

MIDDLE-EARTH QUEST

ERRATA AND FAQ 0.2.1

January 20, 2010

This document contains errata and answers to frequently asked questions for the *Middle-earth Quest* board game.

ERRATA

Two locations on the game board are incorrectly labeled. "Sea of Udûn" should be "Plains of Udûn" and "Lake Esgaroth" should simply be "Esgaroth".

The "Gollum is Captured" Plot card has the wrong colored location gem on it. It should be Red to match its affected location ("Plains of Udûn").

FREQUENTLY ASKED QUESTIONS

Q: Can a hero rest or heal in a haven if a minion is present?

A: Yes.

Q: Can monster tokens ever be placed in haven locations (for example with the Black Serpent's ability)?

A: No.

Q: What happens if a hero has 0 cards in his deck and not enough cards in his hand to move to an adjacent location?

A: The hero will need to rest on his next turn in order to get more cards in his life pool. If the hero is on a Shadow Stronghold, within 1 space of the Witch King, or does not have cards in his rest pool, he may voluntarily be defeated at any point during his turn (since he cannot rest).

Q: Can a hero player voluntarily defeat himself by playing the last card in his hand (to move or during combat)?

A: Yes.

Q: What happens if both combatants play the "Anticipate" card during the same combat round.

A: Neither ability would be resolved on the following round of combat.

Q: What happens if a player reveals the "Flaming Arrow" training card during one round of combat and plays the "Execute" training card on the next round?

A: The "Execute" card's ability would only be resolved if the opponent's card had an unmodified printed defense of 0.

Q: When a combat card is cancelled, does this cancel any attack and defence bonuses gained from the previous round?

A: Yes. A canceled combat card has a *final* attack and defense of 0.

Q: What happens if a player reveals a combat card that "cannot be cancelled" on the same combat round that he is exhausted?

A: The card would have 0 attack and 0 defense, its special ability would not be resolved, and its combat type is considered to be neither melee nor ranged.

Q: How do Sauron's "cannot be canceled" cards work during combat?

A: "Cannot be canceled" abilities are always resolved before other effects (even though hero combat cards are usually resolved first).

Q: When a combat card is canceled (for example by being exhausted), does the card still have a type (melee or ranged)?

A: No. Whenever a combat card is canceled it is considered to be neither melee nor ranged.

Q: Can Sauron play a Shadow card during the finale?

A: No.

Q: How do Quest cards that require the player to "encounter" a location interact with perilous locations? For example: "When you would draw Encounter cards in Isengard, combat an Agent instead."

A: The player may attempt his Quest after the Travel step, even though he would normally skip his Encounter step.

Q: How do you resolve a card that has a choice if one of the results cannot be fully resolved? For example: "The hero must choose to either lose 2 favor or have Sauron draw 2 Corruption cards and choose 1 for the hero to receive" if the hero only has 1 favor?

A: The player must choose the result that can be fully resolved. In the example, since the entire amount of favor cannot be paid, the other effect must occur.

Q: When "Choosing a Dark Path", what does the hero receive first, favor or Corruption card?

A: The player receives the favor first and then the Corruption card.

Q: Some Shadow cards can be played at the beginning of a Hero's turn and say to skip the Ambush step. In such cases, is the Hero allowed to resolve his Rest step?

A: Yes.

Q: Can Sauron initiate combat during the Travel step of a hero entering a haven containing a Minion?

A: He may attempt to attack the hero, but as always, the hero decides whether combat is resolved at a haven.

Q: After a Hero successfully plays a "Retreat" card during combat, what step of his turn does he resolve?

A: The hero continues his turn as if he had defeated his opponent in combat. The movement from the card is not treated as a travel step and will not trigger combat or peril in the new location.