

THE LORD OF THE RINGS™

THE CARD GAME



LOTR FAQ VERSION 16 -- 1/22/2014

New Card Errata: Erebor Battle Master (D 79), Expert Treasure Hunter (OtD 17), The Ambush 1B (AtS 117), The Cross-roads (AtS 123)

Updated Rules Content: (1.44) "Must X or Y" vs "must either X or Y", (1.45) "Reveal" vs "Reveal and add", (1.46) "Next" player, (1.47) "Immune to player card effects", expanded, Frequently asked questions.



Dwarrowdelf Expansion

Snow Warg

D 27

Should read: "**Forced:** After a character is declared as a defender against Snow Warg..."

Erebor Battle Master

D 79

Should read: "Erebor Battle Master gets +1  for each other *Dwarf* ally you control."

Out of Sight

D 81

Should read: "**Action:** Enemies engaged with you cannot attack you this phase."

On the Doorstep Saga Expansion

Ravens of the Mountain

OtD 11

Should read: "**Action:** Exhaust a hero you control to shuffle the encounter deck and look at its top card..."

Expert Treasure Hunter

OtD 17

Should read: "Attach to a hero. Limit 1 per hero."

Lost in the Dark 2B

OtD 68

Should read: "**When Revealed:** Reveal stage 3 and create a separate staging area for the first player using that stage. If there are no other players in the game, discard this stage and each card in its staging area. All other players advance to stage 4."

Against the Shadow Expansion

The Ambush 1B

AtS 117

Should read: "At the beginning of the combat phase, each player must either turn each of his hidden cards faceup, or take 1 hidden card."

The Cross-roads

AtS 123

Should read: "The current quest card gains siege (and loses battle)."

(1.44) “Must X or Y” vs “must either X or Y”

If a card instructs a player to perform one task or perform a second task using the structure “... must X or Y...” then the player must attempt to perform the first task, and performs the second task instead only if the first task cannot be performed.

If a card instead uses the structure “... must *either* X or Y...” then the player may choose which task to perform, although one of them must be performed in full, if able.

(1.46) “Next” player

If there is only one player in the game, there is no next player. Card effects that target the “next” player will not trigger if there is only one player in the game.

For example: The shadow effect of Pathless Country (TBR 72) reads: “Shadow: After this attack, the attacking enemy engages the next player then makes an immediate attack.” If there is only one player in the game, there is no next player to engage. The word “then” indicates that the immediate attack is conditional on the attacking enemy engaging the next player, so the enemy will not make an immediate attack.

(1.47) “Immune to player card effects”, expanded

Cards with the text “Immune to player card effects” ignore the effects of all player cards. This means that player card effects cannot directly influence or interact with a card that is immune to player card effects. Examples include dealing damage to an enemy, placing progress on a location, altering a card’s text or statistics, moving a card, engaging an enemy, traveling to a location, or discarding a card.

However, a card that is immune to player card effects can still be affected by normal framework effects such as placing progress from questing successfully, engaging an enemy during the encounter phase, or dealing damage through an attack made by a character.

For example: Pippin’s (TBR 4) passive ability cannot increase the engagement cost of an enemy that is immune to player card effects, because that enemy will ignore Pippin’s effect. However, if you engage an enemy who is immune to player card effects and has

*an engagement cost higher than your threat, you may still use Pippin’s **Response** to draw a card, because this response is not affecting the enemy in any way.*

Additionally, cards that are immune to player card effects cannot be chosen as targets of player card effects. This means that any player card that uses a form of the words “target” or “choose” cannot choose a card that is immune to player card effects as its target. This includes the “attach to...” text of any player attachment. Player cards that do not use the word “target” or “choose” but force the player to choose a specific card cannot choose a card that is immune to player card effects.

For example: Hands Upon the Bow (D 131) cannot be used to attack an enemy that is immune to player card effects, because it clearly indicates that the player must pick an enemy in the staging area to attack. This is different from Quick Strike (Core 35), which targets a character and allows them to perform a normal attack, which is a framework effect.

Q: If I engage more than one enemy with a higher engagement cost than my threat, will the second part of Sam Gamgee's (TBR 2) ability trigger more than once, even if I cannot ready him more than once?

A: Yes. Because it does not use the word "then", Sam's bonus to ☉, ♣ and ♠ is not dependent on him readying. His readying effect and his bonus to ☉, ♣ and ♠ are two different effects that both have the trigger of engaging an enemy with a higher engagement cost than your threat.

Q: If an enemy is put into play directly engaged with me, has that enemy “engaged” me for the purposes Forced effects or Responses that trigger from engaging an enemy?

A: Yes. An enemy that enters play directly engaged with a player has engaged that player.

Q: Can I use Dori (OHUH 9) to prevent damage from being assigned to Beorn (OHUH 5), even though Beorn is immune to player card effects?

A: Yes. Dori's *Response* targets the damage being assigned, not the character it is being assigned to, so Beorn's immunity does not factor.

Q: When playing The Blood of Gondor, if a card effect such as stage 1b of The Ambush (AtS 117) or Lying in Wait (AtS 129) turns each of my hidden cards faceup, and one of those cards forces me to take another hidden card, do I have to turn that card faceup as well?

A: No. When you are instructed to turn each of your hidden cards faceup, only the hidden cards that are currently in front of you at that time are turned faceup; any hidden cards you are forced to take as part of that effect, such as from Evil Crow (AtS 122), remain facedown in front of you.

Q: During the Setup for stage 1A of The Necromancer's Tower (Core 123), should each objective have one encounter card attached to it, or two?

A: *One. When you reveal a Guarded objective, you must reveal the top card of the encounter deck and attach it to that objective, guarding it. The additional instruction on The Necromancer's Tower to "... attach 1 encounter to each objective card" is there as a reminder, so that players know to attach 1 encounter card to each Guarded objective.*