

# FREQUENTLY ASKED QUESTIONS

## WAR OF THE RING SECOND EDITION

### RULEBOOK ERRATA

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#### NOTES ON THE SECOND EDITION

The reference to the “Ents of Fangorn” Event cards should be to the “Ents Awake” Event cards.

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#### COUNTER SUMMARY

The backs of the Elven Rings Counters and the Fellowship Progress Counter have been switched in the Counter Summary and on page 21 (Elven Ring Counters) and 36 (Fellowship Progress Counter). The physical counters are correct and they are correctly shown.

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#### PLAYING EVENT CARDS

The reference to the “Knights of Dol Amroth” Event card should be to the “Imrahil of Dol Amroth” Event card.

PAGE 38 — CORRECTION IN BOLD

#### FELLOWSHIP IS REVEALED BY A HUNT FOR THE RING

When the Fellowship is revealed, turn the Fellowship Progress Counter to its Revealed side, after which the Free Peoples player must move the Ring-bearers figure (as described in the previous section), except that this movement can never end in a region containing a **Free Peoples Stronghold or City controlled by the Free Peoples**.

PAGE 41 — CORRECTION IN BOLD

#### HUNT EFFECTS WHEN DECLARING OR REVEALING THE FELLOWSHIP

When the Free Peoples player declares the Fellowship, certain abilities and events may force him to draw a Hunt Tile. When this happens, ignore any reveal icon on the drawn tile if the Fellowship has been declared in a Free Peoples Stronghold or City **controlled by the Free Peoples**.

### RULEBOOK CLARIFICATIONS

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#### SETTLEMENTS

The term “Free Peoples City/Stronghold/Settlement” (or “Shadow City/Stronghold/Settlement”) is used, on Character and Event cards, to refer to any City/Stronghold/Settlement originally belonging to the Free Peoples (or Shadow) player, regardless of which player currently controls it (unless control is explicitly mentioned).

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#### DRAWING EVENT CARDS

All draws are completed before a player needs to discard Event card from his hand, down to the hand limit of six cards (e.g. if the player holds six cards at the beginning of the Recover Action Dice and Draw Event Cards phase he will draw both cards and then, as he now holds eight cards, discard down to six).

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#### ARMY MOVEMENT

An Army can move several times per turn, as long as it uses a different Action die for each movement.

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#### TIMING OF COMBAT CARDS

If a Combat Card has more than one effect (e.g. “Mûmakil”) it has one initiative number for each effect with a different timing.

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### ACTIVATING FREE PEOPLES NATIONS

A Companion with the appropriate Nation icon can activate that Nation both when he ends his movement in a City or Stronghold of that Nation and if he enters play in a City or Stronghold of that Nation.

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### THE FELLOWSHIP IN SHADOW STRONGHOLDS

If the Fellowship's path is traced through more than one Shadow Stronghold (still controlled by the Shadow player) when it is revealed one Hunt Tile is drawn for each such Stronghold.

## EVENT CARD CLARIFICATIONS

### DEAD MEN OF DUNHARROW {NEW 1.2}

Normally, it is not possible to recruit in a Shadow-controlled region, and to retake control using an Event card. This card is an exception, to recreate the events in the book (the Shadow army flees from the Dead Men, and then men are recruited from the neighboring area). Using this card, it is possible to recruit in the target region (Erech, Lamedon or Pelargir), even if the region is still controlled by the Shadow; then, the recruited Gondor units will take control of that region. To clarify, add "taking control if necessary" at the end of the card text.

### RIDERS OF THÉODEN

The Leader recruited must be a *Rohan* Leader.

## COMBAT CARDS CLARIFICATIONS

### CONFUSION

Hits are scored on any *unmodified* die results of "1".

### CRUEL AS DEATH

"Subtracting" Nazgûl Leadership is synonymous with "forfeiting" Nazgûl Leadership.

### HEROIC DEATH

The Leader to be eliminated must be a *Free Peoples* Leader.

### THEY ARE TERRIBLE

"Subtracting" Nazgûl Leadership is synonymous with "forfeiting" Nazgûl Leadership.

# LORDS OF MIDDLE-EARTH EXPANSION

## CHARACTER CARDS CLARIFICATIONS

### SMÉAGOL

The effect of the draw of a Sméagol tile is applied immediately, before the sequence for resolving the Hunt begins.

For this reason, the Free Peoples Character Event Card “Mithril Coat and Sting” cannot be used to cancel a drawn Sméagol tile (e.g. The Free Peoples player cannot use “Mithril Coat and Sting” to prevent Sméagol from entering the game, or to prevent the Shadow player from using “We Won't Go Back,” when a Sméagol tile is drawn).

**Q: Can the alternate version of Boromir, Legolas, and Gimli separate to different regions, when separating using their Guide ability because of the draw of one Hunt tile?**

A: No. They must separate as a group, if multiple Companions separate as an effect of the resolution of the same tile.

**Q: Can the alternate “Hobbit of the Shire” version of Meriadoc/Peregrin re-appear in a besieged Stronghold when using their “Art of Disappearing” ability?**

A: No. This movement of Meriadoc/Peregrin follows the same rules as normal movement of Companions outside the Fellowship.

## EVENT CARDS CLARIFICATIONS

**Q: How does the Shadow Event Card “We Won’t Go Back” interact with the Hunt resolution?**

A: If the Shadow player decides to use “We Won’t Go Back,” you immediately add two Corruption points to the Ring-bearers. This effect can not be prevented using cards or abilities which modify the Hunt.

**Q: How does the Shadow Event Card “We Shall Get It” interact with the Hunt resolution?**

A: If the Shadow player decides to use “We Shall Get It,” another Hunt tile is drawn (as replacement) before the Hunt Resolution begins (i.e. any Guide abilities, Event Cards in play, or sacrifice of Companions to protect the Ring-bearers used by the Free Peoples player will be used to affect the new Hunt tile).