

# Council of Elrond Erratum Proposal I:

## *Cards Playable on Automatic-attack*

### **Original rules**

Collected Rulings File (CRF): Turn Sequence Rulings: Site Phase: Automatic-attacks:

*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.*

Balrog Rules: Specific Rules for MEBA: Cards with Multiple Actions (Clarification):

*...As an exception, if 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.*

CRF: Rulings by Term: Timing wrote:# Annotation 24:

*If a card specifies that more than one action occurs when the card itself is 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.*

# (amendment to original version of Annotation 24):

*As an exception, if one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of its strikes, or that otherwise are playable during the strike sequence--see Annotation 18 (Turn Sequence, Movement/ Hazard Phase, Combat, Strike Sequence).*

### **New Rule**

*When facing an automatic-attack, you may play resources that directly affect the attack or would otherwise be playable during the strike sequence. The same applies for facing attacks created by cards with multiple actions.*

### **Rationale**

The original rules for facing automatic-attacks differ from facing other kinds of attacks (e.g. creatures, event cards with one action). Certain cards affecting attacks do not cancel an (automatic-) attack or strike and are not played during strike phase (see examples below). With the proposed rules amendment we want to achieve a more consistent, intuitive way of facing *all attacks*. It is less strict than the original rules and will open up new options and strategies for players, leading to a simpler and more varied and enjoyable gaming experience.

Our proposal is actually a modified version of what is already present in the 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. However this passage has not been implemented due to the other, more strict automatic-attack rule. For consistency's sake we wish to extend this approach to facing attacks from cards with multiple actions as well.

## ***Examples***

### **Example 1:**

A hero company decides to enter Dead Marshes with *The Moon Is Dead* in play. The player has *Marvels Told* in hand.

**Before:** *Marvels Told* may not be played at this point and the company must face boosted Undead automatic-attacks twice.

**After:** A sage taps to play *Marvels Told* on *The Moon Is Dead*, and the company proceeds to face only the normal automatic-attack.

### **Example 2:**

Fallen-Gandalf is by himself at the Lonely Mountain. The player has *Ruse* and *Wizard's Staff* in hand.

**Before:** *Ruse* may only be used to cancel the automatic-attack, tapping Gandalf, so he cannot play the item.

**After:** Gandalf may use *Ruse's* scout only effect, so the strike cannot be assigned and Gandalf slips past the automatic-attack untapped to play *Wizard's Staff*.

### **Example 3:**

A minion company with a shadow-magic using character is at Edoras and plays *Smoke on the Wind*. They face the first attack, leaving only one character untapped. The second attack is 1 strike with 10 prowess and the player has *Sojourn in Shadows* in hand.

**Before:** The untapped character faces the strike and failing to stay untapped *Smoke on the Wind's* marshalling points are lost.

**After:** The shadow-magic using character may play *Sojourn in Shadows* on the untapped character, letting him avoid the strike and tap for *Smoke on the Wind* afterwards.

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