

Lord of the Rings TCG July FAQ Addendum

The following rulings are official and soon will be integrated into the LOTR TCG FAQ. An entry preceded by Δ identifies a change in gameplay and is not in effect until July 9, 2002.

Section 1 – By card number

Δ A Ranger's Versatility - Erratum 1 U 113

Maneuver: Exert a ranger at a river or forest to exhaust a minion.

Δ Thrór's Map - Erratum 1 R 318

Plays to your support area.

Fellowship or Regroup: Exert 2 Hobbits and discard Thrór's Map to play the fellowship's next site (replacing opponent's site if necessary).

Δ We Must Go Warily - Erratum 3 C 48

Response: If the fellowship moves in the regroup phase, exert a * companion twice to make each minion's twilight cost +1 until the next regroup phase.

Saruman, Keeper of Isengard – 3 R 68

Archery wounds may not be assigned to Saruman.

Saruman, Servant of the Eye – 3 C 69 and 0 P 11

See Saruman, Keeper of Isengard.

Old Noakes, Purveyor of Wisdoms 3 C 111

If a Shadow card gives you the choice of discarding a card from hand or taking a different action, that card does not activate Old Noakes' game text.

Section 2 – By game turn

Move limit

If the move limit is modified for a turn, then that modification is in effect for the whole turn, even if the conditions for the modification change.

Actions - action types

If a phase action can be played in multiple phases (for example, **Maneuver** or **Skirmish**), its action type is of the phase during which the action is taken. For example, Gates of Argonath does not prevent Stout and Sturdy from being played during a skirmish phase.

Fierce

A minion must be fierce at the start of the fierce assignment phase to participate in a fierce skirmish. For example, if Saruman, Keeper of Isengard is killed before the fierce assignment phase, then Uruk-hai are no longer fierce because of him.