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Middle-Earth Collectible Card Game

Play and Examples File

Version 1.0 July 2004

The Play and Examples File or PEF was created with the intent of providing the Middle-earth player with in-depth information on the use of certain cards as well as clarifying certain game terms and play effects. This information is not to be considered Erratum. The document is not a substitute for the Collected Rulings File or CRF, and the CRF is the top level of authority for all rulings questions. When the CRF's explanations are not enough to understand a ruling, however, it is our hope that this document will provide the answer. The PEF should (ideally) never conflict with the CRF.

This file is organized like the CRF, with "Examples by Card Title" and "Examples by Term." For your convenience we have also incorporated some of the easier-to-forget rules from the many expansion rules inserts and rulebooks. Note that over time some of the information here may be moved into the CRF.

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Examples By Card Title

A Chance Meeting

- This card targets the character it brings into play. Therefore, you cannot play it for no effect.
- Fram Framson can be played with this card.
- May be used by a Fallen Wizard player to bring into play hobbits, Fram Framson and Agents.

Assassin

- There is time for chains of effect during or between attacks from a creature card. [CRF]
 - *For example:* Between the second and third attacks of an Assassin, or at any time after the first attack resolves but before strike assignment, the hazard player could play a River or any hazards that can initiate a chain of effects and the resource player could play Forewarned is Forearmed or any resource event.
- You can play Flatter a Foe on the first, second, or third attack of an Assassin. The hazard player may respond with any hazards that can initiate a chain of effects.

Balance Between Powers

This card may be *Twilighted* before it resolves, but not afterwards.

Black Rain

If a Fallen-wizard plays *Black Rain*, that player is allowed to play a hero ring item, since *Black Rain* does not target the ring being played. A Minion player cannot do this.

Bridge

If you get sent back to site of origin your movement/hazard phase ends immediately and you are not considered to have “moved” anywhere, so the extra movement granted by Bridge wouldn't work.

Burat

The troll trio can tap to untap each other even during a strike sequence where the troll using this ability is a target from a strike.

- *For example:* Burat taps to face his strike. It is now Tuma's turn for a strike, but first, he taps to untap Burat. Now Tuma faces his strike tapped. Wulluag's turn for a strike. First, he taps to untap Tuma, etc. You can ONLY use these abilities provided that the trolls are not moving when attacked (because their ability says “at the same site as,” and a company is at no site while moving).

Carambor

Carambor's ability must be used at the END of a movement/hazard phase. Therefore if his company is returned to their site of origin they cannot get another movement.

Crown of Flowers

This card can be played alone as a permanent event. You can later play a resource and say it is affected by Crown of Flowers.

Dragon's Blood

Sacrifice of Form does not allow one to get around the body check caused by Dragon's Blood. Deeper Shadow This card is playable on an under-deeps Ruins and Lairs as long as the company is moving.

Double Dealing

- A player can only use *Double Dealing* as one of his starting stage cards if it is played on a Hidden Haven previously played in the draft. This is because *Double Dealing* is playable on a site, and Hidden Haven allows the starting site to exist during the draft. [COE 75]
- This card allows a Fallen Wizard player to play any resources that target the site, not just items, allies, and actions.
 - *For example:* Double Dealing played on a minion Ruins and Lairs would allow Rebuild the Town to be played on that site.

Early Harvest

This card can be played on factions like Returned Exiles, since Returned Exiles is normally playable at a borderhold.

Eyes of Mandos

This card is stopped by Bane of the Ithil Stone or similar effects. [COE 14]

Farmer Maggot

Using this card's ability to move your company counts as movement, without a movement/hazard phase. [COE]

Flatter a Foe

- Opponent may still respond to the play of this card with as many hazards as possible up to the natural limit (but they cannot be hazards that must start a chain of effects).
- See also *Many Turns and Doublings*.

Forced March

See *Bridge*.

Forewarned is Forearmed

Since Forewarned affects attacks, not strikes, it must be played before the strikes are assigned.

- *For example:* If you are being attacked by an Assassin, you would have to play Forewarned before the hazard player chooses a strike target. [COE 510]

Foul Fumes

This card does not actually 'check' a site or region path unless the site or region path meets Fume's requirements, and only then the site is checked, once per turn.

- *For example:* *Doors of Night* and *Old Forest* are in play. *Foul Fumes* is played. *Old Forest* does not have any shadow-lands or dark-domains in its site path and therefore is not checked by *Foul Fumes*. On a later turn the hazard player plays *Morgul Night*, which creates shadow-lands in *Old Forest*'s site path. Only now would *Foul Fumes* officially check the *Old Forest* site (and tap the site).

Gandalf the White Rider

If *Gandalf the White Rider* is on table and its effect has been applied to a company then the card is *Marvels Told*, then played again, it will not lose its original effect. In addition, it has a cumulative effect when it returns. The action has already been applied and will not go away.

Gates of Morning

Gates of Morning and *Doors of Night* discard and cancel environments upon resolution.

Therefore, one does not cancel the other in the same chain of effects.

- *For example:* *Gates* and *Sun* is on table. *Doors* is played by the hazard player and a second *Gates* by the resource player. No matter when the resource player plays *Gates*

he cannot prevent Doors from resolving and discarding Sun. (Only *Twilight* can prevent this, because *Twilight* may be played on cards that have not yet resolved.)

Gollum

Gollum's text must be used during Gollum's player's resource turn, like any other resource.

Golodhros

Golodhros would get the agent bonus for influencing a character with the same home site if he tries to influence a character that has "any dark-hold" as a home site. See Examples by Term, "Any Dark-hold."

Great Secrets Buried There

- If this card is discarded (by *Marvel's Told*, for instance), any item beneath it is discarded.
- Great Secrets Buried There is discarded if there is no item on it. [COE 11]

Hall of Fire

Note that playing a card on a copy of a haven is not the same as playing the card on all copies of the haven. For example, if you have *Hall of Fire* on a tapped haven site, and combine companies at an untapped version of the haven, you will lose *Hall of Fire*.

Here is a Snake

- The hazard player can always respond to the play of this card with hazards, and those hazards would not be affected by the card.
- You cannot play this card in response to an opponent's hazard in hopes of effectively canceling that hazard, because of the CRF ruling that Here is a Snake "does not prevent the use of hazards already on the table" which should be read as "does not prevent the use of hazards already played." [COE 18]

Hidden Haven

If *Hidden Haven* is drafted as a starting stage card, your starting site is chosen at that time, before the next card is drafted. If both players draft *Hidden Haven* at the same time, then both players immediately draft their starting sites. If both players draft the same site, then *Hidden Haven* is placed out of play, but each player must stick with their chosen starting site. Note that that particular copy of *Hidden Haven* is out of play and cannot be played on any site. [COE 55]

Hold Rebuilt and Repaired

- If a Fallen Wizard plays a card to change a company's site type (for example: at a minion ruins and liar the company plays *Hold Rebuilt and Repaired* to change the type to a shadow-hold), even though Fallen Wizard must use hero versions of sites for shadow-holds, the site version does not need to be changed, because site versions are only changed when a card is in effect that changes what sites a FW may use.

- This card can be played before facing the normal automatic attack [COE 75]. Note that it must be played during the site phase [CRF Errata].

Hour of Need

Taps the site you are at.

Houses of Healing

You can play this card before characters untap, because resources may be played during the untap phase.

In the Heart of His Realm

- If In the Heart of His Realm is played on a company that it would affect, you can wait for its passive condition to be announced and then Marvel's Told it in response. See also, *CRF Annotation 9, Passive Conditions*.
- The CRF also says here that "*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.*" This would mean that In the *Heart of His Realm* can never be played in response to a card like Wizard's Test to cancel it, because In the *Heart of His Realm* would resolve being played, then the test would resolve being played, then In the *Heart of His Realm's* passive condition would be announced—too late to cancel the Wizard's Test.

King Under the Mountain

This card can be played on any subsequent turn from the point that its conditions have been met.

Knowledge of the Enemy

You only have until the end of the turn in which you faced the agent attack to play this card. [COE 52]

Left Behind

Only resolves if the Concealment does not resolve before the playing of Left Behind.

- *For example:* My opponent plays *Dunlending Raiders* on *Galdor and Arwen*. No one responds to *Dunlending Raiders*, so it resolves and an attack is created. My opponent plays *Left Behind* on the attack. In response, I play *Concealment*. The attack is cancelled and Left Behind has nothing to modify so it is discarded.

Leg it Double Quick

- Resolve your hand between movement/hazard phases. This is because "*At the end of a movement/hazard phase*" occurs before hands are reset.

- This card cannot be played after being sent back to site of origin at the end of the movement/hazard phase, because your company is not moving.

Long Winter

- This card does not actually ‘check’ a site or region path unless the site or region path meets *Long Winter*’s requirements, and then it is checked, once per turn.
- *For example: Long Winter, Doors of Night, and Ettenmoors* are in play. *Ettenmoors* does not have two wildernesses in its site path so it does not tap. The hazard player may later play a card (like *Withered Lands*) to create the necessary number of wildernesses in its site path, and only then would *Long Winter* check the site (and tap the site).

Legendary Hoard

- “*Target dragon’s auto-attack cannot be cancelled*” refers, of course, to the auto attack on the At Home dragon's card, NOT the auto-attack at the associated site. [COE 39]
- Consider an inverted Dragon to be “*off to the side.*” The At Home dragon's effects (auto-attack, card text) are no longer in play, and thus the Dragon cannot be killed. [COE 39]
- *Legendary Hoard* says “*if target Dragon is required to be discarded, invert him on table.*” This means you could play *Legendary Hoard* on *Daelomin at Home*, then discard him to increase the hazard limit, and simply have him inverted on the table. And then, after rotating *Legendary Hoard* by playing *Daelomin Ahunt* or the dragon himself, go in and loot a hoard for multiple items after only facing the standard *Dancing Spires* auto-attack of 2 @ 11. [COE 46]
- A player is only allowed up to 3 items per game per copy of *Legendary Hoard*. [COE 46]
- A player’s copy of *Legendary Hoard* affects both players.
- See also *Examples by Term, Hoard*.

Magical Harp

- You may tap the harp during your organization phase to affect a target character for the rest of the turn even if that character subsequently forms a company apart from the harp’s bearer. [COE 510]
- Effects like Promptings of Wisdom and Magical Harp check whether a character is still in a company continuously, not just when the effect is announced.

Many Turns and Doublings

- Since the hazard limit is set at beginning of the movement/hazard phase, there is no time to play *Many Turns and Doublings* during the organization phase such that it will affect the hazard limit. [COE 54]
- The hazard player can always respond to Many Turns and Doublings (before it resolves) with hazards that will resolve successfully, just like responding to any other hazard-lowering resource.
 - *For example: Gates of Morning* is on table and Beorn and Legolas are in a company together. As soon as their organization phase ends their hazard limit is

set to two. Their new site, Beorn's House, is flipped over. The hazard player plays an Assassin. Now, keep in mind that playing hazards does not actually reduce the "hazard limit," it simply means that one hazard out of an allowable two have been played. (Also note that hazards check the hazard limit both at declaration and resolution, so until the Assassin resolves one of two hazards has been played for declaration.) The resource player has two copies of Many Turns and Doublings in hand and would like to cancel the Assassin so in response to the Assassin he plays *Many Turns and Doublings*. At this point the hazard player has priority to respond to the *Many Turns and Doublings*, but he declines. So the resource player chooses to respond to his *Many Turns and Doublings* with a second copy of *Many Turns and Doublings*. The hazard player can respond to this second copy (but not with a hazard that causes an attack or corruption because these must start a chain-of-effect), and does so by playing *River*. In the order that the cards were declared, the chain-of-effects is now:

- Assassin
 - Many Turns and Doublings (first copy)
 - Many Turns and Doublings (second copy)
 - River
- Since both players are done responding, these cards may now start to resolve in reverse or 'top of the stack' order. The River resolves first, but before this happens it checks to see how many hazards have been resolved against the current hazard limit. Since no hazards have been resolved, there is still two allowable hazards left. Furthermore, since no hazard-reducing resources have yet resolved, the hazard limit is still two. River resolves successfully, bringing the number of allowable hazards that can resolve down to one. The next card to resolve successfully is *Many Turns and Doublings*, which at this point reduces the hazard limit from two to one. Since the hazard limit is one and one hazard has already been played, the number of allowable hazards that can still resolve is zero. The third card to resolve is another copy of *Many Turns and Doublings*, which reduces the hazard limit to zero. In this case the *Many Turns and Doublings* doesn't affect the game at all, since prior to the MTaD the number of allowable hazards that could resolve was already zero. The last card to resolve is Assassin, but before this happens it checks to see how many hazards have been resolved against the current hazard limit, and since one hazard out of an allowable zero hazard limit have resolved, the Assassin fizzles and is cancelled.

Mordor in Arms

If a player plays *Flatter a Foe* on the first attack of *Mordor in Arms*, the hazard player could respond with any hazards that can initiate chains of effect, because Flatter is being played before strikes are assigned, and there is time for actions and multiple chains of effect before strikes are assigned and between strike resolution.

See *Examples by Term, Attacks*.

Nature's Revenge

- If this card is on a Hidden Haven, the site is no longer considered a wizard haven (because the site type has changed).
- Hidden haven does not cancel the new auto attack created by Nature's Revenge. [COE 11]

Narya

The CRF says that *"Because of the way that timing rules work, characters tapping in support have no effect on the corruption check, since they will be untapped when the support resolves."* Here's an explanation of this ruling.

Note how *CRF Annotation 24* says that cards have their effects declared in reverse order, and resolved in the order written on the card. Also note CRF - Rulings By Term - Corruption: "The resolution of a character tapping to give +1 to a corruption check happens when the corruption check itself resolves." And last but not least *Narya*: *"Gandalf only. +4 prowess, +1 body, +2 direct influence for the rest of the turn. Immediately untap all unwounded characters in Gandalf's company. Gandalf makes a corruption check modified by -5."* So if you tried to tap to support the check the chain-of-effects looks like this:

1. CC for Gandalf (at -5)
2. Untap all unwounded
3. Prowess/Body/DI Boost
4. Tap for support of check

Now we resolve in reverse order, which would be the Corruption Check boost, but CRF quote says that doesn't resolve until the Corruption Check so it doesn't resolve yet. Then Gandalf is boosted, then everybody untaps, and finally it's time for the Corruption Check.

But when the bonus tries to resolve it finds that the characters are now untapped, so it fizzles do to this CRF ruling under Active Conditions: Annotation 5: *"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."*

Open to the Summons

You may play Open to the Summons on company with no agents, but it won't have an effect until you add an agent to the company.

Paths of the Dead

Is playable at any site with Aragorn II in the company. The text that allows special movement and an undead restriction would only apply if the company started moving from Dunharrow (either during the organization phase or during a multiple movement in the movement/hazard phase) and this text is optional. Note that if a player plays *Paths of the Dead* at any site and

moves to Vale of Erech (or stays at Vale of Erech), that player can play *Army of the Dead* on *Aragorn II*. [COE 18]

Phial of Galadriel

Phial of Galadriel taps neither site nor bearer, can be played at a tapped site and outside the site-phase (like replacing a ring after a test). [COE 52]

Pilfer Anything Unwatched

- Note that part of the cost at declaration of this card is that you tap an agent. [CRF, Active Conditions]
- Also, note that according to the CRF: "*Hazards may only be played on a company whose movement/hazard phase is being resolved, or on the site they are moving to.*"

Promptings of Wisdom

- Effects like Promptings of Wisdom and Magical Harp check whether a character is still in a company continuously, not just when the effect is announced.
- You can tap a ranger with Promptings in response to an effect that would send him to his site of origin (such as *Seized by Terror*). This cancels that effect, and the ranger stays with the original company. [COE 38]

Return of the King

- Tap a character to play a card only if it is an item, ally, or faction, or if the card specifically requires you to do so.
- Only items, allies, and factions must be played during the site phase, unless a card specifically requires you to do so or says otherwise. Therefore, *Return of the King* can be played during any phase in which Aragorn is at *Minas Tirith*.

Revealed to All Watchers

- This card is not stopped by Bane of the Ithil stone or similar effects, because drawing cards from your play deck is not "*search[ing] through or look[ing] at any portion of a play deck or a discard pile outside of the normal sequence of play.*" [COE 14]
- You can "*exhaust*" your play deck using this card.

The Riddle Game

- All copies of the guessed card are discarded from opponent's hand. [COE 75]
- If the guessed card is Will Shaken, Will Shaken gets discarded. [COE 75]

River

- Because the *River* is played on a site, it won't affect your opponent's company if they end up stopping at a site other than the one you played the *River* on [COE 4]. Also, if a

company whose site a *River* is played on perishes or gets returned to its site of origin, the *River* no longer affects the site because the company never moved there.

- If a *River* gets played on the site against the first company, and now a second company moves to the site, a character in the second company may tap to negate this river during his movement/hazard phase. This is because *River* is played on a site, not a company.

Roac

If you wish to use *Roac's* abilities when influencing a faction, he must make the influence attempt, not another character.

Sacrifice of Form

- Sacrifice of Form does not allow one to get around the body check caused by Dragon's Blood.
- Note that all of a wizard's followers are discarded when Sacrifice of Form is played.

Sauron

You are allowed to play characters OR discard one character during the organization phase; you cannot do both.

Shadow of Mordor

- If played during a company's movement/hazard phase, the cards already drawn by that company do not trigger *Shadow of Mordor*.
- If during the movement/hazard phase the opponent plays resources (such as *Dark Tryst*) that allow him to draw cards, *Shadow of Mordor* will be triggered.

Shadowfax

Shadowfax's ability must be used at the END of a movement/hazard phase. Therefore if his company is returned to their site of origin, they cannot get another movement. [COE]

Shifter of Hues

This card does not allow *Fallen Radagast* to increase his hand size and general influence before *Radagast* comes into play.

Spider of Morlat

The hazard player may use one against the hazard limit to return this card to hand in response to its being targeted by a cancellation card like *Marvels Told*. The hazard player may also return this card to hand and replay it to attack a company more than once in the affected area.

Taladhan

See *Examples by Term, Harmed and Examples by Term, Agent Only*.

Thrall of the Voice

May be used to play an Orc/Troll, even if *Bad Company* or *Strident Spawn* isn't on table. It cannot be used to play *Fram Framson* if you are not at his home site.

Tookish Blood

Will not help the corruption check instated by *Cracks of Doom* since *Cracks of Doom* specifies you must beat the check, not just survive the corruption roll.

Tuma

See *Burat*.

Twilight

Cannot be targeted by *Blind to the West* or *Ire of the East*.

We Have Come to Kill

- May be used by a Fallen Wizard player to bring into play hobbits, *Fram Framson*, *Orcs & Trolls* (even if *Bad Company*, etc. aren't in play) and Agents. Orcs & Trolls are playable because the White Hand Rules only say that these characters can't be in a "starting company" without appropriate stage resources.
- This card can only be played at a site that has a company.
- If you had a non-moving company at one site, and you were doing another moving company's movement/hazard phase, you could play We Have Come to Kill during that moving company's movement/hazard phase to play a character at the non-moving company's site.

Webs of Fear and Treachery

All modifications are reduced to zero for influence attempts except for DI changes printed on a Ringwraith card for being in a mode. This includes negative modifications from cards like *Foolish Words* and *Lord of the Carrock*. Note that this card only affects influence attempts, not controlling characters. [COE 68]

White Tree

- If you have already played the *White Tree*, and you later play *Wizard's Trove*, you can still place *Wizard's Trove* with the *White Tree* to gain its full MPs, etc. [COE 52]
- If your *Wizard's Trove* is in play, the playability text on your *White Tree* is not used, including the "sage only" requirement.
- The *White Tree* is always unique, even if under *Wizard's Trove*. All other game text is ignored if under *Wizard's Trove*.

Wizard's River Horses

- If you play this card in response to your getting Khamuled, the “*number of cards discarded is set at declaration*” [CRF] and thus you will still have to discard the announced number of cards.
- *Wizard's River Horses* can never prevent Nazgul short event effects, because “*discarding*” is not the same as canceling.

Wizard's Trove

- May be played in advance of the permanent-event you're going to store with it. [COE 39]
- If you have already played the *White Tree*, and THEN you play *Wizard's Trove*, you can still place *Wizard's Trove* with the *White Tree* to gain its full MPs. etc. [COE 52]
- Note that the “*alternatively*” part of this card cannot be applied to *White Tree* because *White Tree* doesn't say that it can be stored.

The Worthy Hills

Information cards that require the site to tap are playable at the minion *Worthy Hills*.

Wulluag

See *Burat*.

Examples By Term

Ahunts, Dragon

- Dragon Ahunts may always be *Marvels Told* by any company before a company is affected. [COE]
- There is time for actions and multiple chains of effect before strikes are assigned and between strike resolution.
 - *For example:* If a 4-strike Dragon Ahunt attacks Sam, Fatty, Bilbo, and Robin, you could play *Halfling Strength* on Fatty or use his *Cram* before strikes are assigned or between the strike resolution of any two characters. Fatty would untap immediately and be ready to use his strike cancellation ability.
 - See also *Examples by Term, Attacks, Non-creature*.

Agent Only

Agent Only abilities must be used whenever they apply, unless the ability has the word “*may*.”

- For example: *Taladhan's Agent Only* ability reads, “*chooses defending characters; for each successful strike, the company must discard one item (of defender's choice), but the defending character is not harmed.*” This must be used when applicable.

Allies

An ally with a specific skill may play a resource (even a permanent event) that requires that specific skill. Unless it is a resource that affects combat, the resource cannot ask for a “*character*,” since allies are characters only for the purposes of combat. ^[COE 13]

- *For example:* The scout ally Gollum can play Stealth during the organization phase because this card does not call for a character, only a scout. Gollum can also play *Escape*, even though this card calls for a “*character*,” because *Escape* affects combat.

“Any Dark-hold”

Read the phrase “*Home Site: Any dark-hold*” as “*Home Site: All Dark-holds*.” Cards which have a home site that is a named dark-hold are considered to have the same home site as a card with “*any dark-hold*.”

- *For example:* The rules for agents say that *Golodhros* gets a +2 influence bonus against characters with the same home site. *Orc Veteran* has a home site of “*Any dark-hold*.” Since one of *Golodhros*’s home sites is *Barad-dur* (a *darkhold*), this influence bonus applies. Note there are many hazard influence cards which would work similarly.

Attacks, Creature

- Actions of any kind may be taken before, between, or after the attacks of a creature card. ^[CRF]
 - *For example:* The hazard player plays an Assassin. After the first attack resolves, the card is considered to have finished resolving, so before the next attack the hazard player may play hazards that can start a chain-of-effects like *River* or *New Moon*. During this same time, the resource player can play or use resources like *The Evenstar*, *Legendary Hoard*, or *Cram*.
- There is also time for actions and multiple chains-of-effect before strikes are assigned and between strike resolution.
 - *For example:* The hazard player plays a Cave Drake on Frodo, Pippin, and Aragorn. After the attack resolves, the card is considered to have finished resolving, so before strikes are assigned the hazard player may play hazards that can start a chain-of-effect like *River* or *New Moon*. Between the resolution of Frodo’s strike and Aragorn’s strike, the hazard player can play similar hazards. Also at these times, the resource player can play or use resources like *The Evenstar*, *Legendary Hoard*, or *Cram*.
- *During* the attack sequence or a character’s strike sequence you may only play cards that affect the attack/strike, including strike assignment and body/prowess.
 - *For example:* *Flatter a Foe*, *And Forth He Hastened*, *Weariness of the Heart*, *Risky Blow*, using Fatty Bolger’s ability to cancel a strike, using *Cram* to untap.
- See also *Examples by Card, Assassin*.

Attacks, Non-creature

- No actions of any kind may be taken before, between, or after the attacks of a non-creature card because this would be interrupting the card's effects.
 - *For example:* During the site phase *Rescue Prisoners* creates a two-strike spider attack against Aragorn and Frodo. The resource player could not play *And Forth He Hastened* on Aragorn (or use *Cram*) after the attack on *Rescue Prisoners* but before *Rescue Prisoners* finishes resolving.
 - *Another example:* *Mordor in Arms* creates three attacks on a company during the movement/hazard phase. The resource player could not play *And Forth He Hastened* on Aragorn (or use *Cram*) between the attacks, and the hazard player could not play a *River* between attacks.
- However, there is time for actions and multiple chains-of-effect before strikes are assigned and between strike resolution. But you cannot take actions after the last strike because at this point strike resolution is over.
 - For example: *Mordor in Arms* creates three attacks on a company during the movement/hazard phase. The resource player could play *And Forth He Hastened* on Aragorn (or use *Cram*, or play *Free to Choose*) between the strike phases of Aragorn and Frodo. Also, the hazard player could play *River* or any hazard that can start a chain-of-effect between the strike phases of Aragorn and Frodo.
- During the attack sequence or a character's strike sequence you may only play cards that affect the attack/strike, including strike assignment and body/prowess.
 - *For example:* *Flatter a Foe*, *And Forth He Hastened*, *Weariness of the Heart*, *Risky Blow*, using *Fatty Bolger's* ability to cancel a strike, using *Cram* to untap.
- See also *Examples by Card Title*, *Mordor in Arms*.

Automatic-attacks

Creatures played as automatic-attacks are never defeated; they return to the discard pile. [Dark

Minions Rules]

Cannot be Duplicated

"A card that cannot be duplicated can be played when a copy is already in play only if the copy in play is currently being targeted by an effect that will discard it." [CRF: "Cannot be Duplicated," Annotation 11]

- *For example:* *Gates of Morning* is on table. The resource player tries to discard a hazard by playing *Cock Crows*. My opponent plays *Twilight*, targeting *Gates*, in response to my *Cock Crow*. I play *Gates of Morning* in response to *Twilight*. In the order that the cards were declared, the chain-of-effects is now:
 1. *Cock Crows*
 2. *Twilight*
 3. *Gates of Morning* (second copy)

The second copy of *Gates of Morning* resolves, so there are now two *Gates of Morning* in play. *Twilight* resolves, canceling the first *Gates of Morning*. *Cock Crow* resolves—successfully, because there is still a copy of *Gates* in play.

Chain-of-Effects

- Corruption cards, creatures, and any card that has the potential to immediately create an attack must start a new chain-of-effects and cannot be played in response to anything.
- “*You always have the option of declaring the first action in a chain-of-effects during your turn.*” [METW Rules]
- See also *Examples by Term, Order of Effects; Examples by Term, Passive Conditions; and Examples by Card Title, Many Turns and Doublings.*

Characters, Playing Them

- You may bring a character into play if you do not have enough influence, but at the end of the organization phase if you still do not have enough influence that character must return to hand. [CRF Errata]
- You may bring a character into play into his own one-character company even if the character is played under Direct Influence or General Influence with a Wizard at the same site [COE 580] [MELE Rules]. Note that there is a restriction of one copy of a non-haven site on table at a time, and one company per nonhaven site outside of the organization phase.
- Instead of bringing a character/Wizard into play during the organization you may discard a character at a haven or home site [METW Rules]. You cannot choose to discard a Wizard during your organization phase [COE 75]. You are not allowed to split off a character into his own company, then discard him.
- You may freely move characters from direct influence to general influence and back again in order to play characters under direct influence. See also *Examples by Term, Influence.*
 - *For example:* You may move Arwen from Galdor’s direct influence to general influence, then bring Annalena to play at Galdor’s site under Galdor’s direct influence, then move Annalena to general and Arwen back to direct.

Companies

If a player doesn’t have any companies, that player does not get a movement/hazard phase or a site phase.

Company vs. Company Combat (“CVCC”)

The defending player can still use Cram, Healing Herbs, etc. or anything that would affect the attack, strike assignment, or a character’s prowess or body.

Council, Calling the

- When each play deck has been exhausted twice, the council is automatically called at the end of the current turn, and the other player doesn't get a last turn.
- Any player may choose to call the Council if:
 1. his play deck has been exhausted once and he has at least 25 Marshalling Points (the other player gets a last turn) OR
 2. his play deck has been exhausted twice (the other player does not get a last turn). [METW Rules]

Exhausting a Play Deck

“Clarification: Your play deck is “exhausted” when you draw its last card. Some cards require that your play deck be manipulated and then reshuffled - this does not “exhaust” your play deck.” [COE 21]

Fallen Wizards

- Fallen Wizards cannot target hero resources or sites with minion resources, and vice versa, except with spells or magic. This means a card like Wizard's Test can target and test a minion ring item. Also, on any successful ring test, the ring special item that is played can be of either alignment.
- Fallen Wizards can bring Agents into play at their homesites without the use of any resource events, just like a Ringwraith player. Note that purple *Agents in a Ringwraith* or Fallen Wizard's player's deck and sideboard are considered characters, not hazards.
- When your fallen-wizard leaves play or is eliminated you lose any stage resources specific to that Fallen Wizard on table [WH Rules]. Note that if your Fallen-wizard is eliminated, 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].
- Fallen Wizards may discard one stage resource in play during your organization phase unless it reduces you to less than 3 SP. [WH Rules]
- Whenever any of a fallen-wizard player's companies tests a hero ring, the roll is at -1. [WH Rules]
- Starting stage resources are drafted like characters, but they are neither characters nor part of the play deck. They are simply extra cards in your pool.

Followers

You can still influence a character who is a Wizard's follower, but not an Ringwraith's Ringwraith followers.

Harmed (i.e. “character not harmed”)

Not harmed (like for Thief, Pickpocket, Taladhan) means that one will not be made tapped or wounded regardless of the success/ failure of the attack.

Havens, Untapping

- The below examples of how to untap a haven only work for any 'normal' haven that has not been created by another card or effect, as these are the only havens that you may have multiples of. This means you cannot have multiple companies at a Hidden Haven.
 - *Example 1:* You can split a company at a Haven, bringing in a second copy of the Haven that is untapped. You must then move one of the companies away. You are not allowed to split off a character into his own company, then discard him.
 - *Example 2:* If a company is at a tapped Haven and another company moves to it using a new untapped Haven card, the first company can (but doesn't have to) join the other at the untapped Haven at the end of all movement/hazard phases.
 - *Example 3:* You can play a character at a haven in his own company, bringing in a second copy of the Haven that is untapped. Neither company needs to move as it's not a split. Also, you could then join the two companies and keep whichever haven card you like (presumably the untapped version will be chosen). Note that a character played under Direct Influence or with a wizard under General Influence can still be played in his own company. (For example: Elrond is controlling Elrohir and Gandalf is controlling Celeborn at the Grey Havens with a Fellowship. Fellowship says it is discarded when a character joins the company. During the organization phase Halbarad can be brought into play into his own company under Direct or General Influence and Fellowship would not be discarded.)
- Fallen-wizard players get the stage point for each copy of Rhosgobel and/or Deep Mines he has in play.
- During the organization phase, one site card may be used to represent the location of two or more companies, so long as the distinction between companies is clearly presented spatially. Outside of the organization phase each company needs a separate site card.
- The only other way to effectively untap a tapped haven is by moving away from it and allowing it to go to the location deck (since tapped havens return to location deck, not discard pile). Then, a company could move to an untapped version of the haven on the next turn. Fallen-wizard players are able to do this with havens that are created by other cards. For example, if an Fallen Wizard plays Hidden Haven on a site to create a haven, then taps the site by playing something there, then moves away from the site, the site is returned to the location deck rather than discarded (since haven sites always go back to the location deck).

Hazard Limit

- The CRF says: "*You check the hazard limit at declaration and at resolution. At declaration there must be no more hazards declared than the hazard limit. At resolution there must be no more hazards resolved than the hazard limit.*"

- For a good example of how hazard limits work, see *Examples by Card Title, Many Turns and Doublings*.

Hoard

The site where the dragon at home was defeated is considered to contain a hoard until the end of turn in which it was defeated.

Host Cards

All host cards that do not have other cards played upon them are discarded. [COE 55]

Influence

- The resource player can choose which influence sources (restricted or unrestricted DI) are used to control followers.
- If you are over your general influence at the end of the organization phase, you must first return any characters played during that phase to your hand, then, if you are still over your general influence, discard characters until you are legal again.
- *However*: If a player voluntarily decides to move characters out of direct influence during the organization phase so that his general influence is exceeded, that player must maximize the amount of characters under his direct influence in order to try to resolve his influence problems before the end of the organization phase. In short, if you choose to exceed your general influence by taking characters out from under direct influence, you have to reverse the process before the end of your organization phase. You can't just start discarding characters at the end of the phase to resolve your general influence problem.
- Followers consume available direct influence; they do not count as a negative modifier to it.

Influencing a Resource

- Note that you cannot influence away an item with an event on it. [DM Rules]
- Note that according to the CRF “A *successful influence attempt on an opponent's resource does not tap the site*,” which means if you revealing and play an identical faction, ally, or item card the site is NOT tapped.
- If a card grants a direct influence bonus against “any faction playable at <foo> site,” that card will still get the bonus if used at a different site against a faction that is also playable at the <foo> site.
 - *For example*: Asternak says he has “+2 direct influence against any faction playable at Variag Camp.” If you look at the Wild Horses faction you'll see that it's playable at any site in Khand (such as *Variag Camp*). If Asternak were to influence the Wild Horses faction at Dunharrow, he would still get this +2 bonus. (He would also get the +3 bonus on Wild Horses because he is a “man with a home site in the region”).

Items

- Items of an alignment opposite to your own may still be included in your deck and played, but for half the marshalling points (round up) and its game text is cancelled. [LE Rules]
- A just-eliminated character may transfer one item to each unwounded character. Wounded characters can still have items transferred to them during the organization phase.

Marshalling Point Cards, Revealing at Council

You may reveal any unique cards that add to your opponent's marshalling point total. These cards can be manifestations of one another. Neither your card nor your opponent's card can be hazards for purposes of deck construction or played as hazards. [COE 65]

Movement/Hazard Phase

- You are “at” your site at all times except from the start of a movement/hazard phase in which you move until the end of all movement/hazard phases that turn.
- You cannot take actions between the “end of all movement/hazard phases” and the beginning of the site phase. Note that the “end of all movement/hazard phases” occurs during the last movement/hazard phase after the effects normally occurring at the end of that phase finish up. Pictorially, it would be represented as follows:

Last movement/hazard phase starts -> Company moves -> End of last movement/hazard phase (effects are triggered like corruption checks from Alone and Unadvised, or hand resolution) -> End of all movement/hazard phases (All Companies arrive at their sites).

- *For example:* Galadriel's company has moved to Lorien. You then move other companies to other sites. You cannot hold an extra card in your hand from Galadriel until the end-of-turn phase.
- *Another example:* Aragorn's company has moved to Minas Tirith. You then move other companies to other sites. You must wait to play Return of the King until the site phase.

Normal

- The wording for “*Normal*” in the CRF should be read as “Normal means as printed on the card. This includes mentioned effects when other cards are in play or when certain conditions occur. Normal does not consider effects mentioned on other cards.”
- Cards like Durin's Axe, Andruil, The Arkenstone, and Book of Mazarbul all have MP values written on them as well as conditions as to when those MPs are given to the player. All of these are considered “*normal*” values.
 - *For example:* If Andruil is placed on Narsil, it would “normally” be worth 4 Mps and therefore would fall to 1 MP if you have Give Welcome to the Unexpected in play. The other items mentioned above would give full MP value to FWs if their conditions are met and Legacy of Smiths is in play.

- You can use Thorough Search and Catch an Elusive Scent to play a hoard item at a site that no longer has a dragon auto-attack (as the site normally contains a hoard), and by the same token you cannot use them to play a Gleaming Gold Ring at Ost-in-Edhil that has had the Town Rebuilt, as it is not normally a Borderhold.

Order of Effects

If any effects are in play at the beginning of the m/h phase that are triggered by passive conditions, the hazard player picks the order they are announced in. At any other time, the moving player decides the order. Annotation 10 and 26 do not contradict.

- *First example:* Morgul Night, Snowstorm, Long Winter, and Doors of Night are in play and the resource player is moving from Rivendell to Bree. The hazard player could choose for Long Winter to apply first (tapping Bree), then Snowstorm to bounce the opponent back to Rivendell, then Morgul night not doing a lot. Or the hazard player could apply Long Winter first, tapping Bree, then Morgul night – so his opponent would get to Bree through 2 shadow-lands and the hazard player could play creatures on you. Snowstorm doesn't do a lot.
- *Second example:* But if you need to apply effects during your movement/hazard phase the resource player chooses the order - so say Moon is Dead is out, the hazard player plays Plague of Wights, Doors of Night, then hits his opponent with a Barrow Wight. When the Wight resolves the resource player chooses the order of the enhancers. He takes the Wight (1 strike of 12), applies Plague (2 strikes of 13) then Moon (3 Strikes of 14). Had the hazard player been able to choose the order then it ends up 4 strikes of 14). It doesn't matter if the enhancers are already in play or played in the M/h phase - the enhancers don't do anything until their passive effects (enhancing attacks) are triggered by the play of a creature.
- *Third example:* In the above example there is a way the hazard player can seize priority. He should play Barrow Wight and let it resolve. The attack comes into play. There's time for multiple chains of effect here, so the hazard player now plays The Moon is Dead and lets it resolve. The effect from TMiD is the next chain, so the Barrow Wight is now 2 strikes at 13. In the chain after that enhancement, the hazard player plays Plague of Wights and lets it resolve. Now PoW's effect starts the next chain, and pumps the Barrow Wight up to 4 strikes of 14. Note that this works for two reasons: 1) You're playing enhancers and allowing them to resolve and apply their effects one at a time. If the enhancers were already in play, then this doesn't work. 2) You have the opportunity to play as many chains of effect as you want after the attack starts, but before any strike is dealt with. (See Examples by Term, Attacks, Creature).

On-guard, Playing Cards

The on-guard card will remain on the site until:

- The company decides to face the site's automatic attack. If the on-guard card is a hazard creature keyed to the site or a hazard that can modify the automatic attack, then it may

be revealed before the automatic attack is resolved. Revealed hazard creatures will attack after the automatic-attack.

- The company plays a card that potentially would tap an untapped site. If the on-guard card is a non-creature hazard, it may be revealed if it is a hazard that affects the company or a character in the company that site phase. • The site phase ends. Return the card to your hand. [Quoted from Balrog Rules.]

Passive Conditions

- Any long or permanent event with no target has no direct effect when it resolves, other than setting up an effect ready to be triggered by a passive condition. [COE 52]
- Note that short-events will resolve their conditions before passive conditions, because the CRF says, “*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.*” This would mean that a card like In the Heart of His Realm can never be played in response to a card like Wizard’s Test to cancel it, because ITHOHR would resolve being played, then the test would resolve being played, then ITHOHR’s passive condition would be announced—too late to cancel the *Wizard’s Test*.
- Short events never create passive conditions. They have active conditions and restrictions for their effect to work. For the card to be declared in the current chain of effects, the active conditions have to be met. In the case of Beorning Skin-Changers, the active condition is just a moving hero company. When the card resolves, it checks to see if the company has Beorn or a warrior with a prowess greater than 4. This check is just considered part of the effect. If the company does not have these things, the effect is applied. The check and effect happens at resolution time.

Rescuing

Unless stated otherwise, when a host permanent event is removed from the playing surface, any cards placed off to the side under it are discarded [Balrog Rules]. Also, when a hazard host that takes characters prisoner is discarded by a resource such as Marvel’s Told, the imprisoned characters form their own company at the rescue site.

Resolve

According to the Lidless Eye rulebook, Glossary, Resolving an Action is “*Carrying out the actual effect on the game of an action. Multiple actions are resolved in a chain of effects in the opposite order they are declared.*” This means that fizzled cards, such as hazards successfully fizzled by Many Turns and Doublings, do not actually resolve, since no effects are carried out.

Short-events

See *Examples by Term, Passive Conditions*.

Sideboarding

- Note that “Tapping a Nazgûl to bring cards in from the sideboard does not turn the Nazgûl into a shortevent. It is discarded immediately upon declaration” [CRF]. This means that a Nazgûl getting tapped to sideboard can never be left on the table in a tapped, non-discarded state, since discarding the Nazgûl is part of the cost of declaring its use.
- Tapping a Nazgûl to sideboard can be cancelled by a hazard limit-reducing resource like Many Turns and Doublings. But since the Nazgûl is discarded upon declaration, there is no time to discard it with a card like Praise to Elbereth or Wizard’s River Horses, even if these resources are played in response.

Site

Note that cards played on a site (i.e. Siege) only affect the copy of the site they are played on, unless they say otherwise. [CRF]

Site Phase

- The CRF (Site Phase, General) says that: “*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.*” ‘Play any resource’ means playing any resource from hand or playing the abilities of any resource on the table.
 - *For example:* During the site phase at Mount Doom with your tapped out Ranger Wizard, you could NOT play And Forth he Hastened on your Wizard until you enter the site. Likewise, you could not play Gates of Morning, nor could use Cram to untap your Wizard. If there was a River on the site, it would be impossible for the Wizard to enter the site this turn.
- Cards that affect other companies may be played during another company’s site phase, but only after the character playing such a card has had his own site phase in which he entered. Voices of Malice and Marvel’s Told are exceptions to this rule.
 - *For example:* You wish to enter a site with Taladhan and play Malady Without Healing and then recycle it immediately with Akhorahil Unleashed. In order to do this you must have Akhorahil enter his site before Taladhan does.

Strike Sequence

- During the attack sequence or a character’s strike sequence you may only play cards that affect the attack/strike, including strike assignment and body/prowess.
 - *For example:* The resource player may play Flatter a Foe, And Forth He Hastened, Risky Blow, or use Fatty Bolger’s ability to cancel a strike or use Cram to untap. The hazard player could play Weariness of the Heart, Searching Eye.
- During the strike sequence, only one skill card can be used for a given action (for instance, only one Risky Blow may be played, since it calls for the Warrior skill).

- Note that in Wizards Rules, The Strike Sequence, one of the clarifications reads: “*Clarification: The prowess modification and maximum for a weapon is applied to a character before any other modifications.*”
 - *An example of this:* Beorn has a base prowess of 7 and a Sword of Gondolin (+2 prowess to a maximum of 8). He starts with a prowess of 8 before any other modifications are applied. Therefore if Beorn was tapped, his prowess would be 7 against a strike.
- See also *Examples by Term, Attacks, Creatures* and *Examples by Term, Attacks, Non-creatures*.

Timing

For Timing examples see *Examples by Term, Order of Effects*; *Examples by Term, Passive Conditions*; and *Examples by Card Title, Many Turns and Doublings*. You should also download the document called “*Timing Primer*.”

Untap Phase

Any short or permanent event resource that does not say otherwise can also be played during the untap phase.

- *Example:* My turn begins with my untap phase, and Bilbo is already untapped at Bree, so I decide to tap him and play Marvel’s Told. Marvel’s Told resolves. Now I decide to let the untap phase’s effect of untapping and healing characters resolve. Bilbo untaps.