# THE LORD OF THE RINGS

## JOURNEYS IN MIDDLE-EARTH

### FAQ VERSION 2.0 07/28/2021

This document contains errata and answers to frequently asked questions for *Journeys in Middle-earth*.

## ERRATA

This section describes official changes to rules text and cards.

### RULES REFERENCE

- **Rules Reference, page 5, Continuing a Campaign:** The last sentence of Step 7 should read, "Then, the hero shuffles the cards numbered 2 and 3 with the set-aside cards from Step 4 to form the hero's skill deck for the adventure."

- **Rules Reference, page 6, Abilities:** Section 1.3 should read, "Rule 1.3 has been removed by errata."

- **Rules Reference, page 9, Attacks:** A subbullet should be added to section 12.4 to read, "Each ability can be resolved only once per attack."

- **Rules Reference, page 11, Damage and Fear:** Section 22.8 should read, "When a game effect instructs a hero to flip one or more damage (�) or fear (�) faceup, that hero selects those cards at random from among all of their facedown damage or fear cards. Then, that hero flips each of those cards faceup and resolves its ability.

  - ◇ When flipping multiple damage and fear, the hero flips each damage and fear one at a time, flipping and resolving one card completely before flipping and resolving the next card."

- **Rules Reference, page 18, Last Stands:** A bullet point should be added to the end of section 54.3 to read, "If a hero has a number of faceup damage cards equal to or greater than their damage limit or a number of faceup fear cards equal to or greater than their fear limit, that hero cannot pass any last stand test. When performing a last stand test, that hero must select the 'Fail' button."

- **Rules Reference, page 24:** Section 89.1 should read, "When a hero is taking a turn during the action phase, that hero can discard a card that has the 'Sprint X' keyword to move up to X additional spaces."

- **Rules Reference, page 27:** Section 108.2 should read, "When a hero performs a travel action, they can perform other actions and resolve other game effects between each of their moves."

- **Rules Reference, page 32, Quick Reference, Keywords:** Sprint X should read, "During your turn, you can discard a card that has the 'Sprint X' keyword to move up to X additional spaces. You can perform actions between each movement."

### LEARN TO PLAY

- **Learn to Play, page 16, Quick Reference, Keywords:** Sprint X should read, "During your turn, you can discard a card that has the 'Sprint X' keyword to move up to X additional spaces. You can perform actions between each movement."

### CARDS

- **Gimli hero card:** The ability should read, "After performing an attack test, you may place 1 card from the test on top of your deck."

- **Barrels terrain card:** The first sentence should read, "You may interact with barrels to test �; 2."

- **Boasting skill card:** Added the text "*(This � cannot be prevented.)*"

- **Staff of the Flame item card:** Added the text "*(Limit once per test.)*"

- **Maranwe item card:** Added the text "*(Limit once per test.)*"

# Frequently Asked Questions

This section answers frequently asked questions about *Journeys in Middle-earth*.

Q: *"What should I do if the app places a token where I cannot see it (blocked by a message box or off screen)?"*

A: Your view can be manipulated while message boxes are open to see more of the map. These camera controls are further explained in the Main Menu in the upper-right corner of the screen.

Q: *"Can a hero count themselves for an effect that targets a hero in your space?"*

A: Yes, when an effect could target a hero in your space, you can select yourself to be the target of that effect.

Q: *"If an effect could affect two or more heroes, what happens?"*

A: The players as a group decide which hero is affected.

Q: *"What happens if a game effect would affect a defeated hero?"*

A: Resolve as much of the effect as possible. A defeated hero is unaffected unless the effect specifically allows it.

Q: *"If an effect tells me to place a figure on a space, does that count as movement?"*

A: No. Placing an enemy or hero figure does not trigger abilities that occur as a result of moving and is not affected by game effects that limit movement.

Q: *"When an effect happens after I attack an enemy, does that enemy get to counterattack me before or after the effect?"*

A: Enemy counterattacks are step 4 of resolving an attack, so any effect that happens after attacking an enemy happens after step 4 fully resolves.

Q: *"During an adventure, how do I equip a trinket (⬙) from the inventory?"*

A: To view the inventory during an adventure, a hero selects the Hero Menu in the lower-left corner of the screen, and then the Item tab. The party's trinkets are listed in the Group tab of the item menu. If a game effect instructs a hero to equip a trinket from the inventory, they can equip any trinket from the Group tab that is not already in play.

Q: *"Is spending a fate (♣) icon different than spending inspiration?"*

A: Yes. Fate (♣) refers to the icon printed on skill cards. Inspiration refers to the tokens gained during an adventure. When you spend a ♣, it cannot then be converted to a ❄.

Q: *"After I performed a last stand, a skull icon appeared below my hero's portrait in the hero menu. What does this skull mean?"*

A: The skull and its number are tracking how difficult your next last stand will be. Each of your successful last stands during an adventure increases this value by 1. That number will be reset between adventures.

Q: *"When a skill with a keyword, like Strike, does not say to discard itself, do I still have to discard it to use its keyword?"*

A: Some skills have text written in italics meant to remind players of common rules, like keywords. However, the rules never change, even when the reminder text is not there. To use the strike keyword, you must discard a skill with strike. Reminders for how to use each keyword can also be found on the Quick Reference on the back of both the Learn to Play and the Rules Reference booklets.

Q: *"When a damage (⬥) card instructs me to flip it facedown, can I discard that card using an effect that allows me to prevent facedown damage?"*

A: No. You may only use an ability that prevents facedown damage or fear when a game effect specifically instructs you to suffer facedown damage or fear. Flipping damage or fear facedown is not suffering facedown damage or fear.

Q: *"When I am hidden, but have the faceup fear card 'Rage,' what happens when an enemy attacks me?"*

A: When you are attacked by an enemy and are hidden, you must always discard the hidden boon before you test. However, the "Rage" fear card stops hidden from preventing any damage. The **cannot** on the "Rage" fear card is absolute.

Q: *"Can I resolve an ability more than once if I can still pay the cost of that ability?"*

A: Yes. If an ability requires you to pay a cost (like depleting a trinket or spending an inspiration to resolve an ability), you can choose to resolve that ability as many times as you want if you pay the cost each time and are still within the correct timing window.

Q: *"How can I resolve 'Child of the Lûhn' during an enemy activation?"*

A: "Child of the Lûhn" must be resolved before the enemy attacks, during its movement instruction. Tap on the enemy portrait to open the attack screen for that enemy before selecting the "Attack" button for that activation. This could even defeat that enemy, or change its activation. This process should be used for all abilities that apply hits or modifiers to an enemy during its activation.

Q: *"I gained a title, but the app didn't specify what I should do with it. Should I place it in my discard pile?"*

A: No. When a hero gains a title card, that hero prepares the named title card immediately unless the app specifies otherwise. The app also requires the hero who gained the title to be selected in the app to place that title card into that hero's inventory.