand size is 8.
- Perform any other actions not restricted from being declared during the end-of-turn phase.
- Signal the end of your turn.
- End-of-turn effects are triggered by the ending of the End-of-Turn phase. Once both players are done with all actions in the End-of-Turn phase, all End-of-Turn effects are declared and resolved in the order chosen by the current player. No further actions may be declared that time. (CRF)
- Cards may be played during the End-of-Turn phase after hand size has been reconciled. (CRF)
- Replacing one site with another at the end of the turn counts as movement, without a

movement/hazard phase. (CRF)

I. Victory Conditions

1. Eliminating Your Opponent's Avatar

If your opponent's avatar is eliminated, you win the game. The most typical means of eliminating an opponent's avatar are through body checks or corruption checks.

Tournament Convention: The elimination of a player's Wizard or Ringwraith no longer ends the game. The eliminated Wizard/Ringwraith should be placed in the player's out-of-play pile. It provides -5 marshalling points, subtracted off the player's final marshalling point total at the End-of-Game. The -5 also comes off the player's "raw" total for the purposes of calling the End-of-Game. A player whose Wizard or Ringwraith has been eliminated may not reveal another Wizard or Ringwraith. This includes all Wizards who fail corruption checks. (CRF)

- The -5 MPs apply immediately, and affect your MPs for calling the end of the game. (CRF)
- If your Fallen-wizard dies, you may not play cards specific to that Fallen-wizard, and you do not count as that Fallen-wizard for card effects such as Gatherer of Loyalties. (CRF)

2. Winning By Means Of The One Ring

- As a hero player, if you move the One Ring to Mount Doom and play certain cards, the game ends and you win. (METW 9)

Controversial Cards: There are two cards which allow a Hero player to win in this way: Gollum's Fate and Cracks of Doom. Both of these state playability conditions and that the player of the card wins the game. There is some debate as to whether these cards override the stated requirement in the rules that you must also move the One Ring to Mount Doom. While neither card specifically overrides the rule, it is undeniably traditional to test a Gold Ring Item at Mount Doom rather than moving the One Ring there. As a tournament organizer, consider which point of view you want to support. Requiring the One Ring to be in play before moving to Mount Doom makes winning this kind of victory more dangerous, and may discourage people from trying. Not requiring the One Ring to move to Mount Doom makes it rather difficult to stop a deck focused on destroying the One Ring, essentially encouraging this sort of deck.

- As a Ringwraith player, if you move the One Ring to Barad-dûr, Sauron is reunited with the One Ring and you win.

Editor's Note: The requirement that a Ringwraith player move the One Ring to Barad-dûr rather than a generic requirement that the One Ring be *at* Barad-dûr is meant to prevent the following ridiculous situations:

- A Hero or Fallen-wizard player has the One Ring at Barad-dûr, therefore a Ringwraith player wins.
- A Ringwraith player has the One Ring at Barad-dûr, therefore all Ringwraith players win a One Ring victory.
- The Balrog has the One Ring at Barad-dûr, and therefore a Ringwraith player wins.

Thematically speaking, when you are a Ringwraith, the question is not *whether* Sauron is reunited with the One Ring, victory is determined by *whose* efforts have brought it to Sauron.

- As a Fallen Wizard, at least one copy of A New Ringlord must be played and the conditions outlined on that card must be met.
- As the Balrog, at least one Challenge the Power must be played and the conditions outlined on the card must be met.

3. Winning By Means Of Marshalling Points

If neither of the above victories occur, the game ends depending on conditions decided before the game starts. The four kinds of games are the 1-deck (Quick), 2-deck (Short), 3-deck (Long), and 4-deck (Campaign). The Marshalling Point requirement of the games are 20, 25, 30, and 40, respectively. The maximum sideboard size is 25, 25, 30, and 35, respectively. (MELE, 51-54) For a tournament, increase the sideboard size to 30, 30, 35, and 40, respectively. (MEWH)

For a Quick game:

- If you have at least 20 Marshalling Points, you may elect to end the game during your turn. Your opponent in this case takes one last turn after the end of your turn.
- If you have exhausted your play deck at least once, you may elect to end the game during your turn. Your opponent in this case takes one last turn after the end of your turn.
- When each play deck has been exhausted once, the game ends after the current turn.

For a Short game:

- If you have at least 25 Marshalling Points and have exhausted your play deck at least once, you may elect to end the game during your turn. Your opponent takes one last turn.
- If you have exhausted your play deck at least twice, you may elect to end the game during your turn. Your opponent takes one last turn.
- When each play deck has been exhausted twice, the game ends after the current turn.

For a Long game:

- If you have at least 30 Marshalling Points and have exhausted your play deck twice, you may elect to end the game during your turn. Your opponent takes one last turn.
- If you have exhausted your play deck three times, you may elect to end the game during your turn. Your opponent takes one last turn.
- When each play deck has been exhausted three times, the game ends after the current turn.

For a Campaign game:

- If you have at least 40 Marshalling Points and have exhausted your play deck three times, you may elect to end the game during your turn. Your opponent takes one last turn.
- If you have exhausted your play deck four times, you may elect to end the game during your current turn. Your opponent takes one last turn.
- When each play deck has been exhausted four times, the game ends.

A Minion player may not freely elect to end the game when the above conditions are met; instead, they must play the Sudden Call card. This card can be played as a resource on your town turn. You may also use Sudden Call as a hazard if your Minion opponent has met the above conditions. In this case, you get one last turn.

- Unless you are a Balrog player, marshalling points that you have at an Under-deeps site do not count for the purposes of being able to end the game, but do count when comparing Marshalling Point totals at the end of the game.

At the end of the game:

- Each character makes a corruption check.
- Characters may tap to aid corruption checks, if they are in the same company. (CRF)
- Long- and permanent-events still in play will still have an effect. (CRF)
- Only resources that directly affect corruption checks may be played during the Free Council. This includes cards that reduce a character's corruption point total or prevent a character from being discarded. (CRF)
- Each player totals their Marshalling Points, keeping track of the source. The sources are Character, Ally, Item, Faction, Kill, and Miscellaneous.
 - All non-stage Marshalling Point sources are worth 1 MP to a Fallen Wizard. Marshalling points on stage resources are handled normally. A Fallen Wizard's Marshalling Points cannot be modified by non-stage resources. They can be modified by stage resources, Fallen Wizard abilities, and hazards.
 - Fallen-wizards may receive one extra MP for factions played on a leader. (CRF)
 - Factions played with a leader are worth two extra MP per group of factions, not per faction. (CRF)
 - These two extra MP's are faction points. (CRF, CoE)
 - Fallen Wizards do not receive Marshalling Points for resources stored at non-Wizardhaven sites.
 - If you are Minion, Hero Items are only worth half MPs. If you are Hero, Minion Items are only worth half MPs.
 - Balrog players receive no MPs for hero items played at their darkhavens. (CRF)
 - You may not receive kill MPs from a card you played. (CRF)
- You may reveal any Unique cards in your hand that match unique cards your opponent has in play. Such cards reduce your opponent's Marshalling Point total by one. You may also reveal a manifestation of the Unique entity for the same effect.
- If your opponent has zero (or less) points in any source except Kill and/or Miscellaneous, double your Marshalling Points in that Source.
- No more than half your Marshalling Points can come from any one Source. If you have too many Marshalling Points from a given Source, reduce the amount until they are equal to half your Marshalling Point total.
- If, after these modifications, you have the highest Marshalling Point total, you win the game.

Editor's Note:

The implications of game length upon game balance are profound. Which type of game you wish to run in a tournament merits a great deal of thought. Here are some of the implications of the game length:

Quick Game: One Ring victory is almost impossible. Players may be able to call after two or three turns. Big-MP cards are the biggest goal, favoring the Hero Alignment. Fallen Wizards, which rely on time to gain MPs, are at a distinct disadvantage. There are almost no combos for hazard strategies. The positive side of this type of game is its speed; it will be over very quickly.

Short Game: One Ring victories are doable within the time frame. Games last 4-6 turns. The biggest goal for the short game is deck speed; you want to draw through your cards to gain MPs and exhaust, calling before your opponent can muster his own MPs. Hazards are likely to focus on turn advantage, with the sideboard often sporting one anti-One Ring card. The positive side of this type of game is that Hero, Minion, and Fallen Wizard players all have viable options. The negative is that the turn limit constraints can lead to homogeneous hazard portions and even disturbingly similar resource portions.

Long Game: One Ring victories become a definite threat here; a player must devote more of their hazard portion to dealing with it. Hence, Marshalling Point gathering becomes safer. The biggest goal for the Long Game is completing high-MP "quest" type cards (Kill All But Not The Halflings, Fate of the Ithil-Stone, etc.) in order to get a solid MP "push" to the 30 point requirement. Fallen Wizards begin to thrive in this length, as they have high-yield big MP cards that usually provide significant in-game benefits. Minions, however, begin to feel some MP pressure, given the relatively low value of their MPs/card. The positive side of the three-deck game is providing a fairly level playing field -- speed decks need not rule, One Ring decks can bide their time for optimal circumstances, and the necessity of spending hazards to counter the potential One Ring decks means possibly safer resource-gathering for both sides. The negative, of course, is the time investment, but with many people likely choosing to attempt One Ring victories, games will not often go to the full three decks.

Campaign Game: One Ring victories become the biggest goal of this game. Influencing away opponent's resources becomes the 2nd most important thing; to reach 40 MPs without losing any of them over the course of 4 cycles requires unfathomable luck. Many players will devote not only significant portions of their hazards to stopping the One Ring, but also significant portions of their resources to attaining it through influence. Marshalling Point gathering focuses on big-ticket MP sources that are not easily influenced away as a means of attaining the 40 MPs. Games that do not feature the One Ring may become a race to see who can complete a "quest" first. The advantage of this game type is that the broadest range of experience is possible -- almost any card can see the light of day; speed is not an issue, and competition to keep resources already gathered has prime importance. The disadvantage is, of course, the time investment. Many players will not like the length of a game even if they enjoy the options it enables.

IV. Game Mechanics

A. Timing And Actions

Taking Actions consists of two parts: Declaring an Action and Resolving an action.

Editor's Note: The timing rules are part of what make Middle Earth such an intricate game. They allow for a high level of precision and complexity. Unfortunately, ICE did not use a high level of precision and complexity when they worded the rules. Thus, they often used the words "action" and "effect" interchangeably, and often made logical inconsistencies in their rulings. There are broad debates about any number of cards under these rules. I present a few possible guidelines below for adjudicating actions, but remember that the most important thing is **to ensure that players in your tournament know which approach you are using before they construct their decks:**

The Literal Approach: This idea is that if you as a player must do something, it is an action. Otherwise, it is an effect. Discarding cards, tapping, rolling dice, etc. are actions under this guideline. Adding strikes to an attack is not. This guideline has the advantage of simplicity and the disadvantage of disregarding ICE's numerous comments on what constitutes an action.

The Konrad Klar Approach: Named for the player, this approach asks a basic question: if you cancel what caused the effect, does the effect go away or does it remain? Fell Winter gives each Border-Hold an automatic attack, but if you cancel it, Border-Holds no longer have an attack. Long Winter can send a company back to their site of origin, but if you cancel it, any company sent back to their site of origin still remains there. Fell Winter is an example of a card with an effect; Long Winter is an example of a card with an action.

The Traditional Approach: This simply makes a ruling based on past experience. This allows for quick decisions but has the manifest disadvantage of being arbitrary and highly subjective. The list of cards that have actions that can be responded to swiftly grows to immense proportions.

Sample actions include card play, tapping a card, rolling dice, etc. When you attempt an action, you *declare* the action. Once you have declared an action, your opponent may *respond* to that action by declaring his own action. Should he not wish to do so, you can respond to your own declaration. Such a sequence of declarations is called a *Chain of Effects*. Once neither player wishes to declare anymore actions, the declared actions begin *resolving* in reverse order, i.e. the last action declared is the first action to resolve. *Once a chain of effects has begun resolving, you may not declare any more actions until the chain of effects has completely resolved.* To resolve an action, simply implement the action you declared. Note that some actions which were legal upon declaration become illegal during resolution; this effect is commonly called *fizzling* the action. The most common example is using a resource to lower the hazard limit in response to a player declaring a hazard that reaches the hazard limit.

You must give your opponent a chance to respond to each of your actions unless said action declares and resolves immediately. Certain cards and rules indicate when an action declares and resolves immediately.

- Creature cards must start a chain of effects. (MELE, 69)
- An attack must be the first declared action in a chain of effects; i.e., a creature card may not be played in response to another card in the same chain of effects. Revealing an on-guard creature is an exception. (CRF)
- Any card that has the potential to immediately create an attack is considered an attack for purposes of interpreting the above rule. [CRF, CoE]
- If a card specifies that more than one action occurs when the card is itself resolved in a chain of effects, all of these actions are to be resolved in the card's chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed. As an exception, in one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of the strikes, or that otherwise are playable during the strike sequence. (MEBA)
- 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)

Editor's Note: This rule is an example of how ICE would use "action" and "effect" interchangeably, which creates a great deal of confusion. In this case, it seems best to read "create an effect" as "create an action" for clarity, but this is admittedly subjective. See also IV.U.4: Special Movement.

- The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves. (CRF)
- The validity of an effect, including the hazard limit, is checked upon declaration and upon resolution. (CRF)
- If a card has optional effects, the player playing the card must choose which will take place. He must do this at the time the card is played, not when it is resolved in its chain of effects. When such a card is resolved, if any active conditions for the choice of effects do not exist, the card has no effect and is discarded. The player may not at this point choose to implement an alternative effect of the card. (CRF)

Editor's Note: Another example of imprecise wording leading to messy situations. Strictly speaking, a card is not in play until it resolves in its chain of effects (according to the same CRF that gave us this rule), and the use of the term "played" here is inaccurate or the other rule is inaccurate. Generally speaking, it's safer to assume that this rule is the inaccurate one, as cards being in play only when they are declared opens up mess upon mess of card abuses and strange functions.

B. Active Conditions of Actions

Active conditions serve as the price for actions, not effects. Card play is only one of many possible actions.

Editor's Note: If ICE was unclear on their definition of Action, the method for determining whether a given text on a card is an Action of the card or an Active Condition of a different action on the card is dicey, at best. A good rule of thumb for most cards is if the card contains the phrasing "do X to do Y," then X is an active condition for Y.

Furthermore, do not assume that merely because a card has a potentially negative effect, that effect is a "cost" and therefore an active condition of the entire card or any portion of it. Oftentimes, a negative effect is just that -- a negative effect.

Finally, do not assume that an active condition for one action of a card with multiple actions somehow invalidates all of the actions if you are unable to establish the condition for that one action. This is nowhere borne out by the rules.

- An active condition must be in play or established when the action requiring it is declared. Active conditions serve as the price of an action. They are restrictions on the player invoking the action. (CRF)

Editor's Note: And here the difficulties begin. The One Ring states, "Bearer may make a corruption check modified by -2 to cancel a strike." Thus, the corruption check is an active condition for the action of cancelling the strike. All is well and good, so far, except corruption checks are never "in play," so they must be "established." Presumably, establishing the corruption check means making a corruption check. However, according to the rules, "Active conditions are declared and resolved with no time for response by an opponent or yourself." Therefore this corruption check is made instantly and there is no time to tap characters to support the corruption check, etc. Presumably, on a successful corruption check, the strike-cancelling action is able to be declared and will resolve once the chain of effects begins resolution.

- If an action requires an entity to tap as a condition for the action's main effect, that entity must be untapped when the action is declared; else, the action may not be declared. Tap the entity at this point; this is considered synonymous with the action's declaration; i.e., it is not a separate action. When it comes time to resolve the action in its chain of effects, that entity must still be in play and tapped or the action is canceled. (CRF)
- If an action requires an entity to be discarded as a condition for the action's main effect, that entity must be discarded when the action is declared; this is considered synonymous with the action's declaration; i.e., it is not a separate action. (CRF)
- If any other active condition for an action does not exist when the action is resolved, the action has no effect; if the action was playing a card from your hand, it is discarded. (CRF)
- An action that requires a target is considered to have the active condition that the target be in play when the action is declared and when it is resolved. An action may not be declared if its target is not in play. However, dice-rolling actions may always be targeted by other actions declared later in the same chain of effects. (CRF)

Editor's Note: And here the second set of difficulties begins. Let us take a simple example: Far Sight.

Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site to search through your play deck and choose an item that you must reveal to your opponent.

There are two actions involved in declaring this card:

- 1) The Card Play action, which has as its active condition a Sage at an untapped site; and
- 2) The "search through your play deck" action, which has as its active condition that you tap the sage and the site.

Whether you believe that the card play action is declared before or after the "search through your play deck" action, at some point in the chain of effects, this card is going to be tapped when the Card Play action requires that it be untapped, and the card will fizzle itself.

There is no way around this hole in the rules. As an entirely personal remark from the editor, this is the single strongest argument I can think of for the Council of Elrond to authorize a complete rewrite of the timing rules, the active condition rules, and the passive condition rules into something consistent, workable, and non-exploitable. Write your Chairman today!

- Your opponent's resources may be the active conditions for your resources, but may not be the targets for your resources. (CRF)
- If an "alternative" or "additional" effect does not have any "playable ..." conditions, then the "playable on ..." conditions from the primary effect of the card apply. The following cards are exceptions to this rule: Gloom, Good Sense Revolts, Half an Eye Open, Heedless Revelry, Here is a Snake, In the Name of Mordor, Inner Cunning, Nobody's Friend, Withdrawn to Mordor, and Wolf-riders. (CRF)
- Hero items may not be used as conditions for minion resources, and minion items may not be used as conditions for hero resources. Note that a Fallen-wizard may play special ring items regardless of the alignment of the gold ring item tested.

C. Actions Caused as a Result of Passive Conditions

To repeat the definition from the glossary:

Condition, Passive: An action that causes another action to take effect. The triggered action will be the first declared action in the chain of effects immediately following the chain of effects that contained the passive condition.

Editor's Note: Because ICE never provided a solid definition of an action, Passive Conditions are very shaky ground, indeed. Remember two important things:

- If there is no action, there is no passive condition. Make sure all players are aware of what definition of an action you are using.
- The reasoning for Passive Conditions immediately initiating a chain of effects after the one that triggers them is simple:
 - A passive condition normally is triggered by an action resolving.
 - If an action is resolving, though, then a Chain of Effects is resolving. New actions may **not** be declared while a chain of effects is resolving.
 - Therefore, the declaration of the Passive Condition's action is delayed until the chain of effects that triggered it has finished resolving.

Keep in mind that this is without a doubt the most controversial, confusing, difficult, and at times broken concept in the game. Depending on what your definition of an action is, certain cards become effectively useless (e.g. In The Heart Of His Realm, where current rulings enable you to respond to moving in a Dark-domain by playing a ritual to discard the card that is supposed to prevent you from playing rituals while moving in a Dark-domain). The single greatest thing you can do for players in a tournament is make it clear what definition of an action you are using and then hold to it, regardless of the consequences.

- Hero items may not be used as conditions for minion resources, and minion items may not be used as conditions for hero resources. Note that a Fallen-wizard may play special ring items regardless of the alignment of the gold ring item tested. (CRF)
- A passive condition causes an action to happen as stated on a card already in play. (CRF)

Editor's Note: Therefore, if a given card is not in play, even if it has a continuing effect, there is no Passive Condition.

- If a card specifies that an action is to occur as a result of some specific passive condition, this action becomes automatically the first action declared in the chain of effects to immediately follow the chain of effects producing the passive condition. The passive condition must exist when this resulting action is resolved in its own chain of effects, or the action is canceled. Note that actions in the strike sequence follow a different set of rules. (CRF)
- If a card is required to be discarded by some passive condition, the card is discarded immediately when the condition resolves, not in the following chain of effects. (CRF)
- If more than one action is required to be the first action declared in a chain of effects, the player whose turn it is chooses the order in which they are declared. No other actions may be declared in this follow-up chain until the multiple required actions have been declared. (CRF)
- A card causing an action as a result of a passive condition must be in play when the action resolves, or else the action is canceled. (CRF)

D. Tapping and Untapping

- To tap a card, rotate it. To untap a card, revert it to unrotated. (METW, 15)

- If an action requires an entity to tap, that entity must be untapped when the action is declared.

E. Healing

- To heal a character, move them from the wounded position to the tapped position. (METW, 23)

F. Playing Character Cards

- You may play a character if you do not have enough influence to control them. However, if there are any characters you do not have the influence to control at the end of your organization phase, the character you brought into play this turn must be returned to your hand. (CRF)

1. Playing Avatars

- During your organization phase, you may play an avatar if you do not already have one in play and have not already played a character this turn. (METW, 22)
- If your avatar is a Wizard, you may bring him into play at his Home Site or at Rivendell.
- If your avatar is a Ringwraith, you may bring him into play at his Home Site or Minas Morgul. Discard any corresponding Nazgûl hazard manifestation. (MELE, 78)
 - A Ringwraith may also be brought into play at Dol Guldur, Minas Morgul, or his home site. (CRF)
- A Fallen Wizard may only start at his home site. (MEWH)
- The Balrog may come into play at the Under-gates.
- If you play a Ringwraith at a non-Darkhaven site where there is one of your non-Ringwraith companies, one of the companies must move that turn. If both companies are still there at the end of the movement/hazard phase, discard the non-Ringwraith company. (CRF)

Editor's Note: Keep in mind, though, that effects which would cause company composition violation (such as returning one of the companies to the site of origin) are automatically canceled. See Section 4: Organizing Characters and Companies.

2. Playing Characters

- During your organization phase, you may play a character if you have not already played a character this turn. (METW, 22)
- The Balrog can play or discard a non-unique character with a mind of three or less in addition to a normal character. The normal requirements for playing the character must still be met.
- When a Balrog player plays a non-unique character with a mind of three or less, that character may come from his hand, discard pile, or sideboard.
- Such a character may come into play at his home site or at a haven. (METW, 22)
- An agent may only come into play at his home site. (MELE, 58)
- If your avatar is in play, either your avatar must be at the site where the character comes into play or the character must be played as a follower. (METW, 54)
- You must have enough influence available to control the character. (METW, 22)
- A Fallen Wizard may not bring into play any character with a mind greater than five.

- A Fallen Wizard may not play Orcs or Trolls without the appropriate stage resource.
- A Balrog's characters with a home site of "Any Dark-Hold" instead have a home site of "Any non-Dark-hold Under-deeps site" instead.

3. *Playing Ringwraith Followers*

If the following conditions are met, you may play a Ringwraith Follower:

- Your Ringwraith is already in play.
- Your Ringwraith is at a Darkhaven **or** at the Ringwraith's home site.
- You have the card of the additional Ringwraith in your hand.
- You have a card or ability allowing the Ringwraith follower to be played.

Editor's Note: Unlike the rules for character play and avatar play, the rules for Ringwraith Followers mention no specific phase requirement. It is up to the tournament organizer to decide whether Ringwraith Followers are playable during any phase subject to the requirements above or whether they follow the phase requirements of the two other kinds of character play. Note that many abilities which enable the play of Ringwraith Followers already specify a phase (e.g. Witch-King, Khamul, They Ride Together, etc.), so allowing Ringwraith followers to be played during any phase subject to the above limitations is not necessarily too powerful.

Controversial Cards: Uvatha the Ringwraith

Uvatha the Ringwraith states, "He may join another Ringwraith's company during your organization phase and requires no influence to control." This ability means that once he comes into play, he is a Ringwraith Follower. The question is whether his card overrides the site restriction. This is only of great concern if there is an actively moving Ringwraith. Since moving a Ringwraith efficiently is task unto itself, it does not seem too overpowered to allow Uvatha to join a Ringwraith at any site, but it is something to consider.

- Play of a Ringwraith Follower discards any corresponding Nazgûl hazard manifestation. (MELE, 78)
- Each Ringwraith Follower requires one point of Direct Influence to control, and must be controlled by your Ringwraith.
- A Ringwraith Follower may not use any of his special abilities. A Ringwraith follower may use magic as indicated on his card. Uvatha's ability to join another Ringwraith's company is an exception to this rule. (CRF)
- When your revealed Ringwraith leaves play without being eliminated, you have until the end of your next organization phase to bring your Ringwraith back into play and use him to re-control any Ringwraith followers. Otherwise, all Ringwraith followers are discarded. (CRF)

4. *Organizing Characters and Companies*

- Companies at a Haven may be any size.
- Companies not at a Haven have a maximum size of 7.
- Hobbits count as half characters for the purpose of company size.
- Two companies may not leave the same site and travel to the same site in the same turn.
- Unless at a Haven, Ringwraiths may only be in a company with other Ringwraiths.

- Orc Scouts only count as half character for the purpose of company size.
- Unless at a haven, Orcs and Trolls may not be in a company with Dúnedain, Dwarves, Elves, or Hobbits. (MEWH, MELE)
- Unless at a haven, a company can only contain one Leader.
- If two companies attempt to join at a non-haven site and a company composition rule is violated, one of the companies must immediately return to their site of origin. Any effect which would cause such a violation is immediately canceled. (MELE, 57).
- If companies would join at the end of the movement/hazard phase such that the company composition rules are violated, one company of the hazard player's choice must return to its site of origin. (CRF)

Editor's Note: This rule can obviously only apply if a company has moved *to* the site in question. If only one company has moved to the site, then they are the only one that can be sent to a different site of origin.

- When a company splits up, its player chooses which characters are the original company and which characters are a new company, unless otherwise directed by a card. All resource permanent-events played on the original company stay with the original company. (CRF)
- Company composition changes that you choose to make, including bringing a character into play, must all be done at the same time during the organization phase. During this time no other actions may be taken. (CRF)
- If a company splits, all but one of the split companies must attempt to move to a different site this turn. The company may not rejoin in the same phase. (CRF)
- You may transfer a character from one company at a site to another, without creating a third company. (CRF)
- Companies at the same non-Haven/non-Darkhaven site must join at the end of all movement/hazard phases, before the site phase starts. Companies at the same Haven/Darkhaven site may join at this time. (CRF)
- If two companies join at a site, cards affecting one of the companies now affect them both. (CRF)
- If all characters in a company are removed from the company, all resource permanent-events played on the company as a whole are discarded. (CRF)
- If all characters in a company leave play, the site goes to the location deck or discard pile, depending on its tapped status. If this happens during the movement/hazard phase, the site card stays in play until the end of all movement/hazard phases. In this case, on-guard cards may still be played on the site. (CRF)

5. Playing Characters as the Result of a Successful Influence Attempt Against Your Opponent

- During the site phase, you may attempt to influence away one of your opponent's characters if the following apply:
- You have not made an influence attempt against your opponent or attacked your opponent with a company this turn;
- It is not your first turn;
- It is not the turn your played your avatar; and
- One of your characters is at the same site as one of your opponent's characters.

- To make the influence attempt, do the following:
- Tap the character who will make the influence attempt.
- Make a roll.
- Add your character's unused Direct Influence.
- Subtract your opponent's unused General Influence.
- If your opponent's character is a follower, subtract the controlling character's unused direct influence.
- Subtract the result of a roll made by your opponent.
- Apply any other modifiers (from cards or abilities).
- If the result is greater than the character's mind, the character is discarded as well as all non-follower cards he controls.
- You may reveal an identical character card for this attempt. In this case, the character's mind attribute is treated as zero, and you may play the character at the site if you have enough influence to control them.
- You may influence a Hobbit if you are not at Bag End. (CRF)

6. *Discarding Characters*

- During your organization phase, you may discard a character if the following apply:
- The character is not your avatar.
- The character is at his home site or a haven.
- You have not already played a character in the organization phase. If you discard a character, you may not play any character (even an avatar) during the organization phase.
- When the Balrog discards a character from play, he may also play or discard a non-unique character with a mind of three or less. All normal restrictions for discarding a character apply.
- You **must** take this action when you do not have enough available influence to control all your characters. In this case, the character need not be at a haven.

G. **Playing Ally Cards**

- To play an ally, the following must apply:
- It must be during the site phase. (MELE 42)
- The company must have already faced any automatic attacks at the site. (MELE 15)
- You must be at the site indicated on the ally's card. (MELE 42)
- To play the ally, tap a character and place the ally under that character's control. Tap the site.
- For a Fallen Wizard to play an Ally, the alignment of the resource and site must match. For these purposes, Wizardhavens/Stage Resources count as either alignment.
- You may also attempt to influence an ally away from your opponent. Follow the rules for influencing your opponent's follower.

H. **Playing Faction Cards**

- To play a faction, the following must apply:
- It must be during the site phase. (MELE 42)
- The company must have already faced any automatic attacks at the site. (MELE 15)
- You must be at the site indicated on the faction's card. (MELE 42)

- For a Fallen Wizard to play a Faction, the alignment of the resource and site must match. For these purposes, Wizardhavens/Stage Resources count as either alignment.
- If the above apply, follow this procedure:
 - Reveal the faction from your hand.
 - Tap a character to make an influence check.
 - Make a roll. Add the character's unused Direct Influence.
 - Add any modifications listed on the faction card.
 - Apply any other modifiers from cards.
 - If the result is higher than the number listed on the faction, you successfully play the faction. Tap the site.
 - If the result is not higher, discard the faction you revealed.
- You may also attempt to influence a faction away from your opponent. Follow the rules for influencing your opponent's follower. The following exceptions apply.
 - You must be at a site where the faction is playable.
 - Instead of a mind value, you use the number required to influence the faction.

I. Playing Item Cards

1. *Playing Item Cards*

- To play an item card, the following must apply:
 - It must be during the site phase.
 - The company must have faced any automatic attacks at the site.
 - You must be at a site that indicates that the item is playable there (in the case of greater, major, minor, and gold ring items). Special Items indicate at which sites they are playable.
 - Tap a character. Place the item under the character's control. Tap the site.
 - For a Fallen Wizard to play an Item, the alignment of the resource and site must match. For these purposes, Wizardhavens/Stage Resources count as either alignment.
- You may also attempt to influence an item away from your opponent. Follow the rules for influencing your opponent's follower, but the following exceptions apply:
 - Use the mind attribute of the item's controlling character.
 - You **must** reveal an identical item to make this attempt. The item need not be played with the influencing character if the attempt is successful, however.
 - You may not make an influence attempt on an item with a permanent event on it. (MEDM)
 - It is not possible to influence an item away from a Wizard or Ringwraith. (CRF) This rule also applies to the Balrog and Fallen Wizards.

Editor's Note: It is not possible for the simple reason that influencing an item requires the use of the mind of the controlling character. Avatars do not have a mind attribute. Therefore, it is literally impossible to roll greater than the mind of the character; you cannot compare a nonexistent value.

So long as an influence attempt does not require the avatar's mind attribute as a value, that influence attempt is possible.

- In addition to the above method for playing items, a character may tap to play a minor item when a resource is played that taps their current site. Minor items need not be playable at the site.
- If you are at any Under-deeps site, this minor item may instead be any item playable at the site. (MEDM)
- The "free" minor item may only be played immediately after playing the resource that taps that site. (CRF)
- The option to play a 'free' minor item directly after playing a resource that taps the site is available in the site phase only. (CRF, Van)
- Ring Special Items (Magic Rings, Spirit Rings, Dwarven Rings, Lesser Rings, The One Ring) do not tap a site when played and do not require an untapped site. Instead, you must test a Gold Ring Item you have in play using a Test card or ability. Gold Ring Items list which Ring Special Items you may play based on the result of a roll and modifiers.
- When a gold ring item is tested, the ring is discarded and its marshalling points are lost whether or not you are able to play a special item. (CRF)
- Any Gold Ring Item in a Ringwraith's company is automatically tested at the beginning of the end-of-turn phase. Apply a -2 modification to the roll of any ring test in a Ringwraith's company. This rule also applies to the Balrog.
- If you are a Ringwraith player, any Gold Ring Item at Barad-Dur is automatically tested at the beginning of the end-of-turn phase. Apply a -3 modification to the roll.
- A Gold Ring stored at a Darkhaven is automatically tested with a -2 to the roll. Any Ring Special item played as a result of this test comes into play stored. (CRF)
- Mind Rings are minor items and are played as such. They are not special items. (MELE, 45)
- A Hero Gold Ring tested by a Fallen Wizard player has an additional -1 to the roll.
- A Fallen Wizard may replace a Gold Ring Item with either a hero or minion Ring Special Item after a test.

2. *Using Item Cards*

Any of the following constitute the use of an item card:

- Discarding an item for an effect.
- Applying an enhancement to a character attribute from an item.
- Tapping an item for an effect.

A character may bear multiple items of a given type. However, a character may only use one weapon, armor, shield, and helmet item at a time.

- A Ringwraith may bear, but may not use items. This rule also applies to the Balrog.
- If you are Hero, ignore all bonuses and special abilities from Minion Items you play.
- If you are Minion, ignore all bonuses and special abilities from Hero Items you play.
- A Fallen Wizard's non-Orc, non-Troll characters may freely use both hero and minion items.
- A Fallen Wizard's Orc and Troll characters may bear Hero Items, but ignore all bonuses and special abilities of the item.

J. Playing Resource Permanent Events

- Unless otherwise stated, a card is playable only if its effect applies to an **existing** situation. A card may be played if it has a **potential** effect.
- The effects of a resource permanent event are immediately implemented. A permanent event remains in play until it is discarded.
- Certain resource events are playable during the site phase. If such a resource event taps the site, it requires an untapped site.
- If one of your companies splits into two or more companies, you may place any resource permanent-events that were on the original company (as a whole) with any of the resulting companies. Some events are discarded when a company is split. (MEDM)
- A Stage Resource Permanent Event may only be played during the Organization phase unless otherwise specified. (MEWH)
- You may not play a Hero Resource Event on a company with an Orc or Troll in it.
- A Hero Resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement.
- An Orc or Troll may not tap to initiate an effect from a hero resource.

K. Playing Resource Long Events

- Unless otherwise stated, a card is playable only if its effect applies to an **existing** situation. A card may be played if it has a **potential** effect. Long events may always be played. (MELE, 87)
- The effects of a resource long event are immediately implemented when it is played. You may only play a resource long event during your long event phase.
- A Hero Resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement.
- An Orc or Troll may not tap to initiate an effect from a hero resource.

L. Playing Resource Short Events

- Unless otherwise stated, a card is playable only if its effect applies to an **existing** situation. A card may be played if it has a **potential** effect. (MELE, 40)
- A Hero Resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement.
- An Orc or Troll may not tap to initiate an effect from a hero resource.

Controversial Cards:

A Chance Meeting states, "A character (even a Hobbit) may be brought into play with direct influence at any Free-hold, Border-hold, or Ruins & Lairs."

To many player's minds, this card is only playable when you would otherwise be able to play a character. This is because a card's effect must apply to an existing situation. If the ability to play a character does not exist, then a card that modifies the method of playing characters does not apply and may not be played unless it is stated otherwise on the card. However, *A Chance Meeting* lacks any statement indicating the conditions under which it may be played, so it reverts to default.

Against this, players who purchased a *Player's Guide* supplement when *ME:TW* was first released read that the card could be played at any time. This is also the current official ruling, but it is widely disputed.

Unquestionably, the ability to bring a character into play at any time is disastrous for balance. It circumvents the point of automatic attacks supercharges the Balrog's character playing ability, and generally hampers the player who neglects to include such cards in their deck.

When organizing a tournament, make sure all players are aware of the current official ruling before building their decks. If you have decided to adopt a stricter interpretation of the rules, make sure all players are equally aware.

- The effects of a resource short-event are immediately implemented, then it is discarded.
- Certain resource events are playable during the site phase. If such a resource event taps the site, it requires an untapped site.
- Short-events are discarded when resolved in a chain of effects, not when declared. Thus, they can be targeted by certain special effects in the chain of effects. (CRF)

M. Playing Hazard Creatures

- You may use a creature card to attack one of your opponent's companies if the following conditions apply:
- It is that company's movement/hazard phase.
- A creature card's declaration must start a chain of effects.
- There must be at least one less hazard declared than the current hazard limit (unless the creature does not count against the hazard limit).
- Upon resolution of the creature card's declaration, there must be fewer hazards resolved than the hazard limit (unless the creature does not count against the hazard limit).
- At least one of the region symbols on the creature's card matches one of the region types the company moved through this turn. (If two region symbols of the same type appear, a company must have moved through at least two, etc.) **or**
- At least one of the site types on the creature's card matches the site type of the company's new or current site **or**
- The company's site of origin or new site are in a region where the creature's text indicates they

may be played **or**

- The company uses region movement and moves through a region where the creature's text indicates they may be played **or**
- The company's new or current site is mentioned in the creature's text as a site where the creature may be played.
- If a creature satisfies more than one of these conditions, you must choose which condition the attack is "keyed to" when the creature card is played as well as the specific region/site type the creature is keyed to. Certain cards have effects based on what a hazard creature is keyed to. If the condition that the creature was keyed to changes (e.g. a creature is keyed to a Border-Hold and the Border-Hold changes to a Ruins & Lairs) before the creature resolves, the creature fizzles. This keyability is checked before each attack of the creature.

Editor's Note: There is actually room for doubt on how exactly to fizzle a hazard creature based on keying. According to the rules, a hazard creature may attack so long as at least one of the site types matches the company's new or current site, etc. You also have to specify which condition and site type. What is *not* adequately covered is what happens when the site type changes but is still of the same type as one of the site symbols on the creature's card. The classic example is the Orc-Lieutenant (playable keyed to Ruins & Lairs and Shadow-holds) keyed to a Ruins & Lairs and Choking Shadows played in response to change the Ruins & Lairs to a Shadow-hold. Since the site type still matches a site type on the Creature, the card play was still valid according to the rules -- and yet the specific keying is no longer valid. The current interpretation is that the attack will indeed fizzle -- but that may be no more than confusing the expression "keyed to" as it relates to playing a creature as opposed to how it relates to designating a specific region/site type.

- If a card must be keyed to two or more instances of a region type, those region types do not have to be consecutive in the site path. (CRF)
- A creature "played at" a site is the same as being "keyed to" the site. (CRF)
- A creature "played at a site in" a region is the same as being "keyed to" the site by name. (CRF)
- If a creature is successfully played, the company faces an attack, and combat ensues. See IV.P: Combat As The Result of Creatures
- Certain cards give you the ability to attack with creatures according to special conditions set forth on the cards themselves. Such attacks are not necessarily keyed to anything.
- A Fallen Wizard's overt companies are considered minion companies for hazard creatures that can only attack minion companies.

N. Playing Hazard Events

- Unless otherwise stated, a card is playable only if its effect applies to an **existing** situation. A card may be played if it has a **potential** effect. Long events may always be played (subject to the hazard limit). (MELE, 87)
- You may play hazard events if the following apply:
- It is the movement/hazard phase of one of your opponent's companies.
- At declaration, there is at least one less hazard declared than the hazard limit (unless the hazard does not count against the hazard limit).
- At resolution, there are fewer hazards resolved than the hazard limit (unless the hazard does not count against the hazard limit).
- A Fallen Wizard's overt companies are considered minion companies for hazard events that

affect minion companies.

- If a hazard has a target, that target must include the current company, an entity associated with that company, the company's new site, site path, or the site's site path.
- Hazards may only be played on a company whose movement/hazard phase is being resolved, or on the site they are moving to. Long-events and permanent-events may affect more than one company even though they are only played "on" one company. (CRF)

Controversial Cards: Adunaphel

In contrast to cards like New Moon, which contains the phrasing "tap *a* character," Adunaphel contains the phrase "causes *any one* character to tap." There is doubt in many minds whether this phrasing is meant to override the above restrictions. A literal reading of the card and comparison with other tapping cards/cards that use the phrasing "any one" support the idea that Adunaphel is a special hazard that can indeed tap a character not currently taking their movement/hazard phase. The current official ruling is that Adunaphel must target a character in the current company. If, as a tournament organizer, you decide to allow Adunaphel to target any character as per the card text, bear in mind that you drastically increase the power of this hazard to the point that it will be even more overplayed than it already is.

- Some hazard permanent-events allow you to tap or discard them for an effect, and this does not count against the hazard limit unless specified otherwise on the card. (CRF)
- Short-events are discarded when resolved in a chain of effects, not when declared. Thus, they can be targeted by certain special effects in the chain of effects. (CRF)

O. Playing Agent Hazards

Agents are a special kind of hazard that acts somewhat like a creature with the following differences:

- An agent normally remains in play until it is eliminated.
- Agents only count as half a creature if using the minimum creature requirement. (MEDM)
- Agents are always located at a site. They need not always have their location represented by a site card.
- Once an agent has been revealed or has moved to a site that is not their home site, one of your site cards must be used for this purpose. A face-up agent's site card must also be face up.
- Agents may not move in companies.
- If a Unique agent is in play face-up and a second, identical agent is revealed, the second agent is discarded.
- Your agents untap during your untap phase.
- An agent is played face down and untapped. The agent is at one of his home sites (no card required).
- Agents may take actions during the movement/hazard phase. Effects which are initiated by an agent that are not Agent Actions do not count against the hazard limit. Each of your agents that was in play at the start of the turn may use one against the hazard limit to take one of the following actions:
 - A tapped or untapped agent may move to a non-Haven, non-Under-deeps site in the same region or an adjacent region. The agent taps if not already tapped. A face-down agent must keep all sites he has moved though face down. A face-up agent need only keep his current site with him. A face-down agent may move back to his previous site by removing the most recent site card played on him.
 - Agents may not move to any version of a hero Haven, unless they have a special

- ability allowing them to. (CRF)
 - Only Elven agents can move to a site that is a Wizardhaven. (CRF)
 - If you are a Ringwraith, your agents may move as if Dagorlad and Udûn are adjacent. (CRF)
- An agent may return to his home site by removing all site cards on him.
 - Revealed agents may return to their home site, even if they are at one of their home sites. (CRF)
- An agent may tap to make certain creatures playable at a site as outlined below:
 - An agent may tap at a Ruins & Lairs, Shadow-hold, Or Dark-hold to enable you to attack a company with a non-unique creature (regardless of what they are keyed to) of the same type as the site's automatic-attack. (MEDM)
 - An agent at his home site may tap (and reveal himself) to make the following creatures playable depending on the site type:
 - Free Hold: Men, Dwarves, Elves, Dúnedain, Hobbits
 - Border-Hold: Orcs, Nazgûl, Men, Dwarves, Elves, Dúnedain, Hobbits
 - Ruins & Lairs: Orcs, Nazgûl, Trolls
 - Shadow-hold: Orcs, Nazgûl, Undead, Trolls
 - Dark-hold: Orcs, Nazgûl, Trolls
- A wounded agent may heal (to a tapped state).
- A tapped Agent may untap. (CRF)
- A revealed agent may be turned face down, becoming unrevealed. His site card is also turned face down.
 - Cards played on an agent remain face up when the agent turns face down. (CRF)
- Certain cards can allow an agent to take more than one action in a turn.
- A Fallen Wizard player's agents must use Hero Site Cards. (MEWH)

Editor's Note: According to these rules, tapping an agent to make use of an ability on the agent's card is not an action. Therefore, an agent who has two actions might potentially move, untap, and tap to use their ability in the same turn.

- Revealing an agent means turning an agent-face up along with his sites.
 - Certain cards can force an agent to be revealed.
 - You may reveal an agent at any time; this does not count against the hazard limit.
 - This is not an agent action.
 - You must reveal an agent when the agent attacks or makes an influence attempt.
 - Certain cards specify that an agent must tap for the card to take effect. An agent who taps in this fashion is revealed.
 - If an agent is revealed before he has moved, choose a site from his list of home sites that the agent is located at. Place the appropriate site from your location deck with the agent. If you do not have the appropriate site in your location deck, discard the agent at the end of the current turn.
 - If an agent is revealed after he had moved, the first site card played must be his home site **or** a site in a region adjacent to the region containing his home site **or** it must be the same site card that was turned face down when he was last unrevealed. Any further site cards must be in the same or adjacent region as the site card before it. If an agent's movement was or has become illegal, the agent is discarded and has no effect. When an agent is revealed and his movement has been verified to be legal, all sites except his

current site are returned to the location deck.

- When an agent is revealed, only the site he is at will be affected by environment cards.
- Attacking with an Agent
 - During the site phase, each of your agents may attack a company at the same site if the company enters the site. The attack is enacted immediately following any automatic-attacks. See also IV.R: Combat as the Result of Agent Attacks
 - An agent may only attack once per site phase. (CRF)
 - Such an attack is not an agent action.
 - Certain cards/abilities allow an agent to attack during a company's movement hazard phase at the company's new or current site. Such an attack is not an agent action.
- Influencing with an Agent
 - Certain cards and abilities allow an agent to make an influence attempt. Such an attempt is not an Agent Action. Such an attempt is handled as an influence attempt against the target player's cards (see previous sections for rules on influencing characters, allies, factions, and items, respectively) with the following exceptions:
 - The agent takes the place of the influencing character.
 - You may not play resources to aid the attempt, but you may play hazards that aid the attempt so long as there is available hazard limit.
 - If your agent is at his home site, his Direct Influence is modified by a further +2.
 - If the target character has the same home site as the agent, their mind attribute is treated as zero and the roll is modified by a further +2.
 - If the target ally is playable at the agent's home site, their mind attribute is treated as zero and the roll is modified by a further +2.
 - If the target faction is playable at the agent's home site, treat the number required to bring the faction into play as zero and the roll is modified by a further +2.

P. Combat As The Result of Creatures

To resolve combat as the result of creature attacks:

- Determine the number of attacks the company will face (listed on the hazard creature card). The defender may play cards to cancel the attack at this point. If all of a creature's attacks are canceled, discard the creature. The attacker and defender may play cards to modify the attack. If any attacks are not cancelled, repeat the following process for all attacks of the creature:
- Unless there is an effect which allows a player to assign the strikes of the attack:
 - The defender chooses which (if any) untapped characters will be assigned strikes;
 - The attacker assigns all remaining strikes to defending characters. No character may be assigned more than one strike.
 - In the order the defender chooses, perform a Strike Sequence (see Glossary) for each character assigned a strike.
- If all strikes of the creature's attacks that were assigned are defeated, and at least one strike was assigned, the creature is defeated.

After all attacks of the creature have been faced:

- If any of the creature's strikes were detainment, the creature is discarded.
- If the creature was not defeated, discard it.
- If you are Hero and the creature's card does not have a * next to its value, place the creature card in your Marshalling Point pile -- you have earned its kill MPs.
- If you are Hero and the creature's card has a * next to its value, remove it from play.

- If you are Minion and the Creature's card does not have a * next to its value, it is removed from play or taken as a trophy.
- If you are Minion and the Creature's card has a * next to its value, you gain the kill MPs and the creature may be taken as a trophy.

Q. Combat As The Result of Automatic Attacks

To resolve combat as the result of automatic attacks:

- A character at their home site (so long as it is a named home site, e.g. not "Any Dark-Hold") may tap to cancel an automatic-attack at their home site.
- Determine the number of attacks the company will face (listed on the site and modified by any hazard effects). The defender may play cards to cancel the attack at this point. If all of a creature's attacks are canceled, discard the creature. The defender may play cards to modify the attack **except for cards which modify strike assignment/number of strikes**. If any attacks are not cancelled, repeat the following process for all attacks of the creature:
- Unless there is an effect which allows a player to assign the strikes of the attack:
 - The defender chooses which (if any) untapped characters will be assigned strikes;
 - The attacker assigns all remaining strikes to defending characters. No character may be assigned more than one strike.
 - In the order the defender chooses, perform a Strike Sequence (see Glossary) for each character assigned a strike.
- If all strikes of an automatic attack that were assigned are defeated, and at least one strike was assigned, the attack is defeated.
- If a creature is used as an automatic attack, it is discarded after the attack ends regardless of the result of the combat. (MEDM)

R. Combat As The Result of Agent Attacks

- Playing a card that makes an agent attack is considered the attack's declaration. (CRF)
- Agent attacks are not keyed to anything. (CRF)

To resolve combat as the result of agent attacks:

- The defender may play cards to cancel the attack. The defender may also play cards which modify the attack, including strike assignment cards.
- When the agent's strikes have been assigned, follow the strike sequence with the following exceptions:
 - The prowess for each of the agent's strikes is modified by a roll. A separate roll is made for each strike.
 - Rolls made by agents during the strike sequence are done simultaneously with rolls made by characters during the strike sequence. (CRF)
 - A wounded agent's prowess is modified by -2.
 - If the agent was face down when the attack is declared, one of the following applies:
 - An agent at his home site receives +5 prowess, +1 Body, and he chooses defending characters.
 - An agent otherwise receives +2 prowess.
 - If the agent was face up and at his home site when the attack was declared, he receives +2 prowess and +1 body.

- If at least one strike fails, the agent is wounded. If all strikes are defeated, the agent is eliminated and you receive their character MPs as kill MPs if you are a Hero and you did not play the agent.

S. Combat As The Result of an Opposing Company (Company vs. Company Combat)

Certain companies may attack other companies. The rules below explain which companies may attack other companies and under what circumstances:

- It must be during the site phase.
- You must be at the same site as one of your opponent's companies.
- You must have entered the site.
- You cannot have already made an influence attempt against this opponent on that turn.
- A minion player's companies may attack a hero player's companies and vice versa.
- A Fallen Wizard's non-overt companies may attack minion companies and vice versa.
- A Fallen Wizard's overt companies may attack any company and be attacked by any company.
- The attack is declared at the end of the site phase following all other actions your company takes during the site phase.
- Hazard effects in play that affect attacks have no effect on company vs. company combat. (CRF)

To resolve combat as the result of an opposing company:

- When one of your companies is attacked by an opponent's company during their site phase, you are considered to be the defending company.
- Your opponent's company is considered to be making a single attack with one strike for each member of the attacking company.
- Hazards have no effect on this attack.
- You may attempt to cancel the attack. If a cancellation effect only cancels a certain type of attack (e.g. orcs, men), then all members of the attacking company must be of one of the types listed on the effect.
- If the attack is not canceled, follow this process for assigning strikes:
 - The defender chooses which of his untapped characters will be the target of any strikes.
 - The attacker chooses which defending characters will be the target of strikes from his remaining untapped characters.
 - The defender assigns any remaining strikes.
 - Each character may only be the target of one strike.
- Follow the strike sequence for each strike with the following exceptions:
 - Each player's character is considered to be facing a strike, and applies the relevant modifier for such.
 - Neither player may play hazards to affect the strike.
 - Both players may play resources that affect a strike. The attacker must play all his resources before the defender plays any of his.
 - Only the attacker may assign unused strikes as a -1 penalty.
 - Only the defender may tap characters to support the prowess of the character facing the strike.
 - Both players make a roll to add to their modified prowess.
 - Whichever character has the lower prowess is wounded and a body check is made.
- You receive kill Marshalling Points equal to the value of any of your opponent's characters that you eliminate during this combat.

- The defender may take actions that affect the attack or any of the strikes. The attacker may only take actions that affect individual strikes. (CRF)

Controversial Cards: Motionless Among The Slain

"Playable on an attack. You assign all strikes of the attack regardless of the attack's normal capabilities and character status. +1 to all body checks by your characters resulting from the attack."

There is some doubt over whether this card is playable by an attacker in CvCC. The question is whether this card affects the attack as the whole, by assigning all the strikes of the attack, or whether it affects individual strikes by telling them where they are assigned. Of, if one takes the position that it can do both, is the prohibition on attacker's action inclusive or exclusive?

If, as a tournament organizer, you decide that an attacker can use Motionless, you pave the way for a more offensive, "gritty" game. If you limit it to being a defender card, you reduce the likelihood of CvCC decks slightly. It depends on the "feel" you want the tournament to have.

- Hazards have no effect on company vs. company combat. (CRF)

Editor's Note: This does not mean the inverse. Company vs. Company Combat may have an effect on hazards. For example, a character wounded by Company vs. Company Combat would still trigger the corruption check from Despair of the Heart.

- Only the defender is considered to be facing an attack, but all characters are considered to be facing strikes. (CRF)

T. Corruption

Corruption measures how close a character is to losing their loyalty to their cause. The following rules apply to corruption:

- A Corruption card is a card with the Corruption keyword. Only one corruption card may be played on given character during a turn. Corruption cards must always start a chain of effects. (CRF)
- Cards which force corruption checks are not corruption cards.
- Certain cards modify corruption checks rather than having a corruption point value. A card which modifies corruption checks is not assumed to be a source of corruption unless otherwise indicated.
- Ringwraiths are immune to corruption and never make corruption checks. Corruption cards may not be played on Ringwraiths. This rule also applies to the Balrog.
- Corruption cards that may not be played on Dwarves may also not be played on Orcs. (MELE, 35)
- Corruption points on all non-item stage resource cards apply to your Fallen Wizard.

When a corruption check is called for, follow this process:

- You may play any cards which might modify the corruption check and are legally playable.
- Make a roll.
- Add any modifiers from cards/abilities. A character may tap to give a +1 modifier to a

corruption check made by another character in his company.

- A character in a Ringwraith's company receives a +2 to corruption checks.
- Compare the total with the character's current corruption point total. The result depends on the character and your avatar:
 - If the result is greater than the corruption point total, the corruption check succeeds and there is no effect.
 - If the result is equal to or one less than the corruption point total **and** it is a Hero character, the character is discarded, along with all non-follower cards he controls. In this case, if the character is a Wizard, you lose the game. If an effect prevents your character from being discarded, the corruption check is considered to have succeeded, and you do not discard your character.
 - If the result is equal to or one less than the corruption point total **and** the character is Minion, Fallen Wizard, and/or Orc or Troll, then the character taps. The corruption check is considered to have succeeded.
 - If the result is two or more less than the character's corruption point total, the character is eliminated and all non-follower cards he controls are discarded. If the character is your avatar, you lose the game.
- When attempting to remove a corruption card that states you may tap to make a roll to remove it, a character may elect not to tap and instead receive a -3 penalty to the roll. A character may not attempt to remove a given corruption card more than once per turn.
- When a character fails a corruption check, the standard effects of this (i.e., the character being discarded or eliminated and his items being discarded) are implemented immediately and are considered synonymous with the failed check. A card causing the corruption check may modify the standard effects of a failed check (e.g. The Precious), but this timing would not be changed. Certain cards, e.g., Traitor, which do not cause a corruption check, but specify an action that results from the passive condition of a failed check, take effect as the first declared action in a chain of effects immediately following the chain of effects that contains the corruption check. (CRF)
- Characters with 0 corruption points must still make corruption checks. (CRF)
-

U. Movement

There are four types of movement in the game: Starter Movement, Region Movement, Under-deeps Movement, and Special Movement. Movement is the process of replacing a company's current site with a different site. Movement is most commonly decided upon during the organization phase and enacted during the movement/hazard phase, but there are exceptions. Note that a company is not required to move at all on a given turn. Bear in mind that the following points apply to all movement:

- When you have moved to a new site, your site of origin is discarded if it is tapped (unless it is a haven or a haven card).
- You may not play sites from your discard pile.
- If one version of a site is in the discard pile, you may not play a different version of that site from your location deck.
- The number of cards you draw is in the lighter box. The number of cards your opponent draws in the darker box.
- When you draw cards for movement, you may continue drawing cards until you either want to stop, or have drawn the number of cards allowed for the movement. (CRF)
- You may only draw cards for a moving company on your turn if the company contains a character with 3 mind or greater or an avatar.

- In order to move from a Darkhaven to a non-Darkhaven site, a Ringwraith must be in a mode (e.g. Black Rider, Fell Rider, or Heralded Lord) regardless of the type of movement used. (MELE, 25) A Ringwraith may freely move to a Darkhaven regardless of mode. The rules contain no provision for a Ringwraith to move from a non-Darkhaven to non-Darkhaven site.
 - Ringwraiths may not move from a non-Darkhaven site to another non-Darkhaven site unless they are using Dwar Unleashed. This means a Ringwraith may not move to Under-deeps sites that do not have a Darkhaven for a surface site. (CRF)
- Fallen Wizards:
 - May use either the Hero or Minion versions of a Ruins & Lairs.
 - Must use hero sites for their non-overt companies.
 - Must use minion sites for Border-holds, Free-holds, and hero Havens if a company is overt.
 - Must use hero sites for Shadow-holds, Dark-holds, and minion Darkhavens if a company is overt.
- If a company returns to its site of origin, it may do nothing during its site phase. A company failing its Under-deeps movement roll is not affected by this rule. (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. (CRF)
- Two companies may not start at the same site of origin and move to the same new site. (CRF)
- 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. (CRF)
- Removing the site of origin and resetting to hand size are simultaneous actions, and they are the last actions in any movement/hazard phase. This means a moving company is not at a site until the site phase. (CRF)
- A company's movement/hazard phase is concluded when a moving company removes its site of origin and both players agree to reconcile (discard down to/draw up to) their hand sizes. No resources (and obviously no hazards) can be played, and no resource effects can be activated, until the site phase or until both players have drawn cards for the movement of a following company. (CRF)
- Players drawing cards when a new site is revealed is synonymous with the resolution of the new site being revealed. It happens immediately, not in the following chain of effects. (CRF)
- A non-moving company's current site is considered its new site for card play. (CRF)
- Wizard companies cannot use starter movement to or from sites in Gorgoroth. If using region movement to or from sites in Gorgoroth, they must move from a site in Imlad Morgul, through either Nurn or Udûn, or use a movement enhancer like Ash Mountains or Eagle-mounts. Such sites may be reached normally with Under-deeps movement. (CRF)

1. Starter Movement

To use starter movement:

- Each site has a nearest site listed for it. In the case of havens, there may be multiple nearest sites listed.
- You may move to any site that is listed as the nearest site for your current site. Play the site card face down with the company during the organization phase.
- Reveal the card during the movement/hazard phase when it is that company's movement/hazard phase and draw cards. If you are moving to haven site, you draw the amount of cards indicated on the site you moved *from*, otherwise you draw cards based on the site you are moving *to*.

- The site path is listed on the non-haven card unless you are moving from haven to haven, in which case it is listed on the haven card.
- A Ringwraith's site path may not contain Coastal Sea Regions.
- A Fallen Wizard player may not use Starter movement.
- A Balrog player may not use Starter movement.

2. Region Movement

To use region movement:

- Play the region card containing your current site face down. You may play a region card face down that is adjacent to the last region you played. Repeat this to a maximum of four region cards. You may not move through a given region twice in the same movement.
- After you have played the region cards you wish, play a site located in the last region card you played.
- During the movement/hazard phase, reveal the site and the region cards when it is the company's movement/hazard phase. Draw cards based on the site being moved to unless it is a haven, in which case you draw cards based on the site being moved from.
- Fallen Wizard players' companies always draw cards based on the site being moved to. (MEWH)
- Balrog players' companies always draw cards based on the site being moved to. (MEBA)
- The company's site path is denoted by the region cards. A site's site path is denoted on the site card in all cases (some hazards refer to a site's site path rather than the company's site path).
- If an effect allows you to move more than four regions, you are still limited to a maximum of six. (METD)
- A Ringwraith company may not use Region Movement.
- A company with the Balrog in it may not use Region Movement.
- If both players have access to region movement, then neither player may be stopped from using region movement. Access includes region cards or an appropriate map. (CRF)

Editor's Note: The Use Of Maps

Region cards can get bulky and time-consuming. Players and tournament organizers may agree to use a standard map instead of region cards to the delight of all involved, but bear in mind that this is a *representation* of using region cards to move. The distinction is unimportant in most cases, but if a question of movement arises regarding region movement, bear in mind that the player *must have been able to play the region cards in the organization phase*.

- Lebennin and Ithilien are not adjacent, even though they look that way on some maps. (CRF)

3. Under-deeps Movement

Under-deeps movement is a form of movement that goes from site to site without any intervening regions. Each Under-deeps site lists adjacent sites. Movement to or from an under-deeps site is only allowed to occur between adjacent sites. In addition, the following rules apply:

- Eagle-Mounts and Gwaihir cannot be used to move to or from an Under-deeps site. (MEDM)
- A company moving to and/or from an Under-deeps site has no site path. (MEDM)

- Environment Cards which change site type cannot be used to change the site type of an Under-deeps site.
- Under-deeps sites are not located in any region.

When an Under-deeps site is revealed during the movement/hazard phase, you do not automatically draw cards/move. Instead, you must make a roll and add any relevant modifiers to your Under-deeps movement (certain cards can give bonuses or penalties). The result must at least equal the number in parenthesis *on the site of origin* for the adjacent site.

- You need not roll to move from a Surface Site to an Under-deeps site. You do need to roll to move from an Under-deeps site to a surface site. (MEDM)
- Fallen Wizard players' companies always draw cards based on the site being moved to. (MEWH)
- Balrog players' companies always draw cards based on the site being moved to. (MEBA)
- If a company is moving from a surface site to an Under-deeps site, hazards may not be played keyed to the region of the surface site. (CRF)
- When a company's site of origin is an Under-deeps site and the company reveals a new site at the start of its movement/hazard phase, the company is declaring it will make a roll to determine if the movement was successful. No cards can be played between the site being revealed and the roll except for Reach of Ulmo. Neither player draws cards for this movement if the roll is not successful. (CRF)

4. Special Movement

Special movement encompasses cards which allow you to circumvent the normal movement processes. An example of such a card is Eagle-Mounts. Eagle-Mounts is played during the organization phase and allows the company to move to any site that is not a Shadow-hold or Dark-hold, and prevents the hazard player from playing certain creatures. This movement is neither Starter nor Region nor Under-deeps movement. Unless otherwise noted, a card which permits special movement enables that movement during the movement/hazard phase.

Editor's Note: Special Movement vs. Cards Whose Effect Depends On A Site Path

These two types of cards are distinct from one another, and certain rules affect each. As examples of Special Movement cards, we have Eagle-Mounts, Great Road, Forod, etc. As examples of "Site Path Effect" cards, we have Fair Travels in the Wilderness, Washed and Refreshed, etc.

The critical distinction is that the former *create* a site path. They do not *depend* on it to function. Fair Travels in the Wilderness may have a variable effect or indeed even none at all depending on what site path the company chooses, but it in no way determines that site path.

5. Entering A Site And On-Guard Cards

This is a company's alternative to doing nothing during the site phase. When you enter a site, you first face the automatic attacks. Then, you face possible agent attacks. Also, at any point, your opponent may reveal an appropriate On-Guard Card he has placed there.

On-guard cards are subject to the following rules:

- You may only play one on-guard card per movement/hazard phase per company.

- The card is played face-down at the site and counts as a declared hazard against the company.
- You may play any card in your hand as an on-guard card.
- If the card is a creature, can be keyed to the site, and the site in question has an automatic attack when the company enters it, you may reveal it. The on-guard creature attacks after all automatic-attacks have been faced.
- If the card is a hazard event, you may reveal it if the following are true:
 - The company plays a card that will tap the site when it resolves.

Editor's Note: Yes, this means that on-guard cards cannot be revealed at tapped sites!

- The card could have been played on the company/character during the movement/hazard phase. This means all targets for the card must have existed during the movement/hazard phase unless otherwise specified. (CRF)
- It affects a character/the company.
- It does not:
 - Return a company to its site of origin.
 - Tap the company's site.
 - Potentially remove a character from a company, besides combat or corruption checks.
 - Force a company to do nothing during its site phase.
 - Directly tap a character in the company.
- As a special exception to the above, a card that affects an influence check or that will only take effect if the influence attempt succeeds may be revealed.
- A successful ring test does not allow an on-guard card to be revealed. (CRF)
- Only declared or on-going cards and effects can be considered when determining the validity of revealing an on-guard card. Potential effects that have not been triggered cannot be considered. (CRF)

Editor's Note: Yes, this also means that on-guard cards cannot be revealed at tapped sites! You can't say that a site is potentially going to tap when tapped unless there's a declared action that will untap it.

- A card that potentially removes an ally from the company can be revealed, so long as it otherwise is legal. (CRF)
- If two companies are at a Haven, on-guard cards played on one company can only be revealed against that company, and can only affect that company (unless the hazard states it affects all versions of the site). (CRF)
- Note that certain cards specify that they may be played on-guard and under what circumstances they may be revealed. Such specifications override any contradictory rules above.
- The on-guard card is not considered to be in any player's hand. (CRF)
- When an on-guard card is revealed, it immediately ceases to be considered an on-guard card. (CRF)

A revealed on-guard card takes effect as though it were declared *and resolved* immediately *prior* to the chain of effects during which it was revealed. This means:

- You cannot respond to actions created by an on-guard card. There is no way to "fizzle" an on-guard card.

- A character might become ineligible to play the resource that they were attempting to play. For example, if you reduce the prowess of a character attempting to play *Thong of Fire*, they may become unable to control the item, which requires its bearer to have a prowess of 6.

V. Prisoners

Certain hazards can cause a character to be taken prisoner. Such hazards affect an attack or a strike. These hazards are called hazard hosts, and will take a character prisoner at a site as specified on the card -- such a site is called the rescue site.

A hazard host may only be played if a rescue site is available under the following restrictions:

- Any restrictions on the hazard host must be observed.
- A rescue site must be taken from your location deck, not your discard pile.
- If the host is played on a character moving with region movement, the rescue site must be a site located in a region in which the character was moving **or** in a region adjacent thereunto.
- If the host is played on a character using starter movement, the rescue site must be located in the region containing the site of origin or the new site.
- If the host is played on a character that is not moving, the rescue site must be located in the same region as the character's site.
- If the hazard host is played on a character moving to an adjacent site of an Under-deeps site, the rescue site can be the adjacent Under-deeps site. (MEDM)

Editor's Note: This means that a character in the Under-deeps that is not moving cannot be taken prisoner!

Controversial Cards: To Get You Away allows prisoner-taking regardless of the above restrictions. The problem comes in that the Agent must also move to the same site, and thus two competing priorities are set up for the use of the site card.

Given that ICE intended To Get You Away to work, it is reasonable to allow both To Get You Away and the Agent in question to use the same site card as an implicit effect of the card.

The following effects occur when a character is taken prisoner:

- They are worth negative marshalling points. If a character is eliminated while a prisoner, they continue to be worth negative marshalling points.
- While a prisoner, a character cannot take any actions (including healing or untapping). They cannot be affected except by cards that specifically affect prisoners.
- A character taken prisoner does not cost influence to control.
- All non-Ring, non-Follower cards the character controls are discarded.

There are many possible ways of rescuing a prisoner:

- Any card which discards the hazard host causes a character to form a new company at the rescue site.
- Whenever there are no characters off to the side with the hazard host, the hazard host is discarded and the rescue site returns to the location deck.
- A company may elect to move to the rescue site in order to rescue the prisoner. In order

to do so, follow this process:

- It must be during the site phase.
- The company must have entered the site.
- The company must face any rescue attacks as specified on the hazard host.
- At this point, a character can tap to rescue all characters taken prisoner under the hazard host. Such characters immediately join the company and begin counting against influence again (which must be reconciled during the organization phase).
- If a character is successfully rescued, the rescue site taps if it was untapped.
- If a character is successfully rescued, one minor item may be played with an untapped member of the rescuing company.
 - At an Under-deeps site, after a successful rescue attempt, a character can tap for a minor item only. (CRF)
- If a player does not have the necessary site in his location deck, use the site with the hazard host to show movement. The site in this case is not available for any other purpose, and is returned to the host's player's location deck when it is no longer being used to show movement. (MEDM)

Card-Specific Errata and Rulings:

The following cards have no effect on a Minion player:

- Bane of the Ithil-stone
- Foul Fumes
- Mûmak
- The Nazgûl Are Abroad
 - This card may be played against a Ringwraith or Sauron player. The only restriction is that the first two paragraphs are ignored when you play Nazgûl creatures against a Ringwraith or Sauron opponent. Any player can recycle Nazgûl hazards as stated on the card. (CRF)
- Winds of Wrath
 - You may play these cards against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself. (CRF)
- Worn and Famished
- All Events that require an agent
 - * Near to Hear a Whisper and Sudden Fury from Middle-earth: Against the Shadow and Great Need or Purpose may be played because they do not target a specific agent. (CRF)

Controversial Cards: Nobody's Friend/Inner Cunning

These cards allow you to search your play deck for an agent of a given specification and place them in your hand. The question is whether this use of the card "requires" an agent or not. There has not been a clear ruling on the subject, but given the ability to play the cards to search through your deck whether or not there actually is an agent in the deck, it would seem that these cards do not require an agent when that effect is used.

- The Black Enemy's Wrath
- Chance of Being Lost
 - You may play these cards against any opponent who is using the same type of location deck (hero sites or minion sites) as yourself. (CRF)
- Great Secrets Buried There
 - This card may be played against a Ringwraith or Sauron player. (CRF)
- In The Heart of His Realm
- Mordor In Arms

Angmar Arises

- May not be used to play creatures keyed to double shadow-lands. (CRF)

Bade to Rule

- Fallen Wizards may not play this card. (CRF)

Burglary

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

Freeze the Flesh

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

Great Secrets Buried There

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

Hidden Haven

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

Editor's Note: This CRF ruling unfortunately gives no indication for the method of playing the card on the site. It's off to the side, not in your hand, and the CRF prevents the card from being shuffled into your play deck (though treated as a character for the purposes of the draft, it remains a non-character card). In the absence of a clearly defined method, it is up to the tournament organizer to decide whether to allow the play of Hidden Haven at all, or under what conditions subject to the limitations provided in the rules.

In Darkness Bind Them

- May not be used to play creatures keyed to double shadow-lands. (CRF)

Reaching Shadow

- May not be used to play creatures keyed to double shadow-lands. (CRF)

Sacrifice of Form

- Cannot be used in company versus company combat. (CRF)

True Fana

- Cannot be used in company versus company combat. (CRF)