The Lord of the Rings: The Card Game
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To add in next version (as of 17/03/2015) :
- see «New content from 1.8» section

Asked Questions
This section contains the questions players have asked through Fantasy Flight Game website. It retraces answers those players receive and their question is that arise while playing The Lord of the Rings: The Card Game.

Q: The impassable bog reads: when revealed, add 1 token to Gollum for every location in the staging area. When this text is triggered, is the just-revealed Bog considered in the staging area? In other words, does the Bog count itself as a location in the staging area?
A: Encounter cards are revealed from the encounter deck, their "When Revealed" effects are resolved, and the card is then placed in the staging area. So the Bog has not yet entered the staging area when its effects resolve.
http://community.fantasyflightgames.com/index.php?showtopic=58753#5
99863

Q: With the Encounter card "Wargs" there is an effect that says "If Wargs is dealt a shadow card with no effect, return Wargs to the staging area after it attacks." So how dose "Dawn Take you All" effect it? As the shadow card is discarded before it is revealed dose this count as "no shadow effect", or is the fact that the card is discarded before reveal mean that the entire "check to see if it attacks with a shadow card" is ignored? Basically what I am asking is if you use "Dawn Take you All" to discard a shadow card on a "Warg" enemy... does it stay in the combat zone after it attacks?
A: Because "Dawn Take You All" discards the card before it is revealed, the attempt to check whether or not that card has an effect does not trigger. (When the card would be revealed in combat, there is no card there.)
http://community.fantasyflightgames.com/index.php?/topic/58753-3-quest
ions-to-ffg-and-official-responses/?p=579021

Q: I'm curious as to how the Cave Troll's splash damage is supposed to work. Do I

need to choose a character to take as much of that damage as they can before dying (with any extra continuing to a third character), or are those 3 points of damage to be distributed among my characters as I see fit? The official response from someone else asking about the Cave Troll was: "The 'overflow' damage is assigned point by point. If it kills off a character, there is still overflow from the attack that needs to be assigned." Phrases like "for each point of damage" and "point by point" seem to me to suggest that it is the latter, that the damage is freely distributed.

A: You can distribute the excess damage as you see fit. Each point (as per the language on the Troll) is resolved individually.

http://boardgamegeek.com/thread/786309/question-about-cave-troll

Q: Landroval's ability, is it limited once a game per player? Or is it limited to once a game per-card? As in if you run 3 cards, can you use that ability 3 times, one for each card? Also, if 2 players use Landroval, then can both players activate their Landroval cards separately? I know you can only have 1 on the table at a time, but does the "once per game" thing cover ALL players or only the player that controls the card. Lastly, we know that going into your hand dose not reset the "once per game" rule, but dose playing the card form your graveyard also not reset the ability? Thanks as always for giving us a defiant answer.

A: "Per game" limits are not card specific; they refer to any copy of the effect under that player's control. If you have reached the "per game" limit, you cannot trigger that effect again, with another copy of the card in your deck, a copy of the card you gained control of from another player, or from the same card that has left play and re-entered the game.

http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-r ule-clarifications/#entry4141

Q: Is a hero shuffled into deck by Lost and Alone considered to be "dead" for scoring purposes, or for the purpose of eliminating a player if that is his last hero?

A: A hero shuffled back into the deck is not dead unless the effect that shuffled him in the deck says he is dead. If that was your last hero in play, however, you would be eliminated from the game at that time.

http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-r ule-clarifications/page__st__20#entry11400

Q: I travel to Forest Gate: Response: After you travel to Forest Gate, the first player may draw 2 cards. So I draw two cards, one of which being Strength of Will: Response: After you travel to a location, exhaust a Spirit character to place 2 progress tokens on that location. Can I play it immediately to place 2 progress tokens on Forest Gate I just travelled to? Is the "After you travel" trigger still available after I drew the cards?

A: You can play the Strength of Will that you drew with the Forest Gate. When multiple Response effects share the same trigger, you can decide which order to trigger them in. So in this example, you can choose to trigger the Forest Gate first to draw 2 cards. One of those cards (Strength of Will) happens to have a Response effect that can be triggered as well, so you choose to play that next. Any Response effect that has a trigger needs to be played immediately after its trigger. (It's because you can only play 1 effect at a time that the players get to choose which order to resolve multiple Response effects with the same trigger.) Once the game advances (a player plays an action, a new phase begins, etc.) the opportunity to play a Response is done.
http://boardgamegeek.com/thread/762544/question-about-the-card-valiant-sacrifice-core-set/page/2

Q: I spend 1 resource for Blood of Numenor (Heirs of Numenor, 13) and my hero still has 4 resources. The attached Hero gets +4 DEF. If by any way this hero gains more resources, does he gain +X resources as well?
A: Blood of Numenor is a triggered effect that lasts until the end of the phase. The additional defense it provides is based on the number of resources in the attached hero's resource pool at the time it is triggered. So, if Aragorn had 5 resources in his pool when you triggered Blood of Numenor, he would get +4 defense until the end of the phase. If you paid 2 more resources from his pool to play For Gondor! after that, he would still have +4 defense from Blood of Numenor.
http://community.fantasyflightgames.com/index.php?/topic/80004-blood-of-numenor/

Q: When exactly do we shuffle back the encounter deck if it is empty? If the encounter deck has only 2 cards left (2x Collateral Damage). I reveal the first. I have to discard 2 cards, but there is only one left. When do I shuffle back the encounter deck? When do I discard the Collateral Damage I'm resolving? Directly after the last effect is resolved? First thing after I read the card and before I resolve the first effect?
A: The rules for the Quest phase under step 2: Staging say: "If the encounter deck is ever empty during the quest phase, the encounter discard pile is shuffled and reset back into the encounter deck". So, you would discard the top card, shuffle the encounter deck discard pile back into the deck, and continue discarding. The Collateral Damage (or any treachery card) is not discarded until after its effects have been resolved.
http://sdajce.forumactif.org/t1551-le-designer-a-parle
　　　(French)

Q: Approaching Cair Andros is the current quest card. I quest while my threat is at 34 when I reveal a Watcher in the Wood that raises my threat to 37, which is the

threshold for Approaching Cair Andros to gain Siege. Should Watcher in the Wood gains surge? Can I interrupt the resolution of the effect to play Elfhelm's response?

A: After you reveal Watcher in the Wood, your raise your threat by 3 to 37, giving the current quest the Siege keyword. Then, Elfhelm's response triggers to reduce your threat by 1 back down to 36 and the quest lose the Siege keyword. This all happens before resolving the 2nd line on the treachery card, so when you check for the keyword to determine whether or not Watcher in the Wood gains surge, it does not have Siege and the card does not surge.

http://sdajce.forumactif.org/t1573p30-questions-reponses-avec-caleb-grac
e   (French)

Q: When the last cards of the encounter deck has the surge keyword, should this card be shuffle with the other after resolving it?

A: The rules actually say that any time the encounter deck is empty during the quest phase to shuffle the discard pile back into the deck. That creates a sort of constant game effect that needs to be resolved immediately, even before the last card from the encounter deck is resolved. So, if the last card is a treachery with surge, shuffle the encounter discard pile back into the encounter deck first, then resolve the "when revealed" on the card and discard it. After that, you resolve the surge.

http://sdajce.forumactif.org/t1573p30-questions-reponses-avec-caleb-grac
e   (French)

Q: Can we spend resources from an unconscious hero? Can we heal an unconscious hero? Can we assign undefended attack's damage on an unconscious hero? When we "ready" an unconscious hero, does it recover his last state (ready/exhaust) or does he always ready? Can we exhaust an unconscious hero to pay for cost?

A: The limitations of being unconscious are spelled out on each stage of the Flies and Spiders quest. There are no unlisted limitations. The rules make no distinction if a character was ready or exhausted before it was made unconscious: when you ready an unconscious character, they are placed in the 'ready' position. You are correct that "rotate 180 degrees" was another way of saying "put the card head down." That probably would have been a better way to say it. You cannot exhaust unconscious characters because to exhaust a character it first has to be in the 'ready' position. Bilbo's ability would still work because it is not a 'triggered' ability.

http://sdajce.forumactif.org/t1751p15-question-personnages-inconscients-reponse-officielle (French)

Q: If we play Ancient Mathom on Amon Lhaw, can we draw cards when the location is explored?

A: Ancient Mathom would've been better worded as: "Response: After attached location leaves play as an explored location, the first player draws 3 cards." That is

how its effect works. The term "explored" as it is used in the current wording is essentially short-hand for the above language. For Ancient Mathom to trigger its ability the location it was attached to must first leave play, either by being discarded or added to the victory display.

Discarding a location (or adding it to the victory display) when it has progress equal to its quest points is not separate from exploring that location, it is the very definition of exploring a location. Therefore, when Ancient Mathom is attached to the active location Amon Lhaw, its ability will still work after Amon Lhaw leaves play as an explored location.

http://sdajce.forumactif.org/t1623p15-question-un-ancien-mathom-a-amo n-lhaw-timing-de-resolution-reponse-officielle   (French)

Q: If we play Thror Key on a Warg Lair, can we draw cards when the location is explored?

A: Thror's Key works differently from Ancient Mathom. Thror's Key creates a constant effect that doesn't end until after the attached location is discarded whereas Ancient Mathom has a Response effect that triggers after the attached location leaves play. If you attached Thror's Key to Warg Lair, its only effect would be to prevent you from drawing a card when Warg Lair left play.

http://sdajce.forumactif.org/t1879p15-question-precision-de-timing-clef-de -thror-sur-taniere-de-warg-reponse-officielle (French)

Q: Can a character have more damage than hit point? Can we deal more Archery damage on a character that it has hit points? If there is two Silvan Refugees, can we assign 1 archery damage to both?

A: Damage from Archery keyword cannot be over-assigned to characters you control. It must be divided among characters you control until either there is no damage left to assign or no characters left to assign it to. The damage is applied simultaneously, so you can assign damage to more than 1 Silvan Refugee because their Forced effect will not trigger until after all the damage has been assigned.

http://sdajce.forumactif.org/t2210p15-question-archerie-x-assignation-et-t iming-reponse-officielle   (French)

Q: When a dwarf ally is put into play by To Me! O My Kinsfolk! effect and he dies, does it get back under our deck from the discard pile?

A: The lasting effect created by To Me! O My Kinsfolk! only applies if the character is still in play at the end of the phase. After a card leaves play, it can no longer be targeted by effects unless those effects specifically target a card in an out of play state. The extra text on Sneak Attack was only to help players understand how it works, but it's the same for both cards.

We did reverse / reword some rulings that I had previously sent to players because either I was wrong or there was a better solution. If you want more clarification on

particular rulings, you would have to remind me which ones I changed.
http://sdajce.forumactif.org/t2167p15-carte-a-moi-o-tous-les-miens-repon
se-officielle (French)

Q: If there are no more cards in our deck, how do we assign poison counter from Venom keyword?
A: If you run out of cards in your deck when the Venom keyword triggers, then there are no cards to attach as poison and nothing happens.
http://community.fantasyflightgames.com/index.php?/topic/79743-poison-and-running-out-of-cards/

Q: Does Fresh Tracks prevents «when revealed» effect on an enemy just revealed from the encounter deck with 1 hit point?
A: You cannot play Fresh Tracks to cancel any effects on an enemy just revealed from the encounter deck because it doesn't trigger until after that enemy is added to the staging area.
http://boardgamegeek.com/thread/1036471/fresh-tracks-official-answer

Q: We are using the Cave Torch to place progress token on Twisting Passage, but there is only 1 card left in the encounter deck. We have: A: Forced effect of Cave Torch trigger when Cave Torch is exhausted as the cost of an effect and B: Forced effect of Twisting Passage trigger before progress token are placed as the resolution of an effect. If there is a time gap between paying the cost of an effect and the resolution of the effect, then B should resolved before A.
If Forced effect can't interrupt effect resolution, then A should resolve before B. If there is no time gap and Forced effect can interrupt resolution of other effect, then the first player can choose. What is the right sequence?
A: The Forced effect of Cave Torch is not a cost. It is a Forced response to triggering its effect. A cost always comes before the effect. In this case, when you exhaust the Cave Torch, the resolution of that effect is to put 3 progress tokens on Twisting Passage. Then, you will resolve the Forced effect on Cave Torch. But the Forced effect on Twisting Passage interrupts the resolution of that effect by forcing you to make a locate test. There is no choice for the first player to make because the timing of Twisting Passage (before placing progress...) triggers before Cave Torch (after Cave Torch exhausts...).
http://sdajce.forumactif.org/t647p15-question-timing-torche-des-cavernes
-et-embranchement-reponse-officielle   (French)

Q: We know that cards that are revealed resolved their «When revealed» effect before being in play. For the Orc Arsonist, his Forced effect will trigger while he is in play, so he should be a valid target for his own effect, is that right?
A: Yes, Orc Arsonist will give itself a shadow card when it engages a player.

http://sdajce.forumactif.org/t1727-carte-les-heritiers-de-numenor-orc-ince
ndiaire-reponse-officielle   (French)

Q: We have managed to reach the Continuing Eastward quest, and we make a locate test. The «Then» on the third sentence is preceded by a sentence with «If». Should we resolve the «Then» effect resolve if and only if the test is failed or even if the test is passed?
A: You should only resolve the "then" effect if you trigger the "if" effect on Continuing Eastward.
http://sdajce.forumactif.org/t921-quete-continuez-vers-l-est-reponse-offici
elle (French)

Q: The shadow text of Driven by Shadow has two effects, when defended and when undefended. But only the undefended part mentions that attachment must be controlled by defending player. Is this intentional?
A: Yes. Shadow effects typically target the defending player (the player the enemy is attacking), but the first line of this effect targets the defending characters. So if I used Sentinel to defend for you, I would have to discard an attachment from my character.
http://sdajce.forumactif.org/t1123-carte-boite-de-base-conduit-pas-l-ombr
e-effet-ombre-pas-de-precision-sur-le-controle-de-l-attachement-reponse-
officielle   (French)

Q: We have Eagles of the Misty Mountains with less than 3 poisons cards attached. Does he gain +1 [attack] and +1 [defense] for each poison cards?
A: Yes. The Eagles of the Misty Mountains do not like being poisoned: it makes them angry (just before they pass out).
http://sdajce.forumactif.org/t2185-question-quels-attachements-boostent-l
es-aigles-des-monts-brumeux-reponse-officielle (French)

Q: We offer Gandalf a Good Meal for his Search. Does the X of the effect on cards that cost X equals to the lowered cost or the total cost before discount?
A: When playing a card with X cost, discounts are applied after determining the cost. So in this case you could use Good Meal to lower the cost by 2, play Gandalf's Search and declare X is equal to 2, and then reduce its cost to 0.
http://sdajce.forumactif.org/t2253-question-bon-repas-et-carte-avec-un-co
ut-de-x-reponse-officielle   (French)

Q: We are playing a solo game in the underground and Elfhelm had scouted a Zigil Mineshaft. The action is for player to decide to resolve. The threat was from an effect of an encounter deck but a lot of people say that, because it is a cost, it is the player himself that raise his threat, so Elfhelm won't work.

A: Encounter card effect refers to the source of the effect. The Action on Zigil Mineshaft is an effect on an encounter card. That makes it an encounter card effect. So Elfhelm's ability will work.
http://sdajce.forumactif.org/t1687p30-carte-les-marais-des-morts-elfhelm-resolu-reponse-officielle   (French)

Q: If discarding work like a cost, you should gain control of Misty Mountain Eagle (the objective) before being able to discard it. Is this intended?
A: The cost of Misty Mountain Eagle is to spend 2 Baggins resources. The effect is discarding it and a non-unique enemy in the staging area.
http://sdajce.forumactif.org/t1750-questionla-bataille-des-cinq_armees-bol g-precision-sur-le-terme-revele-et-capacite-de-l-aigle-des-monts-brumeux-reponse-officielle   (French)

Q: Surge is distinctly said to take effect after the when revealed effect. But nothing is said about other keywords. I think I once saw a clarification that keywords are passives or rules text, something like that, that enables them to take effect before when revealed effect, but it may be my imagination. How do we resolve the order of keywords? Simply by order of appearance or something like it's a passive text rule or perhaps, like surge, should it trigger after?
A: FAQ item 1.37 addresses the order of resolution for effects. Passive abilities (such as keywords) come first. Surge is a special case because the rules for the keyword indicate that the extra card should be revealed after the card with surge. With regard to Star in Sky, the players would first resolve the Prowl 2 and then resolve the When Revealed effect.
http://sdajce.forumactif.org/t2268p15-question-la-foret-de-druadan-homm es-dans-l-obscurite-et-questions-sur-les-mots-cles-reponse-officielle (French)

Q: Here, we have a Cave Entrance in the staging area, and we have played Silvan Refugee and Saruman, targeting the Cave Entrance. The end of the turn arrives, and Saruman leaves play.
We are now dealing with a Forced effect from Silvan Refugee that trigger on Saruman leaving play, and a Forced effect from Cave Entrance that trigger on end of turn but could not have been resolved before Saruman left play. What is the right order of resolving this?
A: At the end of the round, you discard Saruman. That immediately triggers the Forced effect on Silvan Refugee, discarding it from play. Now it is still the end of the round when Cave Entrance is considered to be in play again, so you would need to trigger its ability before beginning the next round.
http://sdajce.forumactif.org/t2254p15-question-effets-en-fin-de-tour-sarou mane-entree-de-la-caverne-refugie-sylvain-reponse-officielle (French)

Q: There are a number of effects that say "Search the Encounter Deck and the Discard Pile for x" Dose this command imply an order... as in search the encounter deck 1st, then the discard pile or does it mean you can simply choose witch one you want to search in? If so, why does it not say "or" instead of "and". Also, as it says "and" does this mean that you gave to search in both. So the encounter deck gets shuffled no matter what? Like is the command saying "reveal the encounter deck, and look in the discard pile at the same time, and choose card X, then shuffle the encounter deck"?

A: You are searching both the encounter deck and the discard pile, so order does not matter. If you choose to search the encounter deck first, even if you find a candidate for the search, you should continue to search the discard pile. And vice versa. Abstractly, you are searching them both at the same time--while physically you can only look through one stack of cards at a time--it's still considered one single big search. And yes, the encounter deck should be shuffled, even when you find your candidate in the discard pile.

http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-rule-clarifications/#entry4363

Q: When we crossed the Anduin there were two Pelennor Fields in the staging area. Now when there is no active location we have the option to travel there. If we decide not to travel to Pelennor Fields should we increase our thread by six? If we decide to travel to one of the Pelennor Fields should we increase our thread by three for the one we didn't travel to?

A: If a card is self-referential, it refers only to that copy of itself. If multiple copies are in play, and you travel to one, the other would resolve. If you travel to neither, they both resolve once, for themselves. A card that refers to other copies of itself will use language to the effect of "any copy of..." or "another copy of..." or "a card with the Title..." In the absence of such a term, if a card refers to its own title in the text it should be read as self-referential, and only self-referential.

http://boardgamegeek.com/thread/800008/the-massing-at-osgiliath-3-rule-questions-rec

Q: I reveal a Fell Voices. In the encounter discard pile, the topmost snow card is a Snow Warg and the next one is Avalanche!. My question is do I have to put the topmost one (i.e. Snow Warg) on the encounter deck first and then Avalanche! on its top (i.e. next card I reveal from the encounter deck will be Avalanche!), or I can take these two cards out from the discard pile and rearrange their order to be put on the encounter deck?

A: Because Fell Voices does not specify the order in which you return the 2 cards to the top of the encounter deck, then the first player will decide.

http://community.fantasyflightgames.com/index.php?/topic/72027-fell-voic

es-the-redhorn-gate/

Q: Question about the beginning of the resource phase, the additional card draw provided by Ori and Bilbo and what happens with Iron Shackles?
A: The beginning of the resource phase is the beginning of the round. Ori and Bilbo each provide an additional card draw that comes after the regular card draw at the beginning of the resource phase. So if Iron Shackles were discarded instead of drawing a card, Bilbo and Ori would still provide 1 additional card draw.
http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-rule-clarifications/page__st__40#entry18770

Q: The Sewers location that says underworld 1. So when it enters play you put 1 card underneath it. It also has "When revealed: place 1 card underneath the active location if able". Which comes first?
A: When revealed comes first.
Redactor Note: the Underworld keyword trigger when location enters play, not when it is revealed.
http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-rule-clarifications/page__st__40#entry54750

Q: When a villager is discarded, Lord Alcaron's ability retrieves the discarded villager (resource token) and places it on a location. Since this response occurs "after a villager token is discarded" does this mean the Dead Villagers text still triggers and damage token is still placed on it?
A: The word "instead" in Lord Alcaron's ability indicates that it is a replacement effect. So if his ability is used to place a just discarded villager token on a location, then it hasn't actually been discarded because it has been placed on a location instead. That means if you use Alcaron to prevent a villager token from being discarded by a just revealed Orc Ravager, the Orc Ravager would gain surge.
http://boardgamegeek.com/thread/1023641/amon-din

Q: I have the new Gandalf in play, which has the card text "Forced: At the end of the refresh phase, discard Gandalf from play...", who becomes unconscious. Does his Forced Response still trigger at the end of the refresh phase?
A: Gandalf's Forced effect is a triggered ability, so if he is made unconscious his Forced effect will not trigger and he will not be discarded at the end of the refresh phase.
http://community.fantasyflightgames.com/index.php?/topic/88059-more-questions-about-flies-and-spiders/

Q: If you use Small Target and it succeeds, is the enemy still considered to be "attacking you?" Would O Elbereth be a legal play after successfully using Small

Target?

A: If you play Small Target and the shadow card has no shadow effect, then the attacking enemy's attack is resolved against a different enemy engaged with you. In that case, you are no longer the target of the attack and the enemy would no longer be attacking you. Therefore, it would not be a legal target for O Elbereth! Gilthonial!

http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-rule-clarifications/page__st__40#entry55054

Q: if I discarded another copy of Collateral Damage from the encounter deck with the initial 2 discarded cards, does that mean I have to discard 2 more for the copy just discarded? Or does the "Discard an additional 2 cards from the encounter deck for each copy of CD in the discard pile" effect happen immediately, at the same time as the initial 2 discarded cards, negating any other CDs discarded from having any effect?

A: "When Revealed" effects are resolved on a sentence-by-sentence basis. When Collateral Damage is revealed, you discard the top 2 cards of your deck first. Then you discard 2 additional cards for each copy of Collateral Damage in the discard pile. Lastly you count the number of locations just discarded and raise your threat by the appropriate amount.
If a copy of Collateral Damage is discarded by the first sentence, then you would count that copy when resolving the second sentence.

http://community.fantasyflightgames.com/index.php?/topic/86498-collateral-damage-peril-in-pelargir/

Q: "Feint" and "thicket of spears" will stop an enemy or multiple enemies from attacking "this phase." Does this mean that these events are not resolved and are not discarded until the end of the combat phase?

A: Unless an event card says otherwise, it should be discarded as soon as it is played. That would allow Hama to retrieve a Feint just used to prevent an enemy from attacking.

http://community.fantasyflightgames.com/index.php?showtopic=83137

Q: Can we play cards with no resource match by playing A Good Harvest even if the cost is 0?

A: A Good Harvest does not allow players to play 0 cost cards without a resource match. Since you are not using any resources to pay for the card, the ability of A Good Harvest does not apply and you still need a resource match.

http://boardgamegeek.com/thread/1001946/a-good-harvest-and-0-cost-cards

Q: When exploring the Forest Grove, does the Athelas comes into play guarded?

A: Because the Athelas is not revealed when you trigger the Response of Forest Grove, you place an unguarded Athelas in the staging area.
http://sdajce.forumactif.org/t475p15-question-athelas-issu-du-bosquet-rep onse-officielle (French)

Q: Do we decide the order of multiple cards that are discarded by a single effect?
A: Most effects that discard cards from the top of the encounter deck say something like "Discard cards from the top of the encounter deck until..." When resolving an effect like that, each card is discarded one at a time so that the order is fixed. However, if the players are given a choice to discard a certain number of player cards or encounter cards all at once, then the player who is discarding will get to decide. For example, if an encounter card instructed me to discard 3 cards from my hand, I would choose the order I placed them in the discard pile.
http://sdajce.forumactif.org/t1935-question-ordre-de-defausse-des-cartes-de-rencontre-reponse-officielle   (French)

Q: I use Erestor action this turn. He dies, I bring him back into play. Can I use its ability again? I use Sneak Attack on Erestor in Quest Phase. I use its action. I use Sneak Attack on another copy of Erestor during the Combat Phase. May I use its ability again? I quest with Beorn (Ally), and then I use its action to send it back in the deck. I use Timely Aid to bring back Beorn in play (the same or another copy…) May I use its action again?
A: If a card with a "limit once per round" ability leaves play after triggering its effect and is returned to play during the same round you can trigger its ability again. So, the answer to your first three examples is "yes."
http://sdajce.forumactif.org/t1990p15-question-les-limites-une-fois-par-to ur-et-l-unicite-d-une-carte-reponse-oficielle   (French)

Q: Playing The Dead Marshes at stage The Capture. If Gollum is not in-play when this stage is defeated, the escape test must still be taken, but Gollum won't be captured and the quest deck will be reset, correct?
A: Correct.
http://boardgamegeek.com/thread/728325/stage-2b-gollum-not-in-staging -area

Q: Does attacks made by the effect of Hands Upon the Bow are considered ranged attack?
A: As the card is currently worded, Hands Upon the Bow grants a normal attack and not a ranged attack.
http://community.fantasyflightgames.com/index.php?/topic/79885-ranged-attack/

Q: The rules for Assault on Osgiliath say "Locations under any player´s control are still in play. Their game text is active and they can be affected by card effects" Does this mean we can still place progress tokens on those locations with effects like Asfaloth and the like? If so what happens if we place enough progress on them to equal their progress value? Would the tokens get discarded or would the location go straight back to player control if it is returned to the staging area? Are we supposed to still be able to use the actions of player-controlled locations, like Ruined Tower´s ability to travel to it? This might be a good approach (if valid) in situations where having too many controlled locations would outright mean the death of heroes or the like.

A: You can still place progress on Osgiliath locations you control. However, when you lose control of an Osgiliath location, the rules say you must discard all progress from it before returning it to the staging area. If you did place progress on a location you control equal to its quest points, then the first player would take control of the location instead of it being discarded. The rules also say to discard all progress from it at that point.

I like your idea of traveling to a location you already control. That is a cool idea, and the rules for the scenario do allow it. You would lose control of the location when it leaves your play area, but I think that was your point.

http://community.fantasyflightgames.com/index.php?/topic/90773-controll ed-locations-an-official-response/

Q: The Map of Earnil seems to be playable with Will of the West. If that is possible, should we shuffle Will of the West and Map of Earnil in the deck without putting the Will of the West at the bottom of the deck? Also, if we use a good meal with a leadership hobbit hero, could we lower the cost to play second breakfast while it is played from the discard using the Tome of Atanator?

A: When you play an event in The Lord of the Rings LCG, you resolve its ability and then discard it. So when you play Will of the West, you will shuffle your discard pile into your deck before discarding it. If you used Map of Earnil to play Will of the West, you will place it on the bottom of your deck instead. While the event is being resolved, it is neither in your hand nor in your discard pile. This is similar to treachery cards revealed from the encounter deck: the When Revealed effect on the treachery card must be resolved before it is discarded. During that time, the treachery card is neither in the encounter deck or encounter discard pile.

With regard to Second Breakfast, you could use Tome of Atanator to play Second Breakfast from your discard pile and then retrieve the just discarded Tome with the Second Breakfast.

You can reduce the cost to play Second Breakfast by using A Good Meal the way you described.

http://sdajce.forumactif.org/t2240-question-le-cycle-des-archives-book-of-eldacar-parchemin-d-isildur-tome-d-atanator-carte-d-earnil-reponse-officiel le   (French)

Q: Does moving resources from one hero's resource pool to another's is considered as adding resources to the receiving hero's resource pool? Will Harbor Master gain his bonus if we use Errand Rider ability?
A: No, moving resources is not considered adding resources and Errand Rider will not trigger the Harbor Master's response.
http://boardgamegeek.com/thread/1044315/harbor-master-and-errand-rid
er

Q: I'm half way through a game of A Shadow of the Past and I have the Lore Ally Gildor Inglorion in play. The Gildor Inglorion Objective Ally is drawn from the encounter deck. What happens?
A: The unique rules for the game prevent the objective ally from entering play at that point because you already have Gildor in play. That means the Gildor objective ally will be discarded with no effect.
http://boardgamegeek.com/thread/1053647/gildor-inglorion

New content from 1.1

Q: If I use Risk Some Light (DD 136) when there are only 1-2 cards in the encounter deck, do I reshuffle the encounter discard pile so that I can see 3 cards? Or is the encounter deck not considered empty when I look at those 1-2 cards?
A: Risk Some Light does not actually remove the encounter cards you are looking at from the encounter deck, therefore you would not shuffle the encounter discard pile back into the encounter deck if there were less than 3 cards to look at. Even during the quest phase, you would only look at the top 1 or 2 cards of the encounter deck.
**http://boardgamegeek.com/thread/1029079/risk-some-light-enc
ounter-deck-low-with-official**

Q: When you play Song of Earendil and you give the control to other player, who draws the card it says?
A card does not enter play until after its costs have been paid. Once the card enters the game in its appropriate game state, then it has entered play. For example, once you pay the cost for Song of Earendil and you have attached it to a hero, then it has entered play.
At that time, the player who controls the hero it is attached to will control the attachment. Therefore, the player who can trigger its response is the player who controls the hero it is attached to. In other words, if you play it on your friend's hero, your friend gets the card draw.
**http://community.fantasyflightgames.com/index.php?/topic/9244
4-who-draws-card-by-earendil/page-2**

Q: Several encounter cards in the Black Riders expansion have effects using the wording "put [...] enemy into play engaged with the first player". When this happens, does it grant an opportunity to trigger Sam Gamgee's response "After you engage an enemy"?

A: Any time an enemy ends up in your play area, engaged with you, it has engaged you and you have engaged it. It doesn't matter if it comes from the staging area, the encounter deck, discard pile, or even out of play: if it ends up in your play area, it has engaged you. And if that enemy's engagement cost is higher than your threat, Sam's ability will trigger at that time.

http://community.fantasyflightgames.com/index.php?/topic/9252 8-sam-gamgee-and-the-prancing-pony/#entry896667

Q: So say Player A has two Ranged characters, and Player B is engaged with an Enemy. If Player A declares one (or more, depending on above answer) Ranged character/s as an attacker against that Enemy engaged with Player B, Can Player B's normal characters participate in that attack? What if those characters (Player B's) have Ranged themselves?

A: Normal characters cannot participate, as it is not player B's turn to attack. Ranged characters cannot participate, as the enemies are not engaged with another player.
http://boardgamegeek.com/thread/711353/uses-of-ranged

New content from 1.2

Q: The new FAQ clarifies that actions can be played between steps 2 (reveal card from your deck) and step 3 (discard cards) during a burgle attempt. Do you see any rule preventing use of card draw or deck manipulating cards (i.e. Imladris Stargazer) to aid in a successful burgle?

A: The first revealed card remains the "revealed card" unless you use the effect on The Lonely Mountain. In order to use the effect on The Lonely Mountain you must take the revealed card into your hand.
http://community.fantasyflightgames.com/index.php?/topic/87288-burglin g-card-draw-deck-manipulation/?hl=burgle

Q: There are several encounter card effects which use the term "if able" together with a condition. I've always played that if fewer cards which meet these conditions are available, and then the effect is still played. For example, Cave Spider is revealed, and I only have two cards in my hand. In this event I'd discard both cards.
However, I'm starting to wonder if I've been playing this wrong. If I take the wording of the Cave Spider effect literally, then in the example above I only have two cards in my hand so I "can't" discard 4 cards. It could be interpreted that this effect is unable to be completed, and therefore is negated.

A: In The Lord of the Ring LCG, when an encounter card effect uses the language "if able" it means that if you are not able to completely fulfill its effect then you should ignore it. For example, if an encounter card effect says "When Revealed: Return the topmost enemy in the encounter deck discard pile to the staging area, if able." and there are no enemies in the discard pile, then the effect does nothing. In the examples you mentioned: if you only have 3 or fewer cards in your hand, then you are not able to discard 4 cards and you should ignore the Cave Spider's effect.
http://www.boardgamegeek.com/article/13908786#13908786

Q: After Gondorian Spearman (or any defending character) killed the attacking enemy with his response (or Goblin Cleaver), is he still considered a defending character to use Behind Strong Walls?
A: The rules say that a character is only considered a defender while resolving the attack. Once the attack ends, that character is no longer "defending". Therefore, if a Gondorian Spearman destroys the attacking enemy with its Response, then the attack is resolved and the Spearman would not be a legal target for Behind Strong Walls.
http://community.fantasyflightgames.com/index.php?/topic/76836-behind-strong-walls/

New content from 1.3

Q: I'm in combat phase and have dealt shadow cards to engaged enemies. When one attacks, it triggers a new enemy from the staging area to engage me. Does that enemy also get to attack me? If so, does it get a shadow card dealt to it?
A: If an enemy engages you during the "resolving enemy attacks" portion of the combat phase, it will make an attack. However, it will not be dealt a shadow card since it was not engaged with you at the beginning of the combat phase when shadow cards were dealt.
http://community.fantasyflightgames.com/index.php?/topic/93529-do-new-enemies-engaging-during-combat-also-attack/#entry921241

Q: The Morgul Bodyguard has a shadow effect that reads: "Attacking enemy engages the next player and makes an immediate attack, if able" This is different from other shadow effects which begin with "after this enemy attacks..." Does this interrupt his current attack so that it would not complete or deal damage to the defending character? Also, if there are other shadow cards in combination with this one, do their effects still trigger (e.g. "raise your threat by X") before he moves to the next player and starts a new attack (which would receive a new shadow card)?
A: If there was another player, this shadow effect would end the current attack and immediately begin a new attack. Since you reveal shadow cards one at a time, if there are unrevealed shadow cards on the attacking enemy when this effect

triggers, they would be discarded when this enemy makes a new attack and is dealt a new shadow card.
http://community.fantasyflightgames.com/index.php?/topic/94076-morgul-bodyguard-shadow-effect/#entry918167

Q: The enemy, Murzag, in the Morgul Vale has the forced effect: "After Murzag attacks, reveal the top card of the encounter deck. If that card is an enemy, put it into play engaged with the defending player." My question is, since it specifically says "reveal the top card" does that mean that if it is a location it goes to the staging area and if it is a treachery you follow it's when revealed effects and doomed effects as normal?
A: Since "reveal and add to the staging area" is just long-hand for "reveal" we've mostly stopped using "and add to the staging area" in order to save space and allow room for more effects or flavor text. Therefore, Murzag's Forced effect works the same as any other effect that forces players to reveal cards from the encounter deck: resolve any "when revealed" effects and keywords, then resolve the staging of that card. If it is a treachery card, it is discarded after resolving its effects. If it is a location, add it to the staging area. If it is an enemy, Murzag's ability instructs the defending player to put it into play engaged with him instead of adding it to the staging area. That enemy will make an attack since it is still the "resolve enemy attacks" part of the combat phase, but it will not be dealt a shadow card.
http://community.fantasyflightgames.com/index.php?/topic/94687-morgul-vale-captain-murzag-forced-effect-question/#entry926726

Q: When playing Heavy Stroke, did the card mean to say "an attack that a dwarf participates in" or does it mean "the damage the target dwarf makes in an attack"? When attacking an enemy with a high defense and with another character participating, what part of the damage dealt is affected by the card?
A: The way Heavy Stroke is intended to work depends on allowing players to choose which character's attack value is applied to the enemy's defense value. Let's say Aragorn and Dwalin were attacking an enemy with 4 defense. The optimal way to play Heavy Stroke would be to apply all 3 of Aragron's attack plus 1 of Dwalin's to beating the enemy's defense, so Dwalin would deal 1 damage to the enemy that could be double with "Heavy Stroke" for a total of 2.
http://community.fantasyflightgames.com/index.php?/topic/68379-heavy-stroke-help/page-2#entry667844

Q FAQ entry 1.23 seems to be written a bit ambiguously so that it could be read two different ways: "Attachments-Any card that attaches to another card is treated as an Attachment in addition to its other card types." Does a card that attaches to another card get treated as an attachment even before it actually attaches to a card? Or only after it is attached to something? For example, when is a Treasure card considered an attachment? If I use Master of the Forge to search for an

attachment, can I pull a Treasure card if one is present?

A: Good question. Cards other than the attachment card type are only considered attachments after they are attached to something. Therefore, you cannot use Master of the Forge to search for Treasure. Nor can you use Erebor Hammersmith to return a Treasure card from you discard pile to your hand because each of those abilities targets the attachment card type not the Treasure card type.
http://www.boardgamegeek.com/thread/901616/treachery-and-treasure-a ttachments

New content from 1.4

Q: This question pertains to the "Flies and Spiders" scenario of "On the Doorstep". During the combat phase, I declare a character with 1 hit point (printed cost on card) as a defender against an enemy with the Venom trait. A shadow card is dealt to the attacking enemy that has the shadow effect that deals 1 poison to the defending character, which makes the character unconscious. Is the attack now undefended because unconscious characters cannot defend, or is the attack still considered defended because the defender has already been declared (step 2 of "Resolving Enemy Attack" on p. 18 of the rules)?

A: I'm afraid that if your defender becomes unconscious before the attack resolves, then the attack is considered undefended.
http://www.boardgamegeek.com/thread/1025953/character-turn-into-unco nscious-during-enemy-attac

Q: I've been playing through all the Hobbit quests with 2 thematic decks featuring all the Dwarves of Thorin's company. Now that I've reached the Battle of Five Armies I quite like the idea of adding in additional players to represent The Eagles, Dwarves and Elves that took part. Can you add in additional players and still include discovered treasure cards?

A: You can add additional players and still have the original players keep their treasure cards.
http://community.fantasyflightgames.com/index.php?/topic/96490-treasur e-cards-and-additional-players/#entry954835

Q: When using the ability of Frodo Baggins from the Black Riders, if an encounter card with no effects such as "when revealed", "surge", "hide X", etc. is revealed, is it possible to use the ability just to reveal a new encounter card? In order to travel to "The Last Bridge", a Burden card must be revealed as if it were revealed from the encounter deck. Is it possible to use the ability to cancel the effect of the Burden card and thus, shuffle it into the encounter deck and reveal a new encounter card, even if the new one is not a Burden card?

A: The answer to both questions is 'yes'.
http://www.boardgamegeek.com/thread/1091739/ability-of-frodo-baggins-

the-black-riders

Q: It seems Wolf Rider, as a shadow effect, is never engaged with you, so you cannot attack him and there is no action window to play a feint on him. Can we still kill him with Sneak Attack+Gandalf , or any number of other approaches that just require an action window?
A: What a fun question. I checked with Nate to make sure I understood his original intent with Wolf Rider, and it plays exactly as it reads: Wolf Rider is still technically a shadow card when it makes an attack. It is only treated as an enemy card while resolving it's attack, but it is neither engaged with the player or in the staging area. If you were to deal damage to it equal to its hit points at that time, it would be discarded.
http://www.boardgamegeek.com/thread/985165/wolf-rider-shadow-effect

Q: I want to play Mithrandir Counsil. My captured hero in Dol Guldur is of lore sphere. Does he count as a hero under my control? Can i draw 1 card by him?
A: I've gotten this question a few times. The "prisoner" hero is definitely still in play. That becomes more important in the nightmare mode. In normal play, the two most important things about "the prisoner" are: 1. that hero is turned facedown, and 2. that hero "cannot be used." Together, this means the "prisoner" cannot contribute its card type, sphere, stats, traits, keywords, abilities, anything other than its uniqueness (i.e. I cannot play an ally version of the "prisoner" hero). So, no additional card draw for Mithrandir's Advice and does not count toward the number of Dwarf characters you control, etc. You could not attach anything to that hero either, because that would be using it's hero card type.
http://community.fantasyflightgames.com/index.php?/topic/97427-captured-hero-of-dol-guldur-in-your-control/#entry960757

Q: We are at Stage 1 of Blood of Gondor Quest and during the beginning of combat phase and a player decides to turn each of his hidden cards face up.
a) The hidden cards are turned face up one at a time. The first card is an "Evil Crow" which immediately engages the player and instructs the player to take 1 hidden card. Question: Will this second card also be turned face up during the current beginning of combat phase or will it remain hidden for now? I ask because the cards are turned face up one at a time and technically we are still at the beginning of combat phase. So the decision would still affect the newly received hidden card, but I am not sure if this was the designer's intention.
b) The second question is simpler. We are still at Stage 1 and during the beginning of combat phase and a player decides to turn each of his hidden cards face up. The card is an enemy. Does he receive a shadow card? Shadow cards are also dealt at the beginning of the combat face. But what happens first? The turning of hidden cards faced up or the dealing of shadow cards? If two things happen at the same

time, the current first player decides the order. Can I choose to first deal the shadow cards and then turn face up the hidden cards? Or I misinterpret something here?

A: In answer to your first question, the new hidden card remains hidden and is not turned faceup at that time.

To answer your second, when two effects resolve at the same time, the first player decides which order to resolve them in. You may choose to deal shadow cards before turning hidden cards faceup.

http://community.fantasyflightgames.com/index.php?/topic/96446-rule-qu estions-regarding-the-blood-of-gondor-quest/#entry960850

Q: In "Dungeons Deep and Caverns Dim", the players create a "riddle area" for Bilbo (with the ring) and Gollum. The rules for the scenario state that "The riddle area is a new play area, separate from the staging area, that represents Bilbo's riddling contest against Gollum... Cards in the riddle area (including Bilbo Baggins) are immune to player card effects and cannot leave the riddle area except through specific quest card effects.... While Bilbo Baggins is in the riddle area, the first player still controls him; however, he cannot quest, attack, take damage from cards other than Gollum, have attachments played on him by the players, or defend (except against Gollum)."

My question is whether a card like Dori can interact with Bilbo. A poster on the BGG forum said that you've ruled that Dori can be used to take damage that would otherwise be assigned to Beorn (the hero, who is "immune to player card effects") because Dori's response is targeting the damage, and not Beorn. (I'm not sure if this is true or not) If so, can Dori's response be used to take damage that would be assigned to Bilbo?

A: Dori's ability does indeed work to prevent damage from being placed on Bilbo while he is in the staging area. I agree that it can seem a little weird, but that's the beauty of a cooperative LCG: if you don't want to take advantage of a rules loop-hole, then you don't have to.

http://www.boardgamegeek.com/thread/1105086/using-dori-on-bilbo-in-d ungeons-deep-and-caverns-d

Q: Can I still use King Under the Mountain's action while Enchanted Stream is the active location, considering King Under the Mountain uses the wording "add 1 to your hand" rather than "draw 1 card"?

A: Yes. You are not "drawing" a card with King Under the Mountain, so the text on Enchanted Stream does not prevent you from adding that card to your hand.

http://community.fantasyflightgames.com/index.php?/topic/85092-fos-lost -and-alone-plus-king-under-the-mountain/?p=926708

Q: If you kill the Witch-King, (for example, in Flight to the Ford -3rd of Black Riders expansion), he goes to discard encounter pile. During the game shuffle the

encounter deck..., and in one round, you reveal to the staging area (in quest phase) With-King...

Can you use Ring on him? or Frodo can't use his hability with immune cards?

A: Frodo's ability is a player card ability, so it cannot be used to target an encounter card that is "immune to player card effects" such as The Witch-king.

The "immune to player card effects" text is active from the moment the card enters play and a card that has been revealed is in play. The Witch-king's text is not active while it is not in play, such as while it is in the encounter deck or discard pile. That means you could use Denethor's ability to move The Witch-king to the bottom of the encounter deck.

http://community.fantasyflightgames.com/index.php?/topic/96276-ring-and-witch-king/#entry946971

Q: Treachery card reads: "(Counts as a Condition attachment with the text:«Limit1 per hero. Reduce attached hero´s Willpower, Attack and Defense to 0»". My question here is wether this reduction goes for the hero´s basic abilities or also for his attachments? Can Sam Gamgee get his modifiers applied for engaging high-engagement enemies? Do various armor, weapon and other modifying attachments still give their bonusses? Or does the hero to whom this treachery card is attached simply get cut to a flat 0 in all stats, regardless of other circumstances?

A: Black Breath creates an effect that constantly reduces the attached hero's stats to 0. You can still give the attached hero any amount of attribute boosts, but Black Breath will immediately reduce them back to 0.

http://community.fantasyflightgames.com/index.php?/topic/96328-black-breath/#entry947018

Q: Will the abilities of the allies that are connected to Doom x trigger from revealed cards in the encounter deck or just player cards that have the keyword?

A: If you raise your threat for the doomed keyword, whether from a player card or encounter card, you have still raised your threat for the doomed keyword. Thus any effect that triggers "after you raise your threat from the doomed keyword" will trigger, regardless of the source of the doomed keyword.

http://community.fantasyflightgames.com/index.php?/topic/96286-doomed-x/#entry947121

Q: If "Sacked!" is dealt as a shadow card to an attacking Troll enemy, can "Hasty Stroke" be used to cancel the shadow effect? The 'When Revealed' text on "Sacked!" states that it cannot be canceled.

A: Good question. You can cancel the shadow text on Sacked! since it is only the "When Revealed" effect that cannot be canceled. If you cancel the shadow effect, then you never have to resolve the "when revealed" effect, including the "cannot be canceled" portion.

Q: If a character defending against an enemy with the Venom trait suffers enough damage from the attack to be killed, does the character receive a Poison card before being discarded?
A: If a character is destroyed as the result of combat, it is discarded before any poison can be attached to it.
http://www.boardgamegeek.com/thread/945282/dead-characters-and-poison

Q: Can I take resource from Beorn wih errand-rider and give it to another hero?
A: A hero's resource pool belongs to but is separate from the hero. Beorn's immunity to player card effects does not extend to his resource pool. So it is possible to use the Errand-rider to move resources to or from Beorn's resource pool.
http://community.fantasyflightgames.com/index.php?/topic/83282-beorn-and-errand-rider/?hl=beorn

Q: If a hero is in your deck (with Lost and Alone) and you use King Under the Mountain and end up revealing that hero, can you put the card into play?
A: I believe the spirit of the effect is that when you are able to take your hero into your hand from your deck, then you get to put it back into play. Therefore, I would rule that if you took your hero into hand via use of King Under the Mountain, you should be able to put it into play.
However, if you had two heroes in your deck and found both of them with the same use of King Under the Mountain, then you'd have to choose one to put into play and the other to be discarded.
I'm afraid those are the kinds of hard decisions that a king of dwarves must make…
http://community.fantasyflightgames.com/index.php?/topic/85092-fos-lost-and-alone-plus-king-under-the-mountain/?p=803752

TO REMOVE
Q: In the turn we reveal The Nine are Abroad "Treat the text box of each character in play as blank (except for Traits) until the end of the round" and we had play Gandalf II (The Hobbit), do we still have to pay for him or discard him at the end of the round ? The trick is that you answered a very similar question I sent you but the text of Gandalf II is not the same as all other cards. Instead of "at the end of the round" it reads "at the end of the refresh phase". Some players consider it is different than the end of the round so they don't have to pay for Gandalf II.
A: The Nine are Abroad reads "until the end of the round" at which time it's

effect expires. At that time Gandalf's effect will require him to be discarded.
http://sdajce.forumactif.org/t2461-question-gandalf-i-et-perte-de-son-texte-imprime-reponse-officielle
(French)

Q: Dru-buri-Dru reads "Unless Dru-buri-Dru is in the victory display, the players cannot win." and the quest cards reads "Characters use their [Willpower] instead of [Attack] when attacking enemies. If an enemy would be damaged this way, place progress tokens on it instead of damage tokens. When an enemy has progress equal to its hit points, add it to the victory display and place those progress tokens on the quest." The main issue is that damage can be dealt without using the Attack strenght of characters. Direct damages, like gondorian spear and gondorian spearmen as well as Gandalf can kill Dru-buri-Dru. If he is killed that way, it should go to the discard pile. If he is out of play, players should be able to win the game, right?
A: That is technically correct, though a bit against the spirit of the scenario. The goal of the final stage is to convince the Woses that you are not their enemies. If you were to kill their leader in order to escape their forest, then you might have defeated the scenario but you would have missed the point.
http://sdajce.forumactif.org/t2286p20-question-dru-buri-dru-reponse-offici elle   (French)

Q: Concerning the hero Beorn and is immunity to player cards, can we use Beorn as a cost? I want to play Common Cause or Hail of Stones with Beorn, can he be exhausted in order to play those cards?
A: When a card like Hail of Stones says "exhaust X characters" as part of its cost, that is a form of targeting. Since Beorn is immune to player card effects, he cannot be targeted that way.
http://sdajce.forumactif.org/t1110p40-qestion-beorn-heros-tactique-carte-jouable-avec-lui-resolu   (French)

New content from 1.5

Q: In Foundation of Stone, when the players are separated, all of them are first player. How do we determine who is first player token when 2 players reunite in a 4 players game?
A: When players combine their staging areas, the first player will be the first in line unless one of them has the first player token.
http://community.fantasyflightgames.com/index.php?showtopic=71334#7 22591

Q: The Power of Mordor cannot move Captain enemies or To The Tower into the

encounter deck. The "equal number" part of The Power of Mordor can be confusing; does it refer to the equal number you counted or the equal number you shuffled?

A: The Power of Mordor should read: "When Revealed: Count the number of encounter cards in the staging area and shuffle them into the encounter deck. Reveal an equal number of cards from the encounter deck and add them to the staging area. This effect cannot be canceled". It should not use the word 'Then'. That will be corrected in the next FAQ.Without the word 'Then', The Power of Mordor interacts with To The Tower and a Captain enemy like this:

-You count the number of encounter cards in the staging area, including To The Tower and the Captain enemy.

-Shuffle all the cards counted into the encounter deck, except To The Tower and the Captain enemy.

-You reveal the number of encounter cards that you counted and resolve their staging.

This does make The Power of Mordor a nastier treachery card in The Morgul Vale than in any previous scenario, since you are in a way revealing 2 additional encounter cards. However, it seemed fitting to us that The Power of Mordor should be stronger when you are in fact on the very doorstep of Mordor in that scenario.
http://community.fantasyflightgames.com/index.php?/topic/99624-the-mo st-treachery-hated-card/page-3#entry991901

Q: In the FAQ, it is said that cancelled shadow cards are not resolved: "Resolving an effect means that the effect triggered and resolved to the fullest extent possible. Canceling the effect will prevent the Nazgul of Dol Guldur's ability from triggering, just as if the card had no Shadow effect to begin with". The term "just as if the card had no Shadow effect to begin with" is quite confusing, does that mean if a shadow card is cancelled, it should be considered as if there was no shadow effect (cards like Wargs use this term)?

A: The phrase "just as if the card had no Shadow effect to begin with" is just there to clarify that when a shadow effect is cancelled, you do not resolve the Nazgul's forced effect. It is not a blanket ruling that should be applied to Wargs. If you cancel a shadow effect on a shadow card dealt to Wargs, then Wargs was still dealt a shadow card with a shadow effect and it's forced effect would not return it to the staging area.
http://community.fantasyflightgames.com/index.php?/topic/97523-burning -brand-and-small-target/?p=995314

Q: Regarding the new Ally Saruman, when using it on key cards like the Nazgul in Escape From Dol Guldur, does it allow the player to win more easily? The power of Sauron is quite tempting...

A: Saruman's ability is very powerful. You can use his effect to remove the Nazgul of Dol Guldor from play long enough to escape Out of the Dungeons.
http://sdajce.forumactif.org/t2556-question-saruman-la-carte-pour-gagner

-certains-scenar-reponse-officielle#42439   (French)

Q: I found an official response where you said that it was possible to use Errand Ridder with Beorn. Can we play Stand Together with Beorn? Can we use Hero Bifur with Beorn?
A: A hero's resource pool is defined on page 12 of the rulebook as separate from the hero, so Beorn's immunity to card effects does not affect his resource pool. Bifur's ability also only affects the resource pool, so it could be used with Beorn as well. Stand Together on the other hand affects Beorn and therefore could not be used with him.
http://sdajce.forumactif.org/t1110p60-qestion-beorn-heros-tactique-carte-jouable-avec-lui-resolu#46174   (French)

Q: Can Dunedain Watcher cancel a shadow effect from an immune-to-player-card-effect enemy? It seems by the wording that Dawn Take you All should not work, can you confirm it?
A: Shadow cards are also separate from the enemies that they are dealt to. So a player may use Dawn Take You All to discard a shadow card from an enemy that is immune to player card effects.
http://sdajce.forumactif.org/t2704-question-ennemi-immunise-aux-effets-de-cartes-joueurs-et-ses-cartes-ombres-reponse-officielle#44587
      (French)

Q: Regarding the hidden cards mechanics of Blood for Gondor, does the enemy is considered revealed when turned face up? Will Faramir prevent the enemy from being revealed and/or engaged when using his ability?
A: In The Blood of Gondor, enemies that are turned face-up are not "revealed." If a player uses the Faramir objective-ally to turn a hidden card face-up and it turns out to be an enemy, Faramir will deal 3 damages to that enemy before it is considered to be engaged. If the enemy is destroyed by that effect, then it never engages.
http://sdajce.forumactif.org/t2616-question-le-sang-du-gondor-carte-cachee-et-engagement-au-combat-reponse-officielle#43390 (French)

Q: Because the card is worded that heroes can "declare attacks," I was curious if that meant they could participate in each other's attacks, how other characters could interact (if at all)
A: Forth Eorlingas only allows Rohan heroes to attack enemies in the staging area. Non-Rohan characters cannot participate in these attacks, but you may declare any number of Rohan heroes you control as attackers against a single enemy in the staging area. Your friends cannot commit their Rohan heroes to your attack because it's not their attack window. The Ranged keyword does not work during these attacks because the rules for Ranged only apply to enemies engaged with a player.
http://community.fantasyflightgames.com/index.php?/topic/100245-forth-

eolingas-elaborated/#entry998407

New content from 1.6

Q: There are treacheries in The Fords of Isen that "attach to the current quest".
Does this mean:
1. attach to the current quest stage (so the treachery will be discarded when you progress to the next stage)
or 2. attach to the current quest means it effectively stays in play for the rest of the game [unless removed by some effect such as Miner of the Iron Hills]?
A: Treacheries that attach to the current quest are discarded when the stage they are attached to leaves play
http://community.fantasyflightgames.com/index.php?/topic/100323-voi-attach-to-the-current-quest/#entry1001260

Q: Stage 2B of To Catch an Orc reads: "Response: After questing successfully, cancel all progress that would be placed on this stage. Then, place 1 time counter on this stage. Or, if Mugash is in play, advance to stage 3."
My interpretation of the "Then" clause [see the "Ered Nimrais" thread for lengthy discussion and official ruling] is that, if you have quested successfully but were not going to place any progress on the stage (because of an active location), therefore the "Then" clause will fail because no progress has been cancelled. Does this sound right? It passes the "make things harder for the player" test.
A: You are correct about stage 2B, the "Then" clause is conditional on canceling progress that would be placed "on this stage." Therefore, the players must place at least 1 progress onto the quest in order to cancel that progress and add 1 time counter. This wording was deliberate to make the choice of whether or not to travel to a location, and which location to travel to, a tense decision. If you quest successfully, but all of your progress is absorbed by the active location, then you will not be able to add a time counter to the quest
http://community.fantasyflightgames.com/index.php?/topic/100324-voi-to-catch-an-orc-stage-2b/#entry1001261

Q: When the last time counter is removed from stage 3 of this quest, will Mugash return to the staging area if he is an attachment?
A: When an enemy is defeated, the damage tokens placed on that enemy are discarded. This is especially important in To Catch an Orc because if Mugash is unattached after being captured, he will be returned to the staging area without any damage on him. At that point, the players will have to defeat him again in order to capture him and defeat the scenario.
http://boardgamegeek.com/thread/1131911/to-capture-an-orc-stage-3

Q: If the first player commit a Dunedain Tracker in the quest, and his response

explore a location like Branching Path, do we have to resolve its forced effect before the next player commits his characters?

A: Page 14 of the rule book says "Players commit characters to the quest as a team, starting with the first player, and then proceeding clockwise around the table." That means that players commit their characters to the quest one at a time in turn order. Player 1 must resolve committing characters to the quest before player 2 has the opportunity to commit his characters. If player 1 wants to use Aragorn's Response effect, then it must be activated immediately after he commits to the quest. This will be resolved before player 2 has had the option to commit characters to the quest.

http://community.fantasyflightgames.com/index.php?/topic/104965-how-ironic/?p=1067483

Q: Can we use a good meal to play Thicket of Spears with only 1 tactic hero?

A: Because Thicket of Spears reads "You must use resources from 3 different heroes' pools to pay for this card" there is no way to get around that. Lowering the cost from 3 to 1 or even 0 would not change that additional price that you must pay. Therefore, it would be pointless to use Good Meal with Thicket of Spears. It is not possible to lower the price of Thicket of Spears or any other card that uses this language. You cannot "spend 0" therefore you must spend at least 1 resource from 3 different heroes' resource pools. That means that you will always need to spend at least 3 resources total to play Thicket of Spears.

http://sdajce.forumactif.org/t2925-question-merry-bon-repas-peuvent-ils-permettent-de-jouer-une-haie-des-lance-alors-que-tout-les-heros-ne-sont-pas-tactique-reponse-officielle (french)

Q: I don't know why, but I was always thinking that with Light of Valinor, character still needs to be ready to commit to a quest, but now when I look at it, I see no reason why an exhausted character with Light of Valinor can't.

A: Page 14 of the rulebook reads "An exhausted card cannot exhaust again (and therefore cannot partake in any action that requires exhaustion)…"

The intent of this rule is a core mechanic of the game: exhausted heroes cannot perform actions. They cannot quest, attack, or defend. Cards that allow a hero to perform any of these functions without exhausting merely take away the cost of exhausting, they do not sidestep the core restriction of the game.

http://community.fantasyflightgames.com/index.php?/topic/107188-one-little-thing-that-eluded-my-mind/?p=1099508

Q: Does the shadow effect of Despair cancel Defense value from one character or from all characters when using Stand Together?

A: Because the language of the shadow effect is singular, it will only negate the defense value of 1 defending character. So, if you defend with 2 or more characters using Stand Together and reveal Despair's shadow effect, you will choose which 1 of

your defending characters does not count its defense.
http://community.fantasyflightgames.com/index.php?/topic/107399-shado
w-of-despair-while-stand-togather/#entry1100919

Q: With Followed by night, if you can't resolve the choice you chose, do you have to resolve the other?
A: When resolving any When Revealed effect that gives you a choice between two effects, you must choose an effect that you can fully resolve. Followed by Night is an odd example because you can always resolve either effect. That's because it targets either 'all allies' or 'all enemies' and the word 'all' can include 0.
https://community.fantasyflightgames.com/topic/108063-return-to-mirkwo
od-nightmare-forced-question/?p=1116411

Q: Player 2 had failed a hide test during questing. At combat phase, player 2 is engaged to some enemy. Player 1 uses a sentinel character to defend. Shadow card is the Evil Crow, Who is *you* in this case?
A: Good question. If you use a character with Sentinel to defend an attack made against your friend, the target of the enemy's attack is still your friend. So any effects that target the defending player still target your friend.
http://boardgamegeek.com/thread/1184254/evil-crow-shadow-who-is-you
-during-a-sentinel-defense

Q: Hills of Dunland, a new location from The Dunland Trap, does its Forced Effect trigger when you travel there? Is this location considered to still be in the staging area, or is it "in between" the staging area and the active location?
A: When a location has a Travel cost, the players must pay that cost before they can travel to that location. So, Hills of Dunland is in the staging area when you trigger its Travel effect, which means you will also trigger its Forced effect when you do.
http://community.fantasyflightgames.com/index.php?/topic/109507-hills-of
-dunland-does-travel-effect-trigger-in-the-staging-area/#entry1140641

Q: What happens if you discard the outrider to engage Chief Turch ? Does he engage you, or does he stay engaged with the first player ?
A: If a player used a card effect to engage Chief Turch, he would remove 1 time counter for that engagement. Then, Chief Turch's passive effect would immediately cause him to engage the first player again, removing another time counter for a total of 2 time counters removed.
http://community.fantasyflightgames.com/index.php?/topic/110080-westfo
lder-outrider-chief-turch/?hl=caleb#entry1143274

Q: Can response of Lord of Morthond trigger before Gandalf loses his printed leadership icon?

A: If you are using Gandalf and two leadership heroes, all three of your heroes would be considered to have the printed leadership icon when you play a card from the top of your deck. This would allow you to play cards like Strength of Arms from the top of your deck. However, Gandalf's ability is only active while you are playing that card. As soon as that card is played he reverts to neutral status. Since Lord of Morthond's response effect triggers "After you play…" Gandalf would already have lost the printed leadership icon by that time and you would not be able to use it to draw a card
http://community.fantasyflightgames.com/index.php?/topic/114367-gandal
f-lord-of-morthond/?p=1219491

Q: Minas Tirith Lampwright's response can be used when a card with surge is revealed, but many treacheries have an effect where they gain surge if nothing happens. Is it the same Surge? Meaning we can use Minas Tirith Lampwright when a treachery cards gains surge?
A: If an encounter card gains surge, you can use the Minas Tirith Lampwright's ability.
http://sdajce.forumactif.org/t2893p20-question-timing-renfort-et-lanternie
r-de-minas-tirith-resolu   (french)

Q: It seems that player cards to engage an enemy (like Hammer Stroke) are not considered "optionally engaged".
 This is quite bad for enemy from the Steward Fear that have "when engaging" forced effect that are worse if the engagements was not "optional".
Is this design intentional?
A: The only way to "optionally engage" an enemy is during the encounter phase as described on page 16 of the rules. Any other method of engagement (even player card effects such as Hammer Stroke) is not optionally engaging an enemy. So, if you engage an enemy like Zealous Traitor with Hammer Stroke, you have not "optionally engaged" that enemy, and you must deal 2 damage instead of 1 to each ally you control.
http://sdajce.forumactif.org/t3273-question-coup-du-marteau-et-engagem
ent-intentionnel-reponse-officielle   (french)

Q: Over the years, we have come to the conclusion that cards being revealed are neither in the deck nor in play. But is it the same with player's cards?
Someone revealed a Hidden Cache when playing his Hunter of Lamedon. The Hidden Cache is discarded, but if the term is the same for the encounter deck than for the player deck, then the Hidden Cache was discarded from... somewhere that was not the deck and should not provide its resources. Is that right?
A: If you discard Hidden Cache from the top of your deck with Hunter of Lamedon,

you can trigger its Response effect to gain 2 resources.
http://sdajce.forumactif.org/t3277-question-chasseur-du-lamedon-et-cach
e-secrete-terme-reveler-reponse-officielle   (french)

Q: Can we over assign damage on enemies? Does Durin's Bane cannot be damaged past his 27 hit points, so after regenerating, he would always have at least 3 hit points?
A: There is no rule that says you cannot deal damage beyond an enemy's printed hit points. If a card effect prevents an enemy from being destroyed when it has damage equal to its hit points, you can continue to deal damage to that enemy beyond its printed hit points.
http://boardgamegeek.com/thread/864184/durins-bane-damage

Q: The Dreadful Gap in Khazzad Dhum rule sheet say that it can't move the East Gate back to the staging area, but nothing say that the first part of the Dreadful Gap doesn't move to the active location. Does that make two active locations?
A: If Dreadful Gap is revealed while East-Gate is the active location, the first line of Dreadful Gap's 'when revealed' effect will make it the active location, but East-Gate's immunity will prevent the second line of Dreadful Gap's 'when revealed' effect from resolving. So, yes, you will end up with two active locations.
http://boardgamegeek.com/thread/1208506/rules-questions-pit-encounter

Q: Since Nate answered that limit were "per player" it means that every other player can use Bifur's ability, Is that correct?
A: Bifur's once per round ability can only be triggered once per round, regardless of the number of players in the game or who controls him. Therefore, Bifur cannot gain more than 1 resource from his effect each round. The type of effects that can be triggered by each player that Nate was talking about in his answer were "per game" effects. He identifies that in his answer regarding Landrovals ability when he says: "Per Game" limits are not card specific… His answer needs to be taken as a whole, not just chopped down to: "Limits are player specific…" He gave that answer in response to specific question about a "per game" limit. It should not be misconstrued to mean that every limit in the game is player specific. Effects with 'per phase' & 'per round' limit work as they are written.
http://boardgamegeek.com/thread/1217122/bifur

Q: When using Saruman, the card is considered "to be out of play" but the card does not leave play, nor it is in play, so that no "if this card leave play" effect trigger, right?
What happen to attachments on the card? They remain in play? Are they also considered to be out of play? Do they get discarded?

This can be used for objectives like in Dol Guldur; you can "exile" the attached card and claim the objective. This is quite weird. Or are they still considered attached to something not in play?

A: Saruman's ability causes the chosen enemy or location to be "considered to be out of play." It does not actually leaves play, and therefore does not re-enter play. It simply no longer contributes its threat and effects to the game state. In the case of a location, you cannot travel to that location or place progress on it because it is not a legal target while it is considered to be out of play. In the case of an enemy, it does not make engagement checks and cannot be engaged or make attacks. Any cards attached to the target location or enemy remains attached (because it has not actually left play) but they would also be considered to be out of play because the card they are attached to is considered out of play. The same is true for guarded objectives: they remain attached to the enemy/location and are considered to be out of play as well.

http://sdajce.forumactif.org/t3301-question-saroumane-attachement-de-la
-carte-hors-jeu-reponse-officielle   (french)

Q*:* FAQ (1.15) says that effects do not trigger if the then fails. Treacherous Fog reads "When Revealed: Each location in the staging area gets +1 Threat Strength until the end of the phase. Then, each player with a threat of 35 or higher chooses and discards 1 card from his hand." And Chaos in the Cavern reads "When Revealed: All engaged enemies return to the staging area. Then, each Goblin enemy gets +1 [Threat] until the end of the phase."
These two, and many like it... if the first fails... dose the 2nd part not happen? Like with the Fog, if you have no locations in the staging area, is that a fail? With Chaos is there are no goblins engaged, dose that fail? And with those failing the part after the "THEN" also fails right? Right?

A: You provided two interesting examples, and I'm glad you did because they highlight the difference between immediate effects and lasting effects.
Immediate effects are effects that are fully resolved as soon as they are triggered, whereas lasting effects affect the game state for a specified amount of time.
Because they always say something like "until the end of the phase" or "until the end of the round" lasting effects are easy to identify.
Let me use your examples to demonstrate:
Chaos in the Cavern : has an immediate effect (return all enemies to the staging area) that if it triggers creates a lasting effect (each Goblin gets +1 threat strength until the end of the phase). If there are no enemies engaged with players at the time Chaos is revealed, then it cannot trigger because no enemies are returned to the staging area. That means the "then" clause will not trigger and Goblins will not get +1 threat strength.
Treacherous Fog : works the opposite way. It creates a lasting effect (locations in the staging area gets +1 threat strength) that triggers an immediate effect (players with 35+ threat must discard 1 card). Since this lasting effect affect the game

state, it will always resolve. Even if there are no locations in the staging area at the time Treacherous Fog is revealed, locations will still get +1 threat strength until the end of the phase. That means if a location is added to the staging area after Treacherous Fog is revealed, it will get +1 threat until the end of the phase. Because the lasting effect of Treacherous Fog always resolves, it also means the "then" clause will also always resolve.

So, if there are no locations when Treacherous Fog is revealed, it still resolves because it has successfully created a lasting effect. However, if there are no enemies engaged with players at the time Chaos in the Cavern is revealed, it cannot resolve its immediate effect and you should not resolve the "then" effect.
http://www.cardgamedb.com/forums/index.php?/topic/1702-official-nate-rule-clarifications/?p=86990

New content from 1.7

Q: When "Boar Clan Warrior" is dealed as a shadow card, how do I count "each shadow card" on the enemy:
- does the current Boar Clan Warrior shadow card count ?
- do I count previously revealed shadow cards with a shadow effect ?
- do I count previously revealed shadow cards without a shadow effect ?

A: When an enemy is dealt a shadow card, that card stays on that enemy until the end of the combat phase or until it makes another attack, whichever comes first. When you resolve the Boar Clan Warrior's shadow effect, you count the number of shadow cards on it (revealed and unrevealed) and the attacking enemy gets +1 attack strength for each.
For example, let's say the Dunlending Chieftain has 3 shadow cards on it when it attacks you. The first card revealed has no effect. The next card is the Boar Clan Warrior shadow. The attacking enemy gets +3 attack from its effect: +1 for the first card with no shadow effect, +1 for the Boar Clan Warrior shadow, and +1 for the still unrevealed shadow card.

Mail answer only

Q: If you fail the Hide test of a Black Rider that is just revealed from the encounter deck, does it immediately engages (as per the text on the quest card) and immediately attacks (as per the text on the Black Rider) you ? The quest cards say that each Black Rider in the staging are engage you, but at this point, the Black Rider is not yet in the staging area.

A: Your interpretation of the timing is correct. Unfortunately, that's not how the scenario is intended to work. When a Black Rider is revealed and you fail its Hide 2 test, it is meant to engage you and attack. I think everyone involved in developing

this scenario understood this intent so intuitively that no one bothered to scrutinize the timing as closely as you have.

As a result, it will probably be necessary to errata each quest stage to change the phrase "each Nazgul enemy in the staging area" to "each unengaged Nazgul enemy in play." In the meantime, you can choose to play it as written or as intended.
http://boardgamegeek.com/thread/1234739/do-you-have-hide-nazgul-if-you-want-fight-them

Q: There is a bit of debate regarding the "When X is discarded/leaves play" effect for Encounter cards such as Banks of Anduin and Troll Key/Purse objectives. All these cards have an effect that says "If X is discarded/leaves play, return it to...", but no shadow effect. So if they are used as shadow cards, what happens when they are discarded at the end of combat? There seems to be a contradictory ruling, because the FAQ says that Banks are not returned to the Encounter deck, since the "non-shadow" text is ignored. On the other hand, it was previously ruled that the Troll Key/Purse cards were returned in play when discarded as shadow cards. So there the non-shadow text applies. Isn't that contradictory? Or am I misinterpreting something?

A: Banks of the Anduin and Troll Key have similar but different effects:
Banks of Anduin says to return it to the top of the encounter deck instead of discarding it "if Banks of the Anduin leaves play" - which means it had to be in play first. If it was dealt as a shadow card, then it was not in play and it's effect was not active.
The Troll Key (and Purse) only triggers after being discarded - it does not need to have been in play first. It is the act of discarding the Key & Purse that triggers their ability. It does not matter where they were discarded from.
http://community.fantasyflightgames.com/index.php?/topic/94570-troll-purse-and-troll-key-drawn-as-shadow-cards/#entry1308405

Q: "Abandoned Tools gains: "Refresh Action: Exhaust attached hero to put a progress token on Escape from Darkness."
It specificity says to place them on "Escape from Darkness"... it doesn't say to place them on the "current quest" like with Legolas's ability.
So if there is a location in the travel area, and you use "Abandoned Tools" dose the token go on the location?

A: The progress placed on Escape from Darkness by Abandoned Tools bypasses the active location.
http://boardgamegeek.com/article/17241819#17241819

Q: I'm playing through "The Lonely Mountain." Is the intention of Secret Entrance (card 65) to add a card to the staging area or simply to see the top card of the

encounter deck? Thanks!

A: Secret Entrance should read: "Look at the top card of the encounter deck. If the looked at card…" There is no need to actually reveal and resolve the top card of the encounter deck when traveling to the Secret Entrance.
http://boardgamegeek.com/thread/1263708/official-answer-secret-entrance

Q: In Journey in the Dark, at the end of the quest phase, you remove 1 damage token from Doom, Doom, Doom per its Forced response. Then, if there are 0 damage tokens left, you put The Balrog into play.
The second Forced response on Doom, Doom, Doom says that, if The Balrog is in play at the end of the quest phase, it will attack the first player.
Does this mean that The Balrog will attack immediately after he comes into play (if he comes into play at the end of the quest phase)? Or has the trigger for that second Forced response passed, having occurred when The Balrog was not yet in play, and he will make his first attack during combat phase?

A: Encounter card effects should always be resolved in reading order - from top to bottom. Therefore, you must resolve the first Forced effect on Doom, Doom, Doom (if able) before resolving the 2nd Forced effect. That means that the Balrog will make an attack during the quest phase that it is added to the staging area.
http://community.fantasyflightgames.com/index.php?/topic/124771-does-the-balrog-attack-right-after-coming-into-play-journey-in-the-dark/#entry1299344

Q: Lets say you are still in the quest phase with Thalin commited and you had this come up: "When Revealed: Starting with the first player, each player must search the encounter deck and discard pile for an Undead enemy, reveal it, and add it to the staging area. Shuffle the encounter deck."
If you take an ememy from the encounter deck it seems clear it would recieve 1 point of damage, but what if the enemy is from the discard pile? It is revealed but Thalin says 'from the encounter deck'.

A: Thalin's ability will trigger against each enemy revealed "by" or "from" the encounter deck while he is committed to the quest. This includes enemies that are revealed by a surge effect or through card effects that instruct you to search "the encounter deck and discard pile" for that enemy. Essentially, the phrases "by the encounter deck" and "from the encounter deck" should be taken to mean any card that originated from the encounter deck or discard pile.
Some exceptions to this rule would be:
- Enemies that were previously set aside and revealed during the quest phase
- Enemies that are revealed from some other deck (i.e. the Underworld deck in The Steward's Fear)

Q: When drawing cards from the encounter deck to attach to the objective cards during set-up (1A) in Escape from Dol Guldur (Core set), if a card with the Surge keyword (e.g., Endless Caverns) is attached to the first or second objective card during set-up, does the card that is drawn to fulfill the requirements of the Surge keyword then become attached to the next objective card? Or is it added to the staging area without being attached to one of the objective cards, and other cards are then revealed from the encounter deck to attach to the remaining objective cards?

A: Only the first card revealed for the Guarded keyword is attached to that card. If the revealed card has the Surge keyword, then the next card revealed will be placed in the staging area (or resolved & placed in the discard pile if it's a treachery).

Q: If a location with a passive or "when revealed"-effect is revealed from the encounter deck and I want to use Strider's path on it - do I trigger the passive/"when revealed"-effect before or after triggering the response of Strider's path?

A: Since Strider's Path can only be triggered "After a location is revealed," you must wait until after a location is placed in the staging area to trigger its effect. Unfortunately, that means that Haunted Valley's effect will be active and you will not be able to play Strider's Path because it requires a Lore icon that your heroes no longer have.

Q: Does Anduril's response exhausts attached hero if that hero is ready when the response triggers?

A: No, you only need to exhaust Anduril to declare the attached hero as an attacker. Using this action completely bypasses the declare attackers step, so no other attackers can be declared for that attack.

Q: In We Must Away Ere Break of Day, Bert's card reads: "Players cannot play attachments on Troll enemies." The card Ranger Spike reads: "Play Ranger Spikes into the staging area unattached. If unattached, attach Ranger Spikes to the next

eligible enemy that enters the staging area." Are the trolls eligible targets when they enter the staging area on quest card 2B?

A: You are correct. The Ranger Spikes are played into the staging area and not on the trolls. Therefore, the troll's game text "Players cannot play attachments on Troll enemies" does not apply
http://community.fantasyflightgames.com/index.php?/topic/79258-trolls-and-ranger-spikes/?hl=%2Battachments+%2Btroll

Q. When I sacrifice a hero on the Great Bridge and that hero has permanent boon attached, what happens with this boon card when I bring that hero back to play by Fortune or Fate? Is it again attached to him? In rules there is written: "If a hero leaves play, attachments with the permanent keyword attached to that hero are removed from the game", so maybe this boon is lost for good, as it is not just discarded but removed?
A: In that situation, the permanent attachment is removed from the game, but not from the campaign pool. It will be reattached at the beginning of the next scenario.
http://community.fantasyflightgames.com/index.php?/topic/125233-campaigning-for-heroes-and-boons/?p=1460793

Q: An enemy is in the staging area with 3 damage on it from a previous attack from Haldir. An enemy is revealed during staging this round with 3 hit points but he has Toughness. Can I use Infighting to move the 3 damage from one enemy to the newly revealed one, thus destroying it? Or would Toughness reduce the damage after it is moved?
A: Damage moved from one enemy to another with Infighting is still "assigned" and "dealt" to the recipient. Any time an enemy ends up with more damage tokens than it had before, it has been assigned and dealt damage. If the target recipient of Infighting has the Toughness X keyword, it would cancel the first X damage assigned to.
http://boardgamegeek.com/article/18469787#18469787

Q: The card Miruvor is an attachment that is played on a hero. I can play it on another player's hero and that player then controls (but doesn't own) the card. When that player triggers the "Action:" on the card he may select 2 of the listed effects. One of the effects that can be selected reads:
"put Miruvor on the top of your deck"
My question is, does that player then:
a) indeed put it on the top of his deck (the controller)
b) put it on the top of my deck (the owner)
A: When resolving Miruvor's ability, the Golden Rule will supersede the Ownership rule. For example, if Player A attaches Miruvor to Player B's hero and Player B chooses the option "put Miruvor on the top of your deck" then Player B player will

put Miruvor on top of his deck.
http://boardgamegeek.com/article/9823517#9823517

Q: If you attempted to play a unique when the unique is in play, do you still pay the cost, be it resources or an action, and if you do so does it get reversed.
A: If a unique ally is already in play, then you cannot start to play another copy by paying even part of its cost. Therefore, you cannot discard 3 cards from the top of your deck in an attempt to play Emery if she is already in play.
https://community.fantasyflightgames.com/index.php?/topic/136576-playing-emery-with-emery-in-play/?p=1473589

Q: The newly Ô Lorien! card as well as Master of Lore allow reduction of the cost to a minimum of 1. When combining with other reduction, how does this work? Like Lorien Wealth with a Good Meal or Naith Guide with Grima?
A: An effect that reduces the cost of a card to a minimum of 1 when used in combination with another cost reducing effect still cannot reduce the cost of the target card to less than 1. So, if you used Grima in combination with O Lorien! to play a Naith Guide, you would still need to pay 1 leadership resource. If you want to reduce the cost of a card to 0, then you cannot use a card that says "to a minimum of 1."
http://sdajce.forumactif.org/t3432-question-o-lorien-grima-et-allie-coutant-2-ressources-reponse-officielle

Q: In the Stone of Erech, when engaged with The Lord Of The Dead, character lose their textbox. Does that include the Doom 3 of Saruman? Also, it is just to be sure, but it should not include cost effect like secrecy?
A: The Doomed keyword on allies, like Saruman, is not a cost but an effect that triggers when they are played or after they enter play. Since playing an ally means to pay its cost in order to put it into play under your control, the Doomed keyword on Saruman would not trigger until after he was in play. If you're engaged with the Lord of the Dead when you play Saruman, then Saruman's text box would be blanked immediately upon entering play under your control. That means you would not have to raise your threat by 3.
Mail answer only

Q: Gandalf isn't released yet and we have already some questions about is ability:
- When drawing the starting hand, we have one Mulligan available. Can we see the topmost card of our deck with Gandalf before taking any decision? - When we have several heroes questing successfully with Expert Treasure Hunter, we can see the next card between each response of Expert Treasure Hunter, right?
- When the topmost card of the deck is an attachement, and we play it with Gandalf, do we have the time to see the next card before attaching it? (and then change the target of the attachment because we now know the next card)

A: 1. As soon as you draw your starting hand, you will turn the top card of your deck face up, so you will see it before you decide to mulligan.
2. Each copy of Expert Treasure Hunter is triggered and resolved separately, so Gandalf will allow you to see the top card each time you trigger it.
3. No. You must resolve playing the top card of you deck before you turn the next one face up.
http://sdajce.forumactif.org/t3586-question-gandalf-heros-et-carte-du-des
sus-du-deck-reponse-officielle

Q: When playing the Redhorn Gate, the quest 3b reads that character are discarded from play if their willpower is ever 0.
While there is a Snow Warg in the staging area, I want to play a Son of Arnor to engage him and get rid of his threat for the next questing phase. But Son of Arnor has 0 willpower. Would I be able to do his response before he get discarded?
A: Because passive effects trigger before Response effects, the Son of Arnor would be immediately discarded from play before you had an opportunity to trigger his Response.
http://sdajce.forumactif.org/t727p80-la-porte-de-rubicorne-discussion-gen
erale

Q: If we have only one hero left, can we still save him with Landroval?
A: No. Players are immediately eliminated from the game when their last hero is destroyed, so there is no opportunity to trigger Landroval's effect.
Mail answer only

Q: Can we save an hero with Landroval that is under the condition "Fallen into Evil", as the hero trait is blanked by the attachment?t
A: No. A hero with Fallen Into Evil attached is not a hero. It is an enemy at the time it is destroyed, so it will not trigger Landroval's effect.
Mail answer only

Q: Some players are very fond of Galadriel and her passive ability has raised some doubt about objective allies, mostly because their wordings have changed over the time. Do they all benefit from Galadriel's passive or is Nalir excluded because he never entered play?
A: Galadriel's effect does work on them the round they enter play. That means if you control Galadriel and you take control of Nalir during Setup, Nalir will not exhaust to quest during the first round. There really isn't a difference between "put into play" and "takes control of" in this situation because in both instances the corresponding ally has entered play.
http://sdajce.forumactif.org/t3817p20-question-objectif-allie-sont-ils-mis-e
n-jeu-durant-la-phase-de-preparation-en-attente-de-reponse-officielle

New content from 1.8

Q: If the Forced effect on the Giant Cave Centipede (Nightmare Foundations of Stone 3) triggers and the players are on quest stages 1B, 2B, or 5B (they are all together in one staging area), does the Giant Cave Centipede return to the sole staging area or does it stay engaged because there is no "different player's staging area"?

A: If all players are at the same stage, Giant Cave Centipede can still be returned to a 'different player's staging area' - that staging area just also happens to be the same as yours. It is the player who needs to be different, not the staging area. In a solo game, it would remain engaged with you because there is no different player in the game.

Mail answer only

Q: I was wondering specifically what would happen if Legolas (+Hands Upon the Bow, for example) or Ravens of he Mountain were used to clear the side quest during the quest phase. Would the scenario quest card become the active quest, or would there be no active quest on which to place progress as a result of questing?

A: The rules for side quests state that if you choose a side quest to be the active quest, it remains the active quest until the end of the quest phase, and any excess progress made after defeating a side quest is discarded. So, if you defeated a side quest before resolving the quest, all the progress you made from questing successfully would be discarded. This is important to the identity of side quests: You must dedicate at least 1 entire quest phase to defeat a side quest. During the phase that your heroes are adventuring on a side quest, they cannot make any progress on the main quest.

https://community.fantasyflightgames.com/index.php?/topic/164372-side-quests-vs-legolas-gondolin-blade-in-combat-phase/?p=1587208

Q: When an enemy make an attack per it's «when revealed» effect during the staging step, do we have the time to make action like readying Boromir in order to defend the attack? it seems the faq allows it because the 4 step of attack start with choosing the attacker and then open an action windows for the player, but a previous answer seems to skip the first step.

A: Thanks for bringing this to my attention. It looks like the answer I gave you previously was incorrect since it does contradict our FAQ. It was, however, the way that I played the scenario myself. I liked the tension it created in my games when I knew that if an enemy attacked me during the quest phase, I would not have the opportunity to respond until the attack was already underway. That way I had to think twice before committing everyone to the quest, even if I had a Sneak Attack in my hand.

Sadly, I have to concede that the ruling in the FAQ is cleaner and easier to comprehend, so I will recant my previous ruling rather than amend the FAQ. I doubt that many players will be upset like I am to know they have an action window during which time they can ready a character or Sneak Attack one into play in order to defend an immediate attack.

So, just to be clear: anytime an enemy makes an attack outside of the combat phase, you deal it a shadow card and follow all 4 steps of the 'resolving enemy attacks' portion of the combat phase. That also means that you have action windows after each of those 4 steps.

https://community.fantasyflightgames.com/index.php?/topic/124614-immediate-attack/#entry1608665

Q: Helm's Deep Quest 1B states to advance to 2A at the end of the round. So, at the end of the round, 2A resolves
- Deeping Wall becomes active
- 1 to 4 copies of Soldier of Isengard are added to the staging area
- 1 to 4 cards are revealed
Then we advance to stage 2B "Forced: at the end of the round place 1 progress here for each enemy in the staging area..."
So, before the end of the first round I need to place progress on 2B? That seems extreme and not the intent of the quest.

A: No. You should not trigger the end of round Forced effect on stage 2B unless you began the round at stage 2B.
https://community.fantasyflightgames.com/index.php?/topic/175990-helms-deep-quest-12-resolution/?p=1619052

Q: was wondering how Vilya responds to X cost cards. Can you play them for any cost X? For example, could I play stand and fight by Vilya to return the Beorn ally of cost 6? Or is it revealed as X equal to 0, which would make it complete useless since the only 0 cost allies have to be released yet.

A: I'm afraid in the situation you just described, the value of X is always 0. So you could play Gandalf's Search for 0 cards, or Men of the West to get 0 Outlands characters back in your hand, etc. If that's not already in the FAQ, then it should be.
I'll make a note to check.
https://community.fantasyflightgames.com/index.php?/topic/135580-vilya-x-cost-cards/?p=1625259

Q: I played a Knife in the Dark yesterday where a Ringwraith had two shadow cards when it attacked. Both of the shadow cards were both Pathless Country, which says "After this attack, the attacking enemy engages the next player then makes an

immediate attack." How would this situation resolve?

A: In the situation you just described, the enemy will engage the next player after resolving its attack against you. Then it will make 2 attacks in a row against that player.
https://community.fantasyflightgames.com/index.php?/topic/178369-double-engaged-next-player-attack-shadow-effect/?p=1639558

Q:Do effects that trigger at the end of the phase, if played during the refresh phase, occur simultaneously with end of round effects, thus allowing the player to determine the order of their resolution?

A: The end of the round comes after the end of the refresh phase. Everything that triggers at the end of the refresh phase triggers before the end of the round. The end of the round and the beginning of the round can be thought of like book ends to the game round and each phase therein.
https://community.fantasyflightgames.com/topic/180523-end-of-refresh-phase-vs-end-of-round/?p=1664215

Q:After Gimli been destoryed, I play Grave Cairn to add his ATK to another hero, how many ATK can that hero get?(Gimli has no attachment)

A:When you use Grave Cairn, you are targeting a character who has just left play. When a character leaves play, all tokens on that character are returned to the token bank and all attachments on that character are placed in the discard pile. Furthermore, the game text on dead heroes and allies in the discard pile is not active, so when you play Grave Cairn, the only attack value that you add is the target character's printed attack strength.
https://community.fantasyflightgames.com/topic/181216-grave-cairn-beorn/#entry1672642

Q:Question 1, If you use Treebeard his action while Song of Mocking is active on him, does he still get the Willpower and Attack boost?
Question 2, Because the Action starts, with "deal 1 damage to Treebeard", I was wondering if I could actually trigger this action. Since it is impossible to deal any damage to Treebeard (because of Song of Mocking), can I actually trigger this action to transfer the damage to Gloin?

A:Question #1 - Treebeard does not get his willpower or attack bonus from his Action effect unless damage is actually placed on him.
Question #2 - You can trigger the action (up to 5 times) and redirect the damage to Gloin with Song of Mocking.
The way this works is that you trigger Treebeard's Action, but when you place the

damage Song of Mocking redirects it to Gloin. Which means it is never placed on Treebeard, and his effect does not resolve. In essence, you trigger Treebeard's effect and then cancel it by placing 1 damage on Gloin instead.
https://community.fantasyflightgames.com/topic/180443-treebeard-hero-song-of-mocking/?p=1692276

New content from 1.9

Q: Does Vilya ignore the "additional costs" of cards like Skyward Volley?
Does Vilya ignore payment restrictions of cards like Thicket of Spears?
Does Vilya ignore requirements to be able to play a card like Ent Draught (since you can "put into play" the card instead of "playing" it)?
Does Vilya ignore costs on cards that have a built-in cost in the form "cost to effect" phrase like Quick Strike? If so, how does Quick Strike work if you have not exhausted a character?
A: "At no cost" encompasses the additional cost because it is described as a "cost."
Since you are playing Thicket of Spears at no cost, there is no need to pay for it, and therefore no need to spend resources from 3 different heroes' pools.
The play restriction on Ent Draught is irrelevant because you are putting it into play, not playing it.
Vilya allows you to ignore resource match and printed cost with its ability (and anything that is described as "an additional cost"), but it does not allow you to trigger effects without paying their 'cost' because these 'costs' are not what Vilya refers to. The term 'cost' as used in the expression "cost to effect" is not a formal cost, like the kind that Vilya can ignore; they are an informal 'cost.' We only call them costs to help players understand that you must do whatever that thing is in order to receive the benefit of the effect. You can think of the difference between 'costs' here like big "C" costs and little 'c' costs, similar to big 'A' Actions and little 'a' actions in the game.
https://community.fantasyflightgames.com/topic/204958-vilya-and-ent-draught/?p=2094740

Q: Who, if anyone, raises his threat if progress is placed onto a location in the staging area as a result of Explorer's Almanac while Market Square is in play? It seems a bit odd to me that the wording is "after a player places...progress" and not "after a player card effect places...progress" on Market Square.
A: Placing progress from questing successfully is a framework action that happens automatically as a result of questing successfully, and Explorer's Almanac simply redirects that progress to a location. So in essence, the game is placing that progress on the location and no one raises their threat from Market Square.

Q: When Galadrim Weaver comes into play, we shuffle the top card of discard into the deck. If she enter play with A Very Good Tale, when can we use her response? After, before, or at our choice, putting A Very Good Tale in our discard pile and the other cards.
A: When you play an event card, you should fully resolve the effects of that card

before placing it in the discard pile. When you use A Very Good Tale, the effect is resolved when you place up to 2 ally cards into play. If one of those cards is the Galadrim Weaver, it will trigger its Response effect after A Very Good Tale has been placed in your discard pile, so you may choose to shuffle A Very Good Tale into your deck.
http://sdajce.forumactif.org/t5151-galadhrim-weaver-une-tres-bonne-histoire-timing-reponse-et-resolution-d-une-action

Q: When the players are divided into separate staging areas in the Fog on the Barrow-downs, will Doomed "player cards" raise the threat of all players, or only those players who are sharing a staging area where the Doomed card was played?
A: No. While playing Fog on the Barrow-downs, players and player cards cannot be affected by player cards at a different stage. So, if you play a doomed card at your stage, a player at a different stage will not raise his threat.
https://community.fantasyflightgames.com/topic/124254-doomed-cards-in-separate-staging-areas/#entry1838378

Q: Assume all players were on the same stage when Ancient Barrow entered play (and each player had an ally to sacrifice to the Ancient Barrow). What happens when Ancient Barrow is explored and not all players are on the same stage?
A: If Ancient Barrow is explored while you are at a different stage, you still get your ally back.
https://community.fantasyflightgames.com/topic/190323-ancient-barrow-separate-staging-area/#entry1838323

Q:The situation occurred right after the staging step.
1. Before resolving questing Player 1 triggers Asfaloth clearing Methredas (triggers Search).
2. Player 2 reveals Mugash's Guard as a part of his search.
3. Player 3 triggers Ride them Down and chooses Mugash's Guard.
4.1 The players move to quest resolution.
This is where it got confusing to us. At this juncture, we have determined that our willpower is > threat. It is sufficient to clear the active location AND kill Mugash's Guard from the effect of Ride Them Down. However, we are uncertain as to exactly how things should resolve...
4.2 We must trigger the response on Searching for Mugash before resolving Ride Them Down
Option 1: You cancel all progress that would be placed on the stage, therefore the progress still clears the active location because it still may be placed there, but the overflow does not kill Mugash's Guard because no progress could be placed on the current quest.
Option 2: You cancel all progress that would be placed on the stage, therefore the progress does not clear the active location because zero progress is being placed.

4.3 You can wait to trigger the response on Searching for Mugash until after progress/damage is placed from Ride Them Down.

Option 1: You place progress on the active location and then place overflow onto Mugash's Guard killing it. Players trigger the response on Searching for Mugash since they have quested successfully "canceling all (zero in this case since it all went to damage from Ride Them Down as developers have said all can include zero) progress that would be placed on this stage".

The reason I suppose for the confusion is that the rulebook states "If the willpower is higher [than the threat], the players have successfully quested, and they make progress on the quest." It seems that this is one simultaneous resolution since they use "and" instead of "then" so there is no clear distinction as to whether you must use the response on the Searching for Mugash quest card before or after you make progress. Perhaps it is a choice.

My interpretation is that you must trigger the response on Searching for Mugash first (if you wanted to), which would negate Ride them Down, but I not think it is so clear and I can see arguments for various interpretations.

A: If you play Ride them Down while at the quest stage, Searching for Mugash, then you cannot place progress on that stage at all. Therefore, you cannot trigger the Response effect on that stage.

It is not enough to quest successfully, you must cancel progress that would be placed on the quest. If you quested successfully, but did not make enough progress to fully explore the active location, then you would not place progress on the quest, and you could not trigger the Response. That is an important part of the tension of the scenario: deciding where to travel to and asking yourself if you think you can make enough progress to fully explore the active location AND place progress on the quest.

https://community.fantasyflightgames.com/topic/188736-specific-situation-ride-them-down-searching-for-mugash-search-keyword/#entry1804324

Q: If Overcome by Grief is attached to your hero, and it was your char that was destroyed, does the forced affect trigger right away? Or only the next time one of your chars is destroyed?
A: No. Overcome by Grief was not attached at the time it would have triggered. Once it is attached, then you will exhaust the attached hero the next time it triggers. Forced effects do not trigger unless they are in play at the time that they would trigger. This is true for Response effects as well.

https://community.fantasyflightgames.com/topic/187963-when-is-overcome-by-grief-first-triggered/#entry1787811

Q: If Sailor of Lune's effect is currently active due to the top card of your discard pile being an event, can she be the target of the encounter card that deal, or assign damaged? Especially Take Cover! And Dol Guldur Orcs.
A: The word 'cannot' is an absolute, so you cannot choose to assign or deal damage

to Sailor of Lune while the top card of your discard pile is an event. Take Cover! - This card does not specifically target the Sailor of Lune but rather 'each exhausted character' and as a result you can choose the first option and the Sailor of Lune's ability will prevent the damage. Dol Guldur Orcs - This enemy's 'when revealed' effect first asks you to target a character committed to the quest, so Sailor of Lune can be a valid target if it is questing. Then, it attempts to deal 2 damage to that character. Sailor of Lune's ability will prevent the damage.

Q: I have a question about Vanish from Sight and O Elbereth! Gilthonial!. Let's say my threat is 45, I only have 2 heroes, and I play Vanish from Sight in the combat phase, so my threat is now treated as 20. Then I play O Elbereth! Gilthonial! on an enemy attacking me that has an engagement cost of 25. Would I then move my threat dial down to 25 to match the enemy?
A: You would indeed set your threat to 25 in the situation you describe.
https://community.fantasyflightgames.com/topic/219748-vanish-from-sight-o-elbereth-gilthonial/?p=2289200

Q: Does Vanish from Sight keep you from being eliminated due to reaching 50 threat? If you use Vanish from Sight in the Refresh phase can you use Lore Aragorn's ability to reset your dial to your starting threat level? If so, does your starting threat level have to be < 20 since his ability specifically says "reduce"?
A: Vanish from Sight will prevent you from being eliminated when your actual threat climbs over 20, but only until the end of the phase.
If you play Vanish from Sight in the refresh phase, you can still use Aragorn's ability, but only if your starting threat was less than 20 because it says "reduce." If your starting threat was higher than 20, then you cannot "reduce" your threat by increasing it.
https://community.fantasyflightgames.com/topic/219748-vanish-from-sight-o-elbereth-gilthonial/?p=2290587

Q: My 3 starting heroes have the printed spirit icon, one is Caldara, the Prince Imrahil ally is in play and is still an ally. Then, I trigger Caldara's ability. How many allies do I get out of the discard pile?
A: Prince Imrahil's text is a passive effect that is constantly checking the game state to see if there is a hero in your discard pile, so the instant that Caldara is placed in your discard pile he becomes a hero. As for Caldara, the cost to trigger her effect is to place her in the discard pile, and you cannot trigger an effect without paying the cost first. So, you must discard Caldara before you can resolve the rest of her effect. That means Imrahil is a hero at the time that you calculate how many allies you put into play, which means you can get up to 3 allies into play with Caldara's effect (or even 4 if you make a unique spirit ally a hero with Sword-thain first).
https://community.fantasyflightgames.com/topic/225784-prince-imrahil-the-flame-

of-the-west-ally-and-caldara/?p=2325945

Q: How is it with multiple traps in staging area and multiple enemies incoming here at the same time? Like trolls in We Must Away, Ere Break of Day scenario, or trolls in Conflict at the Carrock scenario. Can I choose which enemy goes to witch trap? Or one enemy goes to all trap? Thanks for your answer. Laco.

A: Whenever several effects resolve simultaneously, it is up to the first player to decide how they resolve. If you have multiple traps in the staging area when you advance to stage 2 of Conflict at the Carrock and add 4 Troll enemies to the staging area, the first player will decide which enemy to attach each trap to because they are all valid targets.
Now if there were multiple traps in the staging area when just 1 enemy was added to the staging area, then each trap would be attached to that enemy.

Q:Annuminas Stage 1F reads:
Forced: At the beginning of the round (before the resource phase), place 1 resource here. Then, if there are 4 resources here, advance to stage 2.
And Stage 2F reads:
Forced: At the beginning of the round, add 1 set aside Host of Angmar (from any stage's set aside area) to this staging area.
Am I correct in assuming that you do not put a set aside Host of Angmar into play on the round you move from stage 1 to stage 2, since you would trigger all "beginning of round" effects once only, and Stage 2F was not in play at that moment?

A: Correct.
https://community.fantasyflightgames.com/topic/232746-annuminas-stage-2f/?p=2467452

Q: Since characters are considered questing until the end of the quest phase, is there room to play Elevenses after the resolution of the quest, allowing players to safely remove characters after they contributed to the quest advancement?

A: In order to play Elevenses, you must play it immediately after the staging step resolves. You cannot wait until resolving the quest to play the card.
http://sdajce.forumactif.org/t6285-casse-croute-engage-dans-la-quete#112872
(french)

Q: In this situation, we have Prince Imrahil Ally, who become a Hero because we have one hero in our discard pile and Shelob's Poison. Shelob's Poison will only affect hero and will blanks his text. So, while Imrahil is a hero, when blanking is text, he'll reverse back to an ally. This, in turn, make him an illegal target for the

text of Shelob's Poison. Now, we know that even if Imrahil lose the Hero type, the condition will still be attached because it was attached legally, because we don't recheck that condition afterwards. So there is two passives effects that make Imrahil an hero and not-an-hero at the same time and it's impossible to decide which one will win.

A: I'm not prepared to make a general, broad-sweeping rule based on this one instance, but in this particular case I would rule that Imrahil is reverted to ally status while he has Shelob's Poison attached.
https://community.fantasyflightgames.com/topic/239626-shelobs-poison-prince-imrahil-ally/?p=2588532

Credits

Front page image: Depingo (you are in the printer friendly version though...)
Official answers: Caleb Grace, Nate French