

MIDDLE-EARTH™

STRATEGY BATTLE GAME

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Designer's Commentary, **February 2023**

The following commentary is intended to complement the Middle-earth Strategy Battle Game rules manual. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: Some special rules refer to checking to see if a model would be Trapped if it loses the Fight. When should this be checked and what exactly does it mean? (p.47)

A: This should be applied at the time the special rule in question comes into effect. For example, some may say 'at the start of the Fight phase', in which case you would check to see if the model is Trapped at the start of the Fight phase. Others might say 'during a Fight' or similar, in which case you would check at the start of that Fight before any dice are rolled. In all instances of this type of rule, a model would be considered Trapped if, should they lose the ensuing Fight, they would be unable to Back Away as normal. If the model would be able to Back Away as a result of a friendly model deciding to Make Way, then they would not be considered Trapped for the purpose of the special rule.

*Q: Do the likes of inanimate objects, such as a **Siege Engine**, demolition charge, the Mirror of Galadriel, and so on, count as a model for the purpose of an army's Break Point or for holding Objectives? (p.56 & 134)*

A: No.

Q: Some special rules, such as the Goblin King's Blubbery Mass or Malbeth the Seer's Gift of Foresight, allow models to ignore Wounds on a dice roll as if a point of Fate had been spent. Can Might be used to alter such rolls? (p.69)

A: Yes.

*Q: If a model with a spear was supporting a **Hero** model that declared a Heroic Combat, and the **Hero** subsequently charged another enemy model whilst remaining in base contact with their original spear support, can the model with the spear support them again? (p.71 & 86)*

A: No.

Q: If a model armed with a spear is engaged in a fight and after the fight is resolved they find themselves in base contact with another friendly model (such as if they Back Away), can they still spear support even though they have already been involved in a fight? (p.71 & 86)

A: No. The only exception to this is if the spear-armed model was engaged in a fight (though not supporting) alongside a friendly **Hero** model who successfully declared a Heroic Combat, in which case after moving as part of the Heroic Combat, the spear-armed model could provide support in this second combat.

Q: In what order are Special Strikes and Shielding declared? (p.88)

A: During a Duel roll, the player with Priority gets the first opportunity to declare their model's Special Strikes, though they can choose to pass if they wish. The player without Priority then gets the opportunity to declare their model's Special Strikes. If they also pass, then the Duel roll takes place and no further Special Strikes can be declared. If they opt to declare any Special Strikes then their opponent may then choose to respond by declaring any Special Strikes if able. This continues until both players have finished declaring Special Strikes. It is important to note that once a model has declared a Special Strike of any kind, they cannot change their mind after an opposing model declares a Special Strike. Treat Shielding as a Special Strike for the purpose of deciding the order that they are declared.

Q: If a model has a special rule that allows specific friendly models (such as those with the required Keywords or profile names) to count as in range of a banner, do those specific models have to be in range of the model with the special rule, or do they just need to be involved in a fight that is in range of the model with the special rule? (p.91)

A: In these instances, it is important to remember that the model with the special rule is not actually a banner themselves. As a result, the models that count as in range of a banner must themselves be within range of the model with the special rule in order to benefit from it. Additionally, only the models that benefit from such a special rule may re-roll a dice in the Duel roll, so it is important to make a note of which dice can benefit and which ones cannot.

Q: Can a model affected by the Immobilise/Transfix Magical Power interact with anything else during the turn in which they are affected, such as detonating a demolition charge, interacting with objectives in Scenarios that allow this, use a special rule from a Legendary Legion that requires them to act, shout or similar (such as Death! from the Riders of Théoden Legendary Legion), or any other similar situation? (p.98)

A: No. A degree of common sense is required when working out what a model affected by the Immobilise/ Transfix Magical Power can do. If the model would theoretically need to move to do it, then they are unable to do so.

*Q: Can a **Hero** that is under the effects of the Paralyse Magical Power use Might to affect their own roll to see if they recover at the end of the turn? (p.102)*

A: Yes, as it states that Might may be used to modify the roll.

Q: Who exactly can attempt to resist the Tremor Magical Power? Only the initial target, or any model under the line? (p.105)

A: The Tremor Magical Power states that it will target the initial target and any model under the line; therefore either the initial target or any model under the line may attempt to resist the Magical Power.

Q: Does a model with the Swift Movement special rule still measure the vertical distance when moving over obstacles? (p.107)

A: Yes.

Q: Do models have to be on the board to be able to use special rules? (p.107)

A: Yes, unless the special rule only works when the model is off the board such as Madril's Master of Ambush or Guritz's Master of Reserves.

*Q: Do inanimate objects such as a **Siege Engine**, demolition charge, the Mirror of Galadriel and so on count as terrain for the purpose of the Stalk Unseen special rule? (p.110)*

A: Yes.

*Q: When a **Siege Engine** fires using Severed Heads, does the shot still scatter as normal resulting in the model the shot scatters onto being the initial target for the purpose of Severed Heads? (p.119)*

A: Yes.

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STRATEGY BATTLE GAME

MATCHED PLAY GUIDE

Designer's Commentary, February 2023

The following commentary is intended to complement the *Matched Play Guide* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: In Scenarios where models deploy within 6" of the warband's captain, if a player wishes to deploy models on an elevated piece of terrain higher than the warband's captain, does the model need to be within 6" of the warband's captain or the captain's base? (p.10-29)

A: Any part of the captain's base.

*Q: In Scenarios where you score Victory Points for killing enemy **Hero** models or the leader, are the Victory Points still scored if the **Hero** model is removed as a casualty in another way? For example, if they flee the board, are reduced to 0 Will when they have the Will of Evil special rule, or any other situation. (p.10-29)*

A: Yes. You will still score the Victory Points if the enemy **Hero** or leader is removed as a casualty in any way.

Q: If in the Matched Play Scenarios, when a deployment states that models must be deployed within a certain area, is this within or wholly within? (p.10-29)

A: Deployment is always wholly within with one exception. In the Contest of Champions Scenario, leaders only need to be within 3" of the centre of the board rather than wholly within.

Q: In Scenarios that require models to capture objectives, do models that have temporarily switched sides (e.g., Denethor, Thráin the Broken) count as scoring Victory Points for their owning player or the player who temporarily controls them? (p.10-29)

A: Their owning player.

*Q: In Scenarios where you score Victory Points for wounding a specific **Hero** (such as the leader), if the **Hero** model is wounded and then is subsequently healed (such as with the Renew Magical Power), do they still count as having been wounded for the purpose of Victory Points? (p.10-29)*

A: Yes.

Q: In Scenarios where you score Victory Points for breaking the enemy force, if the game ends at the end of a turn in which one force has killed enough models to break the enemy force at the start of the next turn, do they still score Victory Points for breaking the opposition force? (p.10-29)

A: Yes.

Q: In Scenarios where models can exit the board, do they need to move the entire base off the board, move part of their base off the board, or just touch the edge of the board? (p.10-29)

A: They will need to move part of their base off the board.

Q: In Scenarios that use the Maelstrom of Battle special rule, can models be Commanded/Compelled to charge an enemy model on the turn they arrived? (p.13, 20, 24)

A: No. The Maelstrom of Battle rule states that models may not charge on the turn they arrive. This includes if an enemy model tries to force them to through the use of the Command/Compel Magical Power.

*Q: What happens if a model that can kill models by moving into them, such as a **War Beast** or an Iron Hills Chariot, tries to do so as they enter the board via the Maelstrom of Battle deployment, but fails to kill a model whilst not completely on the board? (p.13, 20, 24)*

A: A model that moves in this way must be completely on the board before attempting to kill any models via its special rules, such as a **War Beast** using their Trample special rule.

Q: In the Lords of Battle Scenario, do wounds inflicted upon my opponent in ways other than being dealt by my army count towards my Wound tally? (p.14)

A: Yes. Essentially, any time an enemy model is removed as a casualty, you will add the points onto your Wound tally. This includes, but is not limited to, the likes of fleeing models (though you will still only score points for mounts if you actually kill them), models that are trampled/run over by a friendly **War Beast** or Chariots, models removed by special rules such as Kardûsh's Heart of Darkness and even situations such as models being removed as a result of falling damage.

Q: Do models that may spend Will points as if they were Fate points give points towards the Wound tally for spending Will points in this manner in the Lords of Battle Scenario? (p.14)

A: No. The Will points are spent as if they were Fate points, though they are not themselves Fate points and therefore will not count towards the Wound tally.

Q: Do models that are benefitting from the Fury Magical Power give points towards the Wound tally for making a Fury save? (p.14)

A: No.

Q: In the Lords of Battle Scenario, do you add points to your Wound Tally for wounding or disabling a **Siege Engine**? (p.14)

A: Yes. If you manage to disable a **Siege Engine**, then you will add points to your Wound Tally equal to the number of Wounds the **Siege Engine** had remaining.

Q: In the Lords of Battle Scenario, do you add points to your Wound Tally for an opposition Demolition Charge that has detonated? (p.14)

A: Not if it detonates of its controlling player's accord.

Q: If a model gains Might points in some way (such as winning a Heroic Challenge), can they regain them in the Lords of Battle and Contest of Champions Scenarios even if this would take them back above their starting Might points? (p.14 & 18)

A: Yes. Models that gain Might points in some way and then spend them, can still regain them in these Scenarios as they were spent earlier in the battle.

Q: In the Reconnoitre Scenario, do models that have escaped the board count as being on the board for determining whether a force has been Broken or reduced to 25%? (p.15)

A: Yes.

Q: In the Clash by Moonlight Scenario, if models have been illuminated by an effect such as Blinding Light, can they be targeted by shooting attacks, Magical Powers or special rules at distances greater than 12" away? (p.16)

A: Yes, though shooting attacks will still gain the bonus of +1 when rolling To Wound.

Q: In the Clash by Moonlight Scenario, can models with the Cave Dweller special rule still see enemy models at distances greater than 12" away? (p.16)

A: Yes. Additionally, shooting attacks that target a model with Cave Dweller will not gain the bonus of +1 when rolling To Wound.

Q: The rules for deploying **Siege Engines** state they are deployed within 6" of the controlling player's board edge, whilst the rules for the Contest of Champions Scenario state that your leader must be deployed within 3" of the centre of the board. If my leader has a **Siege Engine** (e.g., Bard the Bowman or Girion with a Windlance), which takes precedence? (p.18)

A: The deployment rules for Contest of Champions will overrule the deployment rules for **Siege Engines** in this situation.

Q: In the Heirloom of Ages Past Scenario, if the relic is in the possession of a model, which will score their controlling player 6 Victory Points, will the opposing player score 3 Victory Points if they have more models within 3" of the model carrying the relic than their opponent? (p.20)

A: No. The 3 Victory Points for having the most models near the relic only applies if no models are in possession of the relic.

Q: If a **Cavalry** model is on top of an Objective marker in the Destroy the Supplies scenario, and then loses their mount and does not roll a 6 on the Thrown Rider chart, can they still destroy the Objective marker during the End phase? (p.27)

A: No.

Q: Can a Prone model destroy an Objective marker in the Destroy the Supplies scenario? (p.27)

A: No.

Q: In the Assassination, if I choose a Siege Veteran as my Assassin, do I still score Victory Points for killing my Target with the Siege Engine? (p.29)

A: They will only count as killing the target if it is killed by the initial shot, not by damage caused by area of effect, piercing shots, and so on.

Errata

Page 23 – Storm the Camp – The Campsite

Replace the first paragraph with the following:

The campsites are the deployment areas of the two armies. A campsite is captured if at the end of the game you have more models entirely within your opponent's campsite than they do.

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ARMIES OF THE HOBBIT

Designer's Commentary, February 2023

The following commentary is intended to complement the *Armies of The Hobbit*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: How does the interaction between Balin's Longbeard special rule work when played against Elrond's Foresight of the Eldar? (p.11 & 62)

A: Elrond must use any Foresight Points he wishes to use before Balin uses his Longbeard special rule. After the dice has been re-rolled, Elrond may not use any more Foresight Points.

Q: When Bifur uses his Embedded Axe-blade, can he use his two-handed weapon or Piercing Strike? (p.12 & 40)

A: No. Additionally, when using his Embedded Axe-blade, Bifur will only ever roll a single D6 as it makes a single Strike, even if the enemy model is Trapped.

Q: If Bofur uses his Steadfast special rule to negate the effects of the Wrath of Bruinen or Nature's Wrath Magical Power, will it still affect all other models in range or is it negated entirely? (p.12 & 40)

A: It is negated entirely.

Q: Can Bombur use his Raising Spirits special rule if he has already been charged that turn? (p.13 & 41)

A: No.

A note on the Allies Matrix: We have had a few questions asking us about the levels of alliance presented in the Allies Matrix; 'should this army be Historical with this one?', or 'why isn't X Historical Allies with Y?'

When we developed the Allies Matrix we spent a lot of time working out timelines, deciding what timelines each Army List represents, and cross referencing these to give the final Allies Matrix.

Historical Allies represent those that actually fought together, not just co-existed. So, for example, the reason that The Fellowship are not Historical Allies with the Dead of Dunharrow is simply because the Fellowship had been broken before the Dead were recruited by Aragorn, and so they did not fight alongside each other.

Convenient Allies are those that did co-exist, but did not fight together (even though they could have in theory). The reason that Angmar and Mordor are not Convenient Allies is that the Angmar list represents the rule of the Witch-king, whilst Mordor represents Sauron's armies after he leaves Dol Guldur and returns to Mordor. These two timelines do not cross, and so they are Impossible Allies.

Hopefully this will give you some sense of what we were looking at when devising the Allies Matrix. We are confident that all of the alliances presented are how they should be. If you are still thinking 'but I cannot do this scene from the films/books with the Allies Matrix!' then fear not; there may be something slightly different coming soon that will solve your dilemma!

A note on Man-sized models: A Man-sized model is anything that is roughly the size of a Man or smaller. This includes, but is not limited to: Men, Elves, Dwarves, Hobbits, Orcs, Uruk-hai and Goblins. This will also include Men that are slightly bigger than other Men, such as Beorn when he is in Man-form; after all, he is still a Man!

Q: In Armies of The Hobbit, Gandalf the Grey doesn't have the option for his cart like he does in Armies of The Lord of the Rings. Does this mean that if I take Gandalf the Grey from one of the army lists in Armies of The Hobbit, I cannot take Gandalf the Grey on his cart? (p.16)

A: Yes. Gandalf the Grey may only be on his cart when taken from one of the army lists from *Armies of The Lord of the Rings*.

Q: Do Wargs, Spiders or any other animal-like models count as being Man-sized for the purpose of special rules that refer to Man-sized models? E.g. Dáin Ironfoot's Headbutt. (p.27)

A: No.

Q: When an Iron Hills Ballista counts as declaring its Heroic Shoot, can it also declare 'Loose!?' (p.31)

A: No.

Q: Can any of the Dwarves that ride an Iron Hills Chariot (of any variant) dismount from the Chariot? (p.32)

A: No. Once a Dwarf is on the Chariot, it cannot leave the Chariot unless the Chariot is destroyed.

Q: What happens if the driver of an Iron Hills Chariot is Paralysed? (p.32)

A: The driver will be Paralysed as normal. Whilst the driver is Paralysed, the chariot cannot move, however, any friendly model also in the chariot that did not make a Shooting attack that turn may attempt to aid the driver in recovering from the effects of the Paralyse Magical Power.

Q: Can any selection of the Champions of Erebor be deployed together as a single warband, as per the additional rules for Erebor Reclaimed, so long as the warband contains no other models, or must it be all 13 of the Dwarves to allow for them all to be deployed together? (p.36)

A: You may deploy any combination of the Champions of Erebor together in one warband, so long as the warband includes no other models. However, the warband must include Thorin Oakenshield, King Under the Mountain.

Q: The Erebor Reclaimed Army Bonus states that it affects all friendly **Erebor Dwarf** models. Does this affect friendly **Iron Hills Dwarves** that are taken as part of the list? (p.36)

A: No, as they have the **Iron Hills** Keyword and not the **Erebor** Keyword.

Q: If Ori the Dwarf, Champion of Erebor, is taken as part of the Kingdom of Khazad-dûm army, do any of the Heroes from that list benefit from his Chronicler special rule? (p.41)

A: If Ori is taken as part of the Kingdom of Khazad-dûm army list, then Balin and Flói will both benefit from Ori's Chronicler special rule in addition to those listed.

Q: Can both Bard and Girion take a Windlance in the same army, or is the Windlance unique? (p.49 & 57)

A: They may both take a Windlance. However, such an alliance will naturally be an Impossible alliance.

Q: What happens if Sigrid or Tilda is accidentally slain by a friendly model such as a **Siege Engine**? (p.50)

A: Bard will still be subject to the Something to Fight for special rule, however, for the purpose of who killed his daughter, it will count as if the model has already been slain. This means that Bard will have to Charge the nearest visible enemy model for the remainder of the game.

Q: What happens to Bard if either Sigrid or Tilda are killed by a **Siege Engine**? (p.50)

A: If Sigrid or Tilda is killed by the initial shot of a **Siege Engine**, then the Siege Veteran will be the target of Bard's rage for the Something to Fight for special rule. If Sigrid or Tilda is killed by the area of effect or by another model

being flung into them (such as with piercing shot), then no single model is the target of Bard's rage. Instead, treat this situation as if Bard has already slain the target of his rage.

Q: Does Girion, Lord of Dale's Windlance Trained special rule allow him to count as a trained crew when firing a friendly Windlance? (p.57)

A: Yes.

Q: What happens if a Moria Blackshield Shaman successfully casts Shatter on Thranduil's additional Elven-made sword? (p.71)

A: Thranduil will lose the additional Elven-made sword, and therefore the rules associated with it (including the Bladelord special rule). He will not, however, count as being unarmed as he will still have another Elven-made sword if he has taken the additional Elven-made sword option.

Q: Does Thranduil benefit from any part of the Bladelord special rule whilst he is mounted? (p.71)

A: No.

Q: If a model supports using their Elven-made glaive, do they still get the bonus to win the Duel for it being Elven-made? (p.74)

A: Yes, the wargear they are using to support is still Elven-made.

Q: If a model Shields using their Elven-made glaive, do they still get the bonus to win the Duel for it being Elven-made? (p.74)

A: Yes, the wargear they are using to Shield is still Elven-made.

Q: Can a model be moved out of combat by a Wood Elf Sentinel's Eldamar Madrigal special rule? (p.77)

A: No.

Q: Can a Wood Elf Sentinel's Eldamar Madrigal special rule be used to make an enemy model Charge if the model they are Charging doesn't have a Control Zone? (p.77)

A: No.

Q: If Radagast is mounted upon his Eagle, and the combined model is targeted by a Magical Power, can Radagast use the Eagle's free point of Will from Resistant to Magic as well as any from his own store? (p.79 & 83)

A: Yes.

Q: Is Sebastian's Strike affected if Radagast is using his two-handed staff, if Radagast is on his Eagle and uses the Rend Brutal Power Attack, or any other situation? (p.79)

A: No. Sebastian will always confer a single Strength 1 Strike regardless of any other situations. The only exception is that if the target is Trapped, Sebastian will still get to double his Strikes.

Q: If Beorn is in Bear-form, can he still declare the same Heroic Actions that he could do in Man-form? (p.80)

A: Yes.

Q: Can Beorn transform into bear form if there isn't enough space to place the **Bear** model? If so, what happens? (p.80)

A: Yes, so long as the only things in the way are models and not immovable terrain. In this instance Beorn will be placed so that the centre of the **Bear** model's base is where the **Man** model was previously. Then move any displaced models the minimum distance possible so that they are 1" away from Beorn. In this situation, players take it in turns to displace models, starting with Beorn's controlling player. Beorn may then move normally.

Q: When Beorn transforms into bear-form, does the **Bear** model have to be centred over the **Man** model or does it only need to be overlapping part of the **Man** model? (p.80)

A: The **Bear** model only needs to be overlapping part of the **Man** model. When Beorn transforms into a **Bear**, the **Bear** model must be placed so that it is not displacing any models if possible.

Q: If Beorn has to displace models when he transforms, can this force models out of combat or into combat with another model if they would end up in base contact with an enemy model? (p.80)

A: No to both instances. Models that were in combat when displaced will remain in combat with the models they are engaged with. In the odd situation that a model would be displaced into base contact with an enemy model, they will not count as being in combat with that model unless they subsequently charge that model.

Q: Can Beorn use his Skin-changer special rule when he moves as part of a Heroic Combat (p.80)

A: Yes.

Q: Can Beorn transform into a **Bear** before he moves onto the board in scenarios where this applies? (p.80)

A: No.

Q: If I have both Azog and Bolg in my force, does the Azog's Legion Army Bonus give both models the Master of Battle special rule or just the leader? (p.92)

A: Just the model that is the leader; in this case Azog.

Q: In a Historical Alliance between Azog's Legion and Azog's Hunters, if I choose Azog or Bolg as my leader, but take them from the Azog's Hunters list, do they still gain Master of Battle as per the Azog's Legion army bonus? (p.92)

A: No. They will only get Master of Battle if they are taken from the Azog's Legion army list.

Q: If Azog is fighting with the stone flail and declares a Heroic Strike, does his Fight value increase before being reduced to 6, or is it reduced to 6 before the Heroic Strike? (p.93)

A: Your first example is correct. The stone flail will increase Azog's Fight value and then it will be reduced to 6, so you are better off saving your Might for other things!

Q: If Azog fights with his stone flail, are enemy models knocked Prone as soon as they are hit or at the end of the Fight? (p.93)

A: At the end of the Fight, so long as they have been hit.

Q: Can Azog stack the +1 To Wound for using the stone flail two-handed with his I am the Master special rule, effectively allowing him to wound any Hero model on a 2+? (p.93)

A: No.

Q: Do the banners on Azog's Signal Tower count as a banner for Scenarios that award Victory Points for having a banner? (p.94)

A: Yes, they are banners. Each banner on the Signal Tower will count as a separate banner for the purpose of Victory Points, so all of them will need to be destroyed before a player no longer counts as having a banner.

Q: Can Flói Stonehand's Loremaster special rule be used to turn off the effects of Azog's Signal Tower? If so, how does this work? (p.94)

A: No.

Q: Which Heroic Tier do Azog's Lieutenants and the White Warg count as for the purpose of Heroic Challenge? (p.94 & p.95)

A: Independent Heroes.

Q: If Azog is riding the White Warg, do enemy models have to make a Courage test for charging him as only the White Warg causes Terror? (p.95)

A: Yes, as the White Warg causes Terror.

Q: Can the White Warg be chosen as a target to be protected or killed in the Fog of War Scenario? (p.95)

A: Yes.

Q: If Azog is riding the White Warg and is affected by the Panic Steed Magical Power, will the White Warg remain on the board thanks to its Raging Beast special rule? (p.95)

A: Yes.

Q: Can the White Warg be chosen as the Assassin in the Assassination Scenario? If so, what happens? (p.95)

A: Yes. However, if the White Warg is chosen as the Assassin then whilst Azog is still riding it any kills the model makes will be attributed to Azog and not the White Warg.

Q: Does the Troll Catapult count as having the Troll upgrade for a **Siege Engine**? (p.100)

A: No.

Q: If a Troll Brute loses a Duel roll and is forced to Back Away into contact with another model, does that model suffer a Strength 10 hit as per the Troll Brute's Crushing Blow special rule? (p.101)

A: No, as backing away does not count as moving.

Q: When a War Bat uses its Pluck special rule, if it fails the roll to inflict a Strength 4 hit on its target does it still get to roll to see if it knocks its target Prone? (p.102)

A: Yes.

Q: If the rider from atop a Warg, Fell Warg, or similar is slain, and the mount passes its Courage test to remain on the battlefield, does it keep the **Cavalry** keyword even though it is no longer a **Cavalry** model? (p.107)

A: No, as it is no longer a **Cavalry** model.

Q: Can models mounted upon a Fell Warg use its Fell Sight special rule for the purpose of charging? (p.107)

A: Yes.

Q: Can any selection of the Nazgûl of Dol Guldur be deployed together as a single warband, as per the additional rules for the Dark Powers of Dol Guldur, so long as the warband contains no other models, or must it be the Necromancer and all 9 of the Nazgûl to allow for them all to be deployed together? (p.108)

A: You may deploy any combination of the Nazgûl of Dol Guldur together in one warband, so long as the warband includes no other models. However, the warband must include The Necromancer of Dol Guldur.

Q: Can the Nazgûl of Dol Guldur use Might to influence their Unholy Resurrection roll? (p.110)

A: Yes, so long as they have Might remaining.

Q: What happens if Flói negates a Nazgûl of Dol Guldur's Unholy Resurrection special rule, and the Nazgûl of Dol Guldur is slain during that turn? (p.110)

A: The removal of Unholy Resurrection means that no marker would be placed when the Nazgûl of Dol Guldur is slain and, as such, there is no marker for them to come back from the following turn. As a result, the Nazgûl will be slain outright.

Q: If the Spider Queen declares a Heroic Move and then spawns a number of Broodlings as part of that Heroic Move, can the Broodlings move as part of the Heroic Move? (p.115)

A: No.

Q: Can the Spider Queen use her Progeny special rule whilst she is engaged in combat? (p.115)

A: No.

Q: If a Bat Swarm that is under the effects of the Channelled version of the Shroud of Shadows Magical Power is Engaged in a fight, do the models they are Engaged with halve their Fight value twice (once for Blinding Swarm and once for the Magical Power) or just once? (p.117)

A: They will only halve their Fight value once (rounding down).

Q: If the Goblin King is Set Ablaze as a result of the Channelled version of the Flameburst Magical Power, will he still get to use his Blubbery Mass special rule? (p.119)

A: Not against the initial Strength 9 hit, as this was caused by a Magical Power. However, Blubbery Mass can be used against wounds inflicted by the Strength 5 hit at the end of each turn.

Q: Can an enemy model copy Grinnah's Swap with Me Heroic Action using the Master of Battle special rule? (p.120)

A: No.

Q: What happens if Grinnah uses Swap with Me to swap with the Goblin King who was in combat with multiple enemy models but, due to his smaller base size, Grinnah cannot be placed in base contact with all of the same models? (p.120)

A: In this unusual situation, Grinnah will be placed as close to the centre of where the Goblin King was. Grinnah will still count as being in combat with all the same models as the Goblin King was originally, even though he is not in base contact with them all.

Q: When Grinnah uses Swap With Me to swap places with the Goblin King, does the Goblin King's base have to be placed centrally over where Grinnah's base was? (p.120)

A: No, though the Goblin King must still be placed so that his base covers all of the area that Grinnah's base took up.

Q: Does the contraption holding the Goblin Scribe count as part of the model when working out whether or not a model has Line of Sight to the Goblin Scribe? (p.120)

A: Yes. This is an exception to the usual rules regarding scenery on the base of a model.

Q: What happens if the Goblin Scribe is affected by a Heroic March? (p.120)

A: The Goblin Scribe will be unaffected by the Heroic March. This means he will not increase his Move value by 3", but also does not have to remain within 6" of the Hero that declared the Heroic March if they call At the Double! as he cannot move.

Q: Can a model with the Chittering Hordes special rule make Special Strikes when supporting? (p.122)

A: No.

Q: If a Siege Engine rolls a 6 to hit Smaug (benefiting from his Missing Scale rule), does Smaug suffer a number of Wounds equal to half of his Wounds characteristic (as per the Siege Engine rules on p.115 of the rules manual) AND a number of Wounds equal to the Strength of the weapon? (p.129)

A: No, it inflicts either half of Smaug's Wounds or a number of Wounds equal to the Strength of the weapon, whichever is higher.

Q: How are models that cannot normally be directly affected by Magical Powers that would prevent them from moving (such as Smaug or the Mumâk) affected by Special Rules that would make them suffer the effects of the Paralyse Magical Power, but that technically aren't Magical Powers (such as a Mirkwood Spider's Spider Web or Shelob's Caught in a Web Brutal Power Attack)? (p. 129)

A: Models that cannot be prevented from moving (such as Smaug or a Mumâk) will be unaffected by Special Rules that make them suffer the effects of the Paralyse Magical Power.

Q: Is Smaug a Battlefield target or Siege target? (p.129)

A: A Battlefield target.

Q: Can Smaug be Immobilised/Transfixed? (p.129)

A: Yes.

Official Errata, February 2023

The following errata correct errors in the *Armies of The Hobbit*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 8 – Thorin's Company – Army Bonus

Add the following sentence to the end of the Army Bonus: Additionally, all models from this Army List gain Heroic March.

Page 28 – Drár – Wargear

Add axe to Drár's wargear.

Page 29 – Iron Hills Captain – Options

Change the first option to the following:
May exchange war spear and shield for mattock – Free

Page 31 – Iron Hills Ballista – The Old Twirly Whirlies

Add the following sentence after the first sentence:
An Iron Hills Ballista has a range of 12"-48".

Page 31 – Iron Hills Ballista

Change the points cost of an Iron Hills Ballista to 125 points.

Page 43 – Óin the Dwarf, Champion of Erebor – Prognostication

Change Óin's Prognostication special rule from Passive to Active.

Page 46 – Alfrid the Councillor

Add the following to Alfrid's profile:
Alfrid may only be included in an army that includes either the Master of Lake-town or Bard the Bowman.

Page 61 – Gil-galad

Add the following line to the restrictions for using Gil-galad:
If your force contains Gil-galad, then every alliance will be Impossible Allies with the following exceptions: Númenor will still be Historical Allies, and Lothlórien, Fangorn, and the Misty Mountains will still be Convenient Allies.

Page 62 – Elrond, Master of Rivendell – Vilya

Change Elrond's Vilya special rule from Active to Passive.

Page 62 – Elrond, Master of Rivendell – Foresight of the Eldar

Change the second sentence to read:
During the Priority phase, after the dice has been rolled, so long as he is alive and on the battlefield, Elrond may choose to alter the controlling player's dice roll.

Page 64 – Arwen

Change Arwen's Heroic Tier to Minor Hero.

Page 64 – Arwen

Add the following to Arwen's profile:
Arwen may be included in a Fellowship army as part of the Fellowship army list, so long as it also includes Aragorn – Strider.

Page 66 – Círdan

Change Círdan's Heroic Tier to Minor Hero.

Page 68 – High Elf Stormcaller

Change the High Elf Stormcaller's Powers of Nature special rule from Active to Passive.

Page 72 – Legolas Greenleaf, Prince of Mirkwood – Options

Change the points cost of Legolas' Elven cloak to be 5 points.

Page 79 – Radagast's Sleigh

Add the Fleetfoot special rule to the sleigh.

Page 79 – Radagast the Brown – Magical Powers

Change the range of Nature's Wrath to 3".

Page 86 – Galadriel, Lady of Light

Change Galadriel, Lady of Light's Heroic Tier to Hero of Fortitude.

Page 109 – The Necromancer of Dol Guldur – Magical Powers

Add the Curse Magical Power. This has a range of 12" and is cast on a 4+.

Page 110 – Nazgûl of Dol Guldur – Heroic Actions

Add the following Heroic Actions to the profile:
Heroic Strike.

Page 158 – Good Armies Alliance Matrix

Change the Shire to be Historical Allies with The Rangers, and Convenient Allies with Rivendell.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

ARMIES OF THE LORD OF THE RINGS

Designer's Commentary, February 2023

The following commentary is intended to complement the *Armies of The Lord of the Rings*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the stated update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

middle-earthfaq@gwplc.com

Q: If Frodo Baggins is alive, the Fellowship Army Bonus states that they never count as being Broken. How does this affect scenarios that award Victory Points for an opponent's force being Broken? (p.8)

A: Whilst Frodo is alive, the Fellowship will not be considered to be Broken and so will not give away Victory Points for being Broken.

Q: Can Samwise Gamgee use his Let him go or I'll have you, Longshanks! special rule to declare a free Heroic Combat if he is already in the same combat as Frodo? (p.9)

A: No.

Q: Can Merry and Pippin use Bill the Pony's Second Breakfast special rule to recover a point of Might that they spent from Boromir's store, and if so does it go to Merry/Pippin, or back to Boromir if it is recovered? (p.10)

A: No. Models can only recover their own Might.

Q: Can Meriadoc Brandybuck or Peregrin Took use their "For the Shire!" special rule to spend Might points from an enemy Boromir of Gondor in range? (p.10)

A: No!

A note on the Allies Matrix: We have had a few questions asking us about the levels of alliance presented in the Allies Matrix; 'should this army be Historical with this one?', or 'why isn't X Historical Allies with Y?'

When we developed the Allies Matrix we spent a lot of time working out timelines, deciding what timelines each Army List represents, and cross referencing these to give the final Allies Matrix.

Historical Allies represent those that actually fought together, not just co-existed. So, for example, the reason that The Fellowship are not Historical Allies with the Dead of Dunharrow is simply because the Fellowship had been broken before the Dead were recruited by Aragorn, and so they did not fight alongside each other.

Convenient Allies are those that did co-exist, but did not fight together (even though they could have in theory). The reason that Angmar and Mordor are not Convenient Allies is that the Angmar list represents the rule of the Witch-king, whilst Mordor represents Sauron's armies after he leaves Dol Guldur and returns to Mordor. These two timelines do not cross, and so they are Impossible Allies.

Hopefully this will give you some sense of what we were looking at when devising the Allies Matrix. We are confident that all of the alliances presented are how they should be. If you are still thinking 'but I cannot do this scene from the films/books with the Allies Matrix!' then fear not; there may be something slightly different coming soon that will solve your dilemma!

A note on Man-sized models: A Man-sized model is anything that is roughly the size of a Man or smaller. This includes, but is not limited to, Men, Elves, Dwarves, Hobbits, Orcs, Uruk-hai and Goblins. This will also include Men that are slightly bigger than other Men, such as Beorn when he is in Man-form; after all, he is still a Man!

Q: Does Gandalf require Line of Sight and In The Way rolls when using the fireworks from his cart? (p.11)

A: Gandalf does require Line of Sight, however, he does not need to make In The Way rolls.

Q: If Boromir uses the Horn of Gondor and one of the models he is engaged in a Fight with has a special rule that allows them to automatically pass Courage tests, does this take precedence even if the model has a lower Courage value than other models in the same Fight? (p.12)

A: Yes.

Q: Legolas Greenleaf's Deadly Shot special rule states that if he fires a single arrow then he will always hit on a 2+, and that this cannot be modified in any way. Can this 2+ be modified by Legolas' Final Count, 42 special rule if Gimli has killed more enemies than Legolas? (p.13)

A: No, Deadly Shot cannot be modified.

Q: Legolas Greenleaf's Deadly Shot special rule states that if he fires a single arrow then he will always hit on a 2+, and that it cannot be modified in any way. Can this be modified by a Crebain's Cloud of Birds special rule? (p.13)

A: No, Deadly Shot cannot be modified.

Q: If Gimli son of Glóin is fielded as part of the same army as Legolas Greenleaf, Prince of Mirkwood, does Gimli still benefit from his 'I myself am sitting pretty on 43' special rule? (p.13)

A: No.

Q: Legolas Greenleaf's Deadly Shot special rule states that if he fires a single arrow then he will always hit on a 2+, and that this cannot be modified in any way. Can this 2+ be modified by the Shadow Lord's Pall of Darkness special rule? (p.13 & 137)

A: No, Deadly Shot cannot be modified.

Q: Can Gandalf the White use Shadowfax's Will points in order to Cast Magical Powers? (p.34)

A: No.

Q: Can Gandalf the White use Shadowfax's Will points in order to Resist Magical Powers? (p.34)

A: That will depend on the Magical Power being used. If the Magical Power specifically targets either the rider or the mount (such as Black Dart) then only the part that is being targeted may use their Will points. If the Magical Power targets the whole model (such as Command/Compel) then Will points can be used from either Gandalf, Shadowfax, or a combination of both. However, Gandalf may never use his Might points to improve a D6 rolled as one of Shadowfax's Will points.

Q: Can Shadowfax be chosen as a **Hero** to protect/target in Scenarios where this is applicable (such as Assassination or Fog of War)? (p.34)

A: No, as Shadowfax doesn't have the **Hero** keyword.

Q: If Denethor fails his Courage test for his Broken Mind special rule, is he considered to be an enemy model until the end of the turn? (p.35)

A: No. He will still count as a friendly model, even if he is having a moment of madness!

Q: If Denethor fails his Courage test for his Broken Mind special rule, and is then targeted by an enemy model's Magical Power, who chooses whether Denethor can attempt to resist; Denethor's controlling player or the opposing player? (p.35)

A: Denethor's controlling player, not the opposing player.

Q: If a force contains Denethor and a Hero of Legend from another army list, does Denethor's "The rule of Gondor is mine, and no other's!" mean that he will be the leader even though the Hero of Legend is from a higher Heroic Tier? (p.35)

A: Yes, Denethor will be the leader.

Q: If a **Rohan Cavalry** model charges into combat, and is subsequently charged by another **Cavalry** model, does it still benefit from the Army Bonus and gain the +1 Strength as it charged? (p.60)

A: Yes. The model still charged.

Q: Can Grimbold upgrade any Warriors from the Rohan army list to be Helmingas, or just the Warrior of Rohan profile? (p.65)

A: Just the Warrior of Rohan profile.

Q: As a King's Huntsman always passes an In The Way roll on a 2+ when they target a Cavalry model, does the 2+ mean they will hit the rider, or their choice of rider or mount? (p.66)

A: When a King's Huntsman shoots at a Cavalry model they must declare whether they are targeting the horse or the rider. If they hit the Cavalry model, they will hit the targeted part of that model on a 2+.

Q: Glorfindel's Armour of Gondolin states that he cannot be targeted by Brutal Power Attacks. How does this work with Brutal Power Attacks that do not target a model? (p.75)

A: Brutal Power Attacks, such as Barge or Sauron's Unstoppable, do not target any models and so Glorfindel will still be affected. In the case of an Ent's Bludgeon Brutal Power Attack, Glorfindel may not be selected as the bludgeon, but may still be hit by it.

Q: Do models that join another army list due to a **Hero** allowing them to (such as Gildor Inglorion being able to include Wood Elf Warriors in his warband) gain the keywords of that army list? (p.79)

A: No.

Q: Can a model be moved out of combat by a Wood Elf Sentinel's Eldamar Madrigal or a Dead Marsh Spectre's A Fell Light is in Them special rules? (p.89 & p.132)

A: No.

Q: Can a Wood Elf Sentinel's Eldamar Madrigal special rule be used to make an enemy model Charge if the model they are Charging doesn't have a Control Zone? (p.89)

A: No.

Q: Does the Fangorn Army Bonus mean that **Ent** models cannot be knocked Prone? (p.90)

A: No, **Ent** models can still be knocked Prone as normal, with the exception of the Call Winds, Nature's Wrath, Wrath of Bruinen and Sorcerous Blast Magical Powers.

Q: If they are taken as an upgrade for Treebeard, do Merry & Pippin count towards your force's Break Point? (p.91)

A: Yes.

Q: If they are taken as an upgrade for Treebeard, can Merry and Pippin be bought an Elven cloak? (p.91)

A: No.

Q: Whilst mounted on Treebeard, can Merry & Pippin still throw stones if Treebeard is Engaged in combat? (p.91)

A: Yes.

Q: When Merry & Pippin throw stones when mounted on Treebeard, where is the distance measured from? (p.91)

A: From Treebeard's base.

Q: Whilst mounted on Treebeard, can Merry & Pippin be targeted individually by Magical Powers or special rules? (p.91)

A: Yes, though any Magical Powers or special rules that target the entire model will still also affect Treebeard, who can then attempt to Resist as normal (if applicable).

Q: Are models that are being used as the bludgeon during the Bludgeon Brutal Power Attack still considered to be in base contact with any models they were in base contact with before the Brutal Power Attack took place? (p.91)

A: No.

Q: If Flói Stonehand uses his Loremaster special rule to negate the Blades of the Dead special rule from an enemy model, can that model still make strikes? If so, can they then use Special Strikes? (p.98)

A: Yes to both.

Q: Can Flói Stonehand use his Loremaster special rule to negate Gûlavhar's Strength of Body, Strength of Will special rule? (p.98 & p.127)

A: No.

Q: When Flói Stonehand negates the effects of a piece of wargear, is it only the Active or Passive benefits that are negated, or all benefits associated with that wargear? (p.98)

A: Just the Active or Passive benefits. This will not make Andúril stop counting as a sword for example.

Q: Can Flói Stonehand use his Loremaster special rule to negate special rules that are not listed as either Active or Passive, such as those found in a Legendary Legion or a **War Beast** model's ability to Trample? (p.98)

A: No. Flói can only use his Loremaster ability to negate a special rule that is listed as either Active or Passive.

Q: If Mardin is supporting an Iron Shield, does he get +2 when rolling To Wound Monster models – +1 for Torozûl and +1 for a Foe Spear supporting an Iron Shield? (p.98 & 104)

A: Yes.

Q: Can a Shieldbearer use its In Defence of the King special rule to declare a free Heroic Combat if they are already in the same combat as the **Dwarf Hero** they are protecting? (p.102)

A: No.

Q: How exactly do Dwarf Ballistae work when they target a Battlefield target? (p.105)

A: Follow the steps below:

- Roll To Hit and Scatter as normal.
- If the Scatter hits a combat, roll to see which model in the combat is hit in the same way as a shooting attack.
- Make any In The Way rolls that are required.
- Once you have worked out which model is hit, they suffer a Strength 9 hit. If the hit model was in a fight then all models in the fight will also suffer a Strength 9 hit, and be knocked Prone if they have a Strength of 5 or lower (Strength 6 or higher models will still suffer the Strength 9 hit but will not be knocked Prone).
- If the model that was hit has a Strength of 5 or lower, they are then flung D6" directly away from the Ballista (even if already slain).
- The flung model will stop if it hits terrain or a model with a Strength of 6 or higher. The flung model, and the terrain/Strength 6 model will then both suffer a Strength 6 hit.
- Any model with a Strength of 5 or lower that is passed over by the flung model will be knocked Prone and then suffer a Strength 6 hit.

Q: If a model that is hit by the initial shot from a Ballista is killed, are they still flung back or are they removed immediately? (p.105 & 179)

A: The slain model is still flung backwards and will still hit models in their path when flung back.

Q: If an enemy model begins its move already in the Control Zone of Tom Bombadil or Goldberry, are they allowed to Charge them as they have started their move already in the Control Zone? (p.108-109)

A: No. A model that starts its move in the Control Zone of Tom Bombadil or Goldberry can only choose to forego their move and remain where they are, or to finish their move outside of their Control Zone ensuring that they moved no closer to Tom Bombadil/Goldberry whilst within their Control Zone.

Q: Do Tom Bombadil and Goldberry have to take a Courage test in order to Charge an Invisible model? (p.108 & 109)

A: No, they may Charge an Invisible model without having to take a Courage test.

Q: Can a **War Beast** or Chariot that ignores Control Zones when moving, move into the Control Zone of Tom Bombadil or Goldberry and therefore into base contact with them? If so, what happens? (p.108-109)

A: Yes, a **War Beast** or Chariot can move into Tom's or Goldberry's Control Zone and even into base contact with them. When this happens, Tom or Goldberry do not take any hits from the **War Beast** or Chariot and the **War Beast** or Chariot will stop moving, though they will be engaged in combat. Remember, though, that Tom and Goldberry will automatically win any fight they are involved in, so there is no risk of them being crushed by a rampaging Mûmak or run over by a Chariot!

Q: If Sauron has three or more Wounds remaining, the Barad-dûr Army Bonus states that the force does not count as being Broken. How does this affect scenarios that award Victory Points for an opponent's force being Broken? (p.112)

A: Whilst Sauron has three or more Wounds remaining, a Barad-dûr force will not be considered to be Broken and so will not give away Victory Points for being Broken.

Q: If Sauron is hit by a Magical Power or ranged attack that causes multiple Wounds, and he is on his last Wound, does he take a The One Ring test for each Wound suffered, or only a single test as the rules for The One Ring state that he only takes a test each time he loses his last Wound during the Fight phase? (p.113)

A: He will only take a single test in these situations. This is treated in the same way as Fate in that a single saved roll will negate all Wounds caused by attacks that do multiple Wounds.

*Q: If the rider from atop a Warg, Fell Warg, or similar is slain, and the mount passes its Courage test to remain on the battlefield, does it keep the **Cavalry** keyword even though it is no longer a **Cavalry** model? (p.120)*

A: No, as it is no longer a **Cavalry** model.

*Q: When the rider of a Warg Rider is slain and the Warg passes its Courage test to stay on the board, does the Warg retain the **Mordor** or **Angmar** keyword (depending on what list it was taken from)? (p.120 & 131)*

A: Yes.

Q: If Gûlavhar is already wounded and slays an enemy model in combat before making all his Strikes, does he regain Wounds and therefore Attacks immediately, and can therefore use them in the same combat? (p.127)

A: No. Gûlavhar will only gain Wounds by slaying models at the end of a combat he is involved in.

Q: If Gûlavhar suffers any Wounds whilst making Attacks (such as from Haldir's One Final Blow special rule, or Sharku's Riding Dagger) which results in its Wounds being reduced, will its Attacks be reduced before making any more Strikes? (p.127)

A: If Gûlavhar is making its Strikes all in one go then this will have no effect on the number of Attacks Gûlavhar makes. However, if Gûlavhar makes its Strikes individually and has its Wounds reduced before it has finished making all its Strikes then its Attacks will immediately be reduced. This may result in Gûlavhar having to immediately stop making Strikes.

Q: Gûlavhar's Strength of Body, Strength of Will special rule states that his Attacks and Courage are equal to his remaining Wounds. How does this interact with special rules that increase or decrease a model's Courage value (such as Harbinger of Evil or a war horn) or Magical Powers that permanently affect a model's Courage value (such as Drain Courage)? (p.127)

A: Gûlavhar will still be affected by special rules that increase or decrease his Courage value as normal. In these instances, work out what Gûlavhar's Courage value would be (equal to his remaining Wounds) and then apply the modifier of the special rule in question; so, if Gûlavhar had his full 4 Wounds remaining, and was affected by the Harbinger of Evil special rule, his Courage value would be 3. Gûlavhar cannot be affected by Magical Powers that permanently affect his Courage value (such as Drain Courage).

Q: Can a Shade still use its Chill Aura special rule if it is Transfixed or Paralysed? (p.128)

A: Yes, as it is a Passive ability even though it needs to be activated at the start of the Fight phase.

Q: Can a Dead Marsh Spectre force an enemy model to make a Jump, Climb, Leap or Swim test using their A Fell Light is in Them special rule? (p.132)

A: They may not make an enemy model make a Jump, Climb or Leap test. However, if they make a model move into a water feature that would cause a Swim test, this will be taken as normal.

Q: Can a Dead Marsh Spectre's A Fell Light is in Them special rule be used to make an enemy model Charge if the model they are Charging doesn't have a Control Zone? (p.132)

A: No.

*Q: If the Balrog or Watcher in the Water hits a **War Beast**, its Howdah, or a model riding in the Howdah with their Fiery Lash or Tentacles special rule respectively, what happens? (p.151 & p.159)*

A: If the **War Beast** or Howdah is hit then it will suffer the hit as normal, but will not be moved into base contact with the Balrog or Watcher in the Water. A model in the Howdah will be moved as described in the rules for the Fiery Lash or Tentacles.

*Q: If the Balrog or Watcher in the Water hits a **Cavalry** model with their Fiery Lash or Tentacles special rule respectively, is the whole model dragged into the fight or just the part that was hit? (p.151 & 159)*

A: Both rules state the model, so it will be the whole model.

Q: If the Balrog suffers multiple Wounds from attacks that would normally kill it outright, will it take half its total number of wounds from each successful attack or half in total as per its Demon of the Ancient World special rule? (p.151)

A: It will take half from each, so it will take two attacks with the ability to kill the Balrog outright to do so.

Q: If the Balrog or the Watcher in the Water hits a model with their Fiery Lash or Tentacles special rule respectively, and by dragging them into combat by the shortest possible route would also put the dragged model into base contact with another friendly model, will that friendly model also count as being in combat with the dragged model? (p.151 & 159)

A: Yes.

Q: Can the Watcher in the Water displace models so that they are forced off the edge of a cliff? (p.159)

A: Yes, the model will take falling damage as normal.

Q: Can the Watcher in the Water displace models so that they are forced off the edge of the board? (p.159)

A: No.

Q: Can the Watcher in the Water shoot models it is Engaged in combat with? (p.159)

A: Yes. Additionally, the Watcher will not need to take an In The Way roll to see if it hits itself.

Q: Can the Watcher in the Water target mounts directly with its Tentacles shooting attack? (p.159)

A: Yes.

Q: If the Watcher in the Water suffers any Wounds whilst making Attacks (such as from Haldir's One Final Blow special rule, or Sharku's Riding Dagger) which results in its Wounds being reduced to 3 or less, will its Attacks be reduced to 3 before making any more Strikes? (p.159)

A: If the Watcher in the Water is making its Strikes all in one go then this will have no effect on the number of Attacks the Watcher in the Water makes. However, if the Watcher in the Water makes its Strikes individually and has its Wounds reduced to 3 or less before it has finished making all its Strikes then its Attacks will immediately be reduced to 3. This may result in the Watcher in the Water having to immediately stop making Strikes as it will already have made 3 (or more).

Q: Can the Watcher in the Water use Might to increase its roll to arrive on the board for its From the Deep special rule? (p.159)

A: No.

Q: Can the Watcher in the Water still use its Tentacles special rule if it has moved over half its Move allowance that turn? (p.159)

A: Yes, though it will still suffer the -1 penalty for moving and shooting.

Q: Can models finish their move on top of a Moria Goblin Drum? (p.161)

A: No, but they may attempt to jump over it.

Q: Bat Swarms (and other flying models) now have a Move allowance of 3". Why is this? (p.163)

A: The Fly special rule is what gives these models their 12" move; this is to give them a Move allowance for when they walk should you ever need it.

Q: If a Bat Swarm that is under the effects of the Channelled version of the Shroud of Shadows Magical Power is Engaged in a fight, do the models they are Engaged with halve their Fight value twice (once for Blinding Swarm and once for the Magical Power) or just once? (p.163)

A: They will only halve their Fight value once (rounding down).

Q: How many models does a Warg Marauder count as for the purpose of building an army and Bow Limit? (p.164)

A: Like all **Cavalry** models, it will count as a single model. As it is armed with an Orc bow it will also count as a model towards your Bow Limit.

Q: There are some models in the Isengard army list that do not have the **Isengard** keyword, such as the Orcs and Dunlendings. Does this mean they do not benefit from the Isengard Army Bonus? (p.166)

A: Correct. The Orcs (being from Mordor) and the Dunlendings (being from Dunland) are not from Isengard, and as such do not have the **Isengard** keyword, and therefore do not benefit from the Isengard Army Bonus.

Q: The Isengard Army Bonus states that models with the **Isengard** keyword do not take Courage tests for being Broken until they have suffered 66% casualties. How does this affect Scenarios that award Victory Points for an opponent's force being Broken? (p.166)

A: Although models benefiting from the Army Bonuses do not take Courage tests for being Broken, the army itself is still Broken and will award Victory Points as normal.

Q: If a model within 6" of Gríma Wormtongue declares a Heroic Action without spending Might (such as through the use of the Master of Battle (X+) or a special rule in their profile), how many Might do they have to spend due to Gríma's Wormtongue special rule? (p.168)

A: None as no Might points are being spent to declare the Heroic Action.

Q: If an Isengard army is Broken, but has not yet suffered 66% casualties, then models with the **Isengard** keyword do not take Courage tests for being Broken, but those without do as per the Army Bonus. In this situation, can an **Isengard Hero** still make a Courage test for being Broken in order to use their Stand Fast! special rule to allow **Warrior** models without the **Isengard** keyword to stay and fight? (p.166)

A: Yes, however, should they fail their Courage test they will still be removed as a casualty, so be careful when opting to make these Courage tests!

Q: Do Uruk-hai Scouts that are upgraded to be Mauhúr's Marauders still gain the Woodland Creature special rule from the Isengard Army Bonus? (p.166)

A: Yes, they are still Uruk-hai Scouts after all.

Q: Do Uruk-hai Drummers gain the Woodland Creature special rule from the Isengard Army Bonus? (p.166)

A: Yes.

Q: If an enemy model charges Gríma and wins the fight, can they strike his horse if Gríma is mounted? (p.168)

A: No.

Q: If an enemy model Commands Gríma to Charge an enemy model, will this cause Gríma to have revealed his true allegiance? (p.168)

A: No, as this Charge was not voluntary.

Q: If Gríma Wormtongue is charged by a model riding a War Camel, does he still suffer a Strength 4 hit from their Impaler special rule even if he has not been revealed yet? (p.168)

A: Yes.

Q: Once his force is Broken, can Uglúk use his Head Taker special rule to pass any Courage test, or just one for being Broken? (p.169)

A: Just the Courage test for being Broken.

Q: Once his force is Broken, can Uglúk use his Head Taker special rule to pass a Courage test, even if he is benefiting from the Isengard Army Bonus and the army has not yet suffered 66% casualties, in order to allow friendly **Warrior** models to benefit from his Stand Fast! (p.169)

A: No. Uglúk can only use Head Taker to pass a Courage test he would normally have to take for being Broken.

Q: If Sharku suffers a Wound, but then saves it by passing his Fate roll, does he get to make a strike against the enemy model for his Riding Dagger special rule? (p.170)

A: No.

Q: Does an Uruk-hai Berserker benefit from their Impervious to Bow-fire special rule against throwing weapons? (p.176)

A: Yes, throwing weapons are still shooting attacks.

Q: When a bomb is dropped, can it be dropped only touching one of the bomb carriers, or must it be dropped touching both? (p.178)

A: When the bomb is dropped, it must be placed touching both of the bomb carriers. The only exception is if one of the bomb carriers is slain, in which case the bomb is dropped touching the remaining bomb carrier, as close to where the slain bomb carrier was.

Q: Can a Demolition Charge be placed overlapping a model's base? (p.178)

A: No.

Q: Does a single successful Fate roll prevent all Wounds suffered from an Isengard Demolition Charge, or just one? (p.178)

A: Just one Wound per successful Fate roll.

Q: When a Demolition Charge detonates, do you measure from the centre of the charge or from the edges of the charge? (p.178)

A: Measure from the edges of the Demolition Charge.

Q: Do models that do not technically charge, such as a Khandish Chariot, need to take a Courage test if they wish to try to run over a terrifying model? (p.189)

A: No.

Q: Can models that do not technically charge, such as a Khandish Chariot, still try to run over enemy models if they are part of a Heroic March? (p.189)

A: Yes.

Q: If a model riding a Khandish Chariot is involved in a successful Heroic Combat, can it use its Chariot Charge in the ensuing movement? (p.189)

A: Yes.

Q: Can a Khandish Chariot be knocked Prone via the Bash special strike? (p.189)

A: Yes.

Q: Is the Golden King of Abrakhân's two-handed weapon a sword? (p.192)

A: Yes.

Q: Can the Golden King of Abrakhân be supported by a model armed with a spear or pike that are on a 25mm base? (p.192)

A: No.

Q: Does the Golden King of Abrakhân's Riches Beyond Renown special rule decrease an enemy model's Courage value for the duration of the turn or the remainder of the game? (p.192)

A: The duration of the turn.

Q: If a War Mûmak of Harad (or any other War Beast for that matter) suffers the effects of Set Ablaze, are the Howdah and the Crew also Set Ablaze? (p.194)

A: No. A **War Beast**, its Howdah, and its crew, are all considered to be separate for the purposes of the Set Ablaze special rule.

Q: Can the options for a War Mûmak of Harad be shattered by the Shatter Magical Power? (p.194)

A: No.

Q: How are models that cannot normally be directly affected by Magical Powers that would prevent them from moving (such as Smaug or the Mumâk) affected by Special Rules that would make them suffer the effects of the Paralyse Magical Power, but that technically aren't Magical Powers (such as a Mirkwood Spider's Spider Web or Shelob's Caught in a Web Brutal Power Attack)? (p. 194)

A: Models that cannot be prevented from moving (such as Smaug or a Mûmak) will be unaffected by Special Rules that make them suffer the effects of the Paralyse Magical Power.

Q: Can models other than the Mûmak War Leader or a Mahûd Beastmaster be placed on the forked section outside of the Howdah? (p.194)

A: No, any other models that are riding the Mûmak must be placed within the Howdah.

Q: Does the Sigils of Defiance option for the War Mûmak of Harad affect the Mûmak as well? (p.195)

A: Yes.

Q: Can **Mahûd Warrior** models benefit from their Warrior Pride Army Bonus if there is a friendly Mûmak War Leader on Royal War Mûmak, a friendly War Mûmak of Far Harad, or a friendly War Mûmak of Harad with the Mahûd Beastmaster upgrade, in combat within 6" of them? (p.200)

A: Yes. Although the **Mahûd Hero** isn't technically in combat themselves, riding a Mûmak that is in combat is still pretty inspiring!

Q: If a model on a War Camel kills a model it charges with the Impaler rule and then charges another model, will it inflict a Strength 4 hit on this model too? (p.203)

A: Yes.

Q: If a model on a War Camel charges an enemy model across a barrier, do they still cause a Strength 4 hit against the enemy as per the Impaler special rule? (p.203)

A: No. Cavalry models gain no benefits when charging a model defending a barrier.

Q: If a model with the Impaler special rule charges a **Cavalry** model and kills the mount on the charge, will it now gain the Cavalry Charge bonuses as it is now fighting against an **Infantry** model? (p.203)

A: No, as the model initially charged a **Cavalry** model.

Q: Can a Corsair Reaver within 6" of a Corsair Bo'sun choose to automatically fail its Courage test for its Mindless Killers special rule? (p.207)

A: Yes.

Q: *Can a Corsair Reaver activate their Mindless Killers special rule if they move as part of a Heroic Combat? Also, if a Corsair Reaver activates their Mindless Killers special rule in the Move phase, do they still benefit from it if they then move as part of a Heroic Combat in the same turn? (p.207)*

A: Yes to both questions.

Q: *If a model with a pavise is hit by an impact hit, such as from a **War Beast**, Chariot, or a model with the Impaler rule, does it still gain the Defence bonus from the pavise? (p.207)*

A: Yes.

Q: *The Allies Matrix in the rules manual lists the Fellowship as Historical Allies with the Dead of Dunharrow, whilst the Allies Matrix in the Armies of The Lord of the Rings lists them as Convenient Allies. Which one is correct? (p.238)*

A: They are Convenient Allies. After all, the Fellowship has been broken by the time Aragorn recruits the Army of the Dead!

Official Errata, February 2023

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Errata

Page 33 – Aragorn, King Elessar

Add the following to Aragorn's profile:

Aragorn, King Elessar may not be included in the same force as Boromir, Captain of the White Tower; Boromir of Gondor or Denethor, Steward of Gondor.

Page 40 – King of Men

Change the King of Men's Heroic Tier to Hero of Valour.

Page 45 – Gondor Avenger Bolt Thrower – Crew

Change the number of crew from two to three.

Page 52 – The Dead of Dunharrow – Army Bonus

Change the second sentence to read:

Additionally, warbands from this army list that contain between 8 and 12 models do not need a **Hero** to be the Captain of the warband.

Page 64 – Gamling – Royal Standard of Rohan

Change the second sentence to read:

Additionally, a single Rohan Hero model within 3" of the Royal Standard of Rohan at the start of the turn, that has no Might remaining, may automatically add 1 point of Might to their store.

Page 73 – Gil-galad, High King of the Elves

Add the following line to the restrictions for using Gil-galad:

If your force contains Gil-galad, then every alliance will be Impossible Allies with the following exceptions: Númenor will still be Historical Allies, and Lothlórien, Fangorn, and the Misty Mountains will still be Convenient Allies.

Page 74 – Elrond, Master of Rivendell – Vilya

Change Elrond, Master of Rivendell's Vilya special rule from Active to Passive.

Page 74 – Elrond, Master of Rivendell – Foresight of the Eldar

Change the second sentence to read:

During the Priority phase, after the dice has been rolled, so long as he is alive and on the battlefield, Elrond may choose to alter the controlling player's dice roll.

Page 76 – Arwen

Change Arwen's Heroic Tier to Minor Hero.

Page 76 – Arwen

Add the following to Arwen's profile:

Arwen may be included in a Fellowship army as part of the Fellowship army list, so long as it also includes Aragorn – Strider.

Page 78 – Círdan

Change Círdan's Heroic Tier to Minor Hero.

Page 80 – High Elf Stormcaller

Change the High Elf Stormcaller's Powers of Nature special rule from Active to Passive.

Page 85 – Haldir

Change Haldir's Heroic Tier to Hero of Valour.

Page 87 – Galadhrim Knight – Wargear

Replace **Elven-made sword** with **Elven-made hand-and-a-half sword**.

Page 100 – Dwarf King

Change the Dwarf King's Heroic Tier to Hero of Valour.

Page 107 – Drár – Wargear

Add axe to Drár's wargear.

Page 123 – Mordor War Catapult – Area Effect

Change the special rule to read:

If a Catapult scores a hit against a Battlefield target, all models within 2" of the target suffer one Strength 5 hit and are knocked Prone (this additional hit does not kill a target outright).

Page 128 – Shade – Chill Aura

Change from Passive to Active.

Page 128 – Shade – Chill Aura

Replace the Shade's Chill Aura special rule with the following:

At the start of the Fight phase, before Heroic Actions are declared, a Shade may spend a point of Will to activate this ability. All models (both friend and foe) within 6" of one or more Shades that have activated this ability suffer a -1 penalty to its Duel roll. This is cumulative with other such penalties, such as for wielding a two-handed weapon. Friendly **Angmar** models are not affected by this special rule.

Page 141 – Gothmog, Lieutenant of Sauron – Wargear

Replace **sword** with **mace or sword**.

Page 148 – Black Guard of Barad-dûr – Options

Change to the following:

Exchange shield for banner – 25 points

Page 164 – Warg Marauder

Add the Cave Dweller special rule to the Moria Goblin Riders.

Page 178 – Uruk-hai Demolition Team, Detonation Table

Change the Dud entry to read the following:

Dud. The charge has been damaged in some way and will not detonate yet – roll again next turn and add +1 to the roll.

Page 178 – Demolition Charges – Detonating the Charge

Add the following after the second sentence:

A model may only attempt to detonate the charge if the resulting explosion would affect at least two enemy models, or an enemy Siege target; meaning there must be at least two enemy models within 2" of the charge to detonate it.

Page 179 – Isengard Assault Ballista – Piercing Shot

Add the following sentence:

An Isengard Assault Ballista has a range of 6"-48".

Page 180 – The Easterlings Army Bonus

Add the following line to the end of the Army Bonus:

If there is an Easterling contingent as part of an army that contains an alliance, this Army Bonus is only in effect if 25% or more of the total models in the army have the **Easterling** keyword.

Page 182 – Easterling Dragon Knight – Knights of the Dragon Cult

Change to read:

Dragon Knights may only include **Easterling** models with the Black Dragon upgrade or Dragon Cult Acolytes in their warband.

Page 189 – Khandish Chariot

Change the Khandish Chariot's Defensive Bulwark special rule from Active to Passive.

Page 191 – Haradrim King

Change the Haradrim King's Heroic Tier to Hero of Valour.

Page 201 – Mahûd King

Change the Mahûd King's Heroic Tier to Hero of Valour.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

BATTLE COMPANIES

Designer's Commentary, August 2022

The following commentary is intended to complement the *Battle Companies* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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middle-earthfaq@gwplc.com

*Q: If the rider of a **Cavalry** model is slain, but their mount stays on the board, will the model still gain Experience Points for any kills subsequently made by the mount? (p.7)*

A: Yes!

Q: Can I spend Influence Points to decrease a Reinforcement roll? (p.8)

A: Yes.

*Q: How many points do Magical Powers add onto a **Hero** model's point's value? (p.9)*

A: None.

*Q: Do Heroic Actions gained by a **Hero** increase their points cost? (p.9)*

A: No.

*Q: If a **Warrior** model rolls A Hero in the Making on the **Warrior** Progression chart, can they choose a lower result instead? (p.12)*

A: No, the **Warrior** is clearly destined for greatness and must take up the mantle of being a **Hero**!

*Q: For the purposes of promoting **Warrior** models, is it the starting wargear or the wargear present at the time of promotion that determines what a model promotes into? For example, if I start with a Warrior of Rohan with bow and then discard the bow and purchase a shield, will they promote into a Rider of Rohan (as if they had a bow) or a Rohan Royal Guard (as if they had a shield)? (p.12)*

A: A model will promote based on the wargear they currently hold at the time of promotion; so, in the above example the Warrior of Rohan would become a Rohan Royal Guard. However, if a model has enough wargear that would mean they could, in theory, promote in multiple ways (for example, a Warrior of Rohan with bow and shield), then the controlling player may choose how they promote.

*Q: If a Battle Company hires a Wanderer, gains wargear through captured tiles, or gains wargear through the campaign, can a **Hero** from that Battle Company purchase this wargear for themselves even though it is not in the Armoury and not normally available to any member of their Battle Company? (p.18)*

A: No. A **Hero** may only purchase wargear that is in the Armoury if it is available to a member of their usual Battle Company, or listed as unique wargear on their Battle Company's page. Not if it is available to another model that joins from another source.

*Q: Can **Hero** models purchase wargear that is not part of the Armoury or listed as Unique Wargear for the Battle Company; for example, armour, Elven cloaks, Twin Blades, Pavise, etc.? (p.19)*

A: No.

Q: If I already have 14 members in my Battle Company, and I roll a Vault Warden Team for my reinforcements roll, what happens? (p.46-47)

A: The Vault Warden Team will be added as normal, even though this will take your Battle Company above the maximum of 15 models. Should another model be slain later to take your Battle Company back down to 15 models, they may not be replaced as you will now be back to the maximum number allowed.

Q: If one member of a Vault Warden Team dies, how many points will the remaining member cost as the points cost for a Vault Warden Team is for both members? (p.46-47)

A: It will cost half the number of points, rounding down. So, a Vault Warden Team is normally 25 points, so one surviving member would cost 12 points.

Q: If one member of a Vault Warden Team dies, can another member of the Battle Company be upgraded to replace them? (p.47)

A: No.

Q: As a Cave Troll is not listed as being (Rare 1), can I have more than one of them in my Moria Battle Company? (p.58)

A: Yes. So long as you have enough Influence Points of course!

Q: Can a Cave Troll purchase a Troll Chain as it has one in its profile? If so, how many Influence Points will it cost to buy one? (p.58)

A: Yes. It will cost the same as a normal throwing weapon from the Armoury.

Q: How many points do Broodlings add onto a Denizens of Mirkwood Battle Company? (p.63)

A: 5 points each.

Q: Do bows carried by Haradrim Warriors and Haradrim Raiders have Poisoned Arrows? (p.64 & 65)

A: Yes.

Q: Do Corsair Reavers treat the Leader and Sergeants as a Bo'sun for the purpose of their Mindless Killers special rule? (p.67)

A: Yes.

Q: If I wipe my opponent's Battle Company out before either player has achieved their victory conditions, do I still win? (p.71)

A: Yes.

Q: If a **Hero** isn't wearing any type of armour, but a member of their Battle Company has the ability to take a type of armour (armour, heavy armour, etc.), can the Hero purchase a type of armour from the Armoury? (p.73)

A: No. The only option a **Hero** has is to upgrade armour to heavy armour. If the Hero doesn't have any armour then they cannot choose this option. This will likely be because the Hero in question has made a name for themselves as a ranger, scout or some similar role that doesn't require armour and taking some would only hinder their natural talents.

Q: In the Recovery scenario, can models move the Relic off any board edge, or just their opponent's board edge as per the objectives? (p.74)

A: Only your opponent's board edge.

Q: In the Wolves Attack Scenario, does the Wargs force become Broken if they are reduced to 50% of their starting number? (p.76)

A: The Wargs cannot be Broken in this Scenario.

Q: In the Tame the Beast Scenario, how do we resolve a fight including the Troll and members from both Battle Companies? (p.78)

A: Each side will roll their dice simultaneously, with the highest single D6 winning the overall fight. Models may still only strike enemies they are directly Engaged with.

Q: Is a captured **Hero** model's points cost added onto the Battle Company's rating for the A Daring Rescue Scenario? (p.81)

A: No.

Q: What happens if A Daring Rescue is rolled when neither Battle Company has a **Hero** lost in battle? (p.81)

A: Re-roll the Scenario.

Q: What happens if A Daring Rescue is rolled when a Battle Company has multiple **Hero** models lost in battle? (p.81)

A: Play the Scenario with one of the **Hero** models first, and then roll again to determine if you need to play A Daring Rescue or Secure the Area to rescue the other **Hero**.

Q: In the A Daring Rescue Scenario, can the Defender target the prisoner with shooting attacks? (p.81)

A: No.

Q: In the Baggage Train Scenario, where do the Baggage Ponies start? (p.82)

A: Anywhere touching the southern board edge.

Q: Do models gain Experience Points for killing Baggage Ponies? (p.82)

A: No, they are only a pony after all!

Q: In Map-based Campaigns, some special territories give bonuses to certain rolls such as the Shire giving +1 to the Injury Chart and Minas Tirith giving +1 to Reinforcement rolls. Are these bonuses optional? (p.107-109)

A: Yes.

Official Errata, August 2022

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Errata

Page 27 – Wandering Dwarf

Change the Wandering Dwarf's Move value to 5".

Page 34 – Rohan

Add the following:

Riders of Rohan in this Battle Company do not count towards your Bow Limit.

Page 54 – Isengard

Change all instances of Orc bow on this page to Uruk-hai bow.

Page 82 – Baggage Train – Objectives

Change the objectives to read:

Attacker Victory – The Attacker has at least three pieces of cargo in their possession at the end of the game.

Defender Victory – At least three pieces of cargo and at least one model that is not a Baggage Pony have escaped the board via the northern board edge.

Draw – Any other result.

Various Pages – Magical Powers

Below are the ranges for the Magical Powers found within this supplement:

Aura of Dismay 6"

Blinding Light –

Call Winds 12"

Command/Compel 12"

Enchanted Blades 6"

Flameburst 6"

Fury (X) –

Immobilise/Transfix 12"

Instill Fear 3"

Wither 12"

MIDDLE-EARTH™

STRATEGY BATTLE GAME

GONDOR AT WAR

Designer's Commentary, August 2022

The following commentary is intended to complement the *Gondor at War* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: In the Streets of Minas Tirith Scenario, where do the Mordor Trolls deploy? (p.28)

A: Deploy a Mordor Troll in each section in the same way as the Morannon Orcs.

Q: In the Battle of Pelennor Fields Scenario, how many Blackroot Vale Archers are required? (p.58)

A: 12.

Q: Ingold's Resolute Fighter special rule states that he doesn't Back Away. Does this mean he cannot be Trapped? (p.78)

A: No. Even though Ingold doesn't Back Away, he will still count as being Trapped for the purposes of doubling Strikes, and other special rules that require a model to be Trapped.

Q: Ingold's Resolute Fighter states that he does not Back Away. Does this mean that he is immune to the Barge Brutal Power Attack? (p.78)

A: No, if Ingold is Barged he will still Back Away as described in the Brutal Power Attack. This is an exception to the Resolute Fighter special rule that states Ingold never Backs Away.

Q: Do I still get Victory Points for wounding the enemy leader if my opponent still has Húrin alive and on the board? (p.79)

A: Yes. Húrin only prevents Victory Points from being scored for killing the enemy leader.

Q: If Flói Stonehand removes Húrin's Line of Command special rule during a turn, and then the leader in the same army as Húrin is slain during the same turn, does the opposing player gain Victory Points for slaying the enemy leader? (p.79)

A: No, as Victory Points are only calculated at the end of the game.

Q: Does Dernhelm count as two models (Éowyn and Merry) for the purpose of calculating model count and Break Point? (p.84)

A: Yes.

Q: As Dernhelm is essentially Éowyn and Merry, can they both declare a different Heroic Action in the same phase? For example, can Dernhelm declare a Heroic Strike and Merry also declare a Heroic Combat in the same turn? (p.84)

A: No. Whilst Merry is mounted upon Dernhelm's steed, they are a single model and therefore may only declare a single Heroic Action in each phase.

Q: If Merry dismounts from Dernhelm, can he remount during a later turn? (p.84)

A: No.

Q: If Merry dismounts from Dernhelm, does she immediately revert to the Éowyn profile? (p.84)

A: Yes. The Dernhelm profile is only used when both Éowyn and Merry are mounted together on the same horse.

Q: Can Elfhelm re-roll his In The Way roll against a Cavalry model for seeing if he hits the rider or the mount? (p.85)

A: Yes.

Q: Can Déorwine, Chief of the King's Knights, use his For Théoden! special rule to declare a free Heroic Combat if he is already in the same combat as Théoden? (p.85)

A: No.

Q: When deploying any models from The Mûmak War Leader's warband outside of the Howdah, do you measure from the Mûmak's base or the War Leader (who does not have a base)? (p.96)

A: From the Mûmak's base.

Q: The rules for the Mûmak War Leader state that he may include Haradrim Warriors in his warband from the Serpent Horde army list as if they were from the Far Harad army list. Does this mean they lose the Serpent Horde Army Bonus as they are no longer part of that list? (p.96)

A: Yes. However, remember that the Far Harad army list doesn't have any bows, so any Haradrim Warriors with bows that you include will be the only models that have bows towards your Bow Limit.

*Q: If multiple **Corsair Warrior** models in the same fight choose to re-roll a single dice for Delgamar's Ruthless Commander special rule, what happens if some of the models don't roll high enough to win the Duel roll, but other models do? (p.99)*

A: In this case, no models will suffer the Strength 2 hit as the Duel roll was won by the Corsair player. If none of the models re-rolled high enough to win the fight, then any models that chose to re-roll would suffer the hit.

Q: If the Mûmak War Leader declares a Heroic Challenge whilst atop his Royal War Mûmak, as per The Making of a King special rule, and is successful, who gains the Might points back – the Mûmak War Leader or the Mûmak itself? (p.116)

A: The Mûmak War Leader.

Q: When part of the Grand Army of the South Legendary Legion, can the Mûmak War Leader declare a Heroic Combat whilst atop the Royal War Mûmak if it is Engaged with the enemy leader as per The Making of a King special rule? (p.116)

A: Yes.

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Errata

Page 88 – Mordor

Add the following to the Mordor army list:

The Witch-king of Angmar counts as a Hero of Legend if taken as part of a Mordor army list.

Page 103 – Rangers of Ithilien – Additional Rules

Replace the second bullet point with the following:

A Rangers of Ithilien Force must always include Frodo, Sam and Sméagol.

Page 109 – The Riders of Théoden – Additional Rules

Add the following additional rule:

Riders of Rohan within this Legendary Legion do not count towards your force's Bow Limit.

Page 109 – The Riders of Théoden

Add the following option to Dernhelm:

Throwing spears – 5 points.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

SCOURING OF THE SHIRE

Designer's Commentary, **August 2022**

The following commentary is intended to complement the *Scouring of the Shire* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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middle-earthfaq@gwplc.com

Q: Can Farmer Tolman Cotton use his pitchfork as a two-handed weapon when he is supporting a fight? (p.48)

A: No.

Official Errata, August 2022

The following errata correct errors in *Scouring of the Shire*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 46 – The Shire

Add the following to The Shire army list:

Dúnedain count as Minor Heroes if taken as part of a The Shire army list. You may only include Dúnedain in a The Shire force if it also contains Gandalf the Grey.

Page 46 – The Shire

Add the following to the Shire army list:

Gandalf the Grey counts as a Hero of Valour if taken as part of a The Shire army list. If your army includes Gandalf, it may not include Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire or Peregrin, Captain of the Shire.

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STRATEGY BATTLE GAME

WAR IN ROHAN

Designer's Commentary, **August 2022**

The following commentary is intended to complement the *War in Rohan* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: If a Crebain is In The Way of another model, will it be hit on the roll of a 1-3 as per the standard In The Way roll, or will it only be hit on the roll of a 6? (p.76)

A: The Crebain will be hit on a 1-3 as normal. In fact, this is a good way of hitting Crebain with shooting attacks – so be careful where you place them!

*Q: If a Dunlending Huscarl is supporting a fight, and is within 3" of multiple **Dunlending Hero** models, do they gain a bonus of +1 to their Fight value for each due to their Favour of the War Chief special rule? (p.76)*

A: No. They will only gain a bonus of +1 to their Fight value, regardless of the number of **Dunlending Hero** models that are in range.

Q: If a Legendary Legion is used as part of a siege game, can they still purchase siege equipment? (p.99)

A: Yes.

Official Errata, August 2022

The following errata correct errors in *War in Rohan*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 81 – Defenders of Helm's Deep

Change Haldir's points cost to 85 points.

Page 95 – Assault upon Helm's Deep

Change the points cost for an Isengard Troll's war drum (**Isengard**) option to 25 points.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

QUEST OF THE RINGBEARER

Designer's Commentary, August 2022

The following commentary is intended to complement the *Quest of the Ringbearer* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: Does Mablung's Birdcalls special rule mean that Mablung, and friendly Rangers of Gondor within 6" of him, can target enemy models with the Stalk Unseen special rule even if they are more than 6" away? (p.83)

A: Yes.

*Q: Can Barliman Butterbur use his Barliman Butterbur, At Your Service special rule to benefit a **Hero** model that is part of the Fellowship, but is not part of the Fellowship Army List such as Gandalf the Grey from Survivors of Lake-town; Aragorn, King Elessar; or Legolas Greenleaf, Prince of Mirkwood? (p.86)*

A: Only **Hero** models taken directly from the Fellowship Army List.

Q: Can Gimli use his Galadriel's Locks to re-roll the dice of friendly models in a Duel roll, or only his own dice? (p.95)

A: Only his own.

Q: When as part of the Depths of Moria Legendary Legion, can the Balrog target Gríma Wormtongue with its ...and Flame special rule? (p.101)

A: Yes.

Q: If a Ringwraith model declares a Heroic Move, can they still use their Screech of the Nazgûl in the same turn? (p.103)

A: Yes. The Screech of the Nazgûl allows them to use the Channelled version of Transfix, though it is not itself declaring the use of Heroic Channel.

Q: When Shelob uses her She is Always Hungry special rule, does she gain the re-roll for the remainder of the game or just until the end of the turn? (p.105)

A: Until the end of the turn.

Official Errata, August 2022

The following errata correct errors in the *Quest of the Ringbearer*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 27 – The Pass of Caradhras – Set-up

Add the following to the end of the paragraph:

Finally, flip the cards that make up the Pass of Caradhras face up.

Page 97 – Rangers of Ithilien – Additional Rules

Replace the second bullet point with the following:

A Rangers of Ithilien Force must always include Frodo, Sam and Sméagol.

Page 99 – Lurtz's Scouts – Army Composition

Change the points cost of an Uruk-hai Scout's shield to 1 point.

Page 103 – The Black Riders – Army Composition

Change the points cost of The Witch-king of Angmar's Morgul Blade to 10 points.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

FALL OF THE NECROMANCER

Designer's Commentary, **August 2022**

The following commentary is intended to complement the *Fall of the Necromancer* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: If Azog uses the Surprise Attack special rule from the Pits of Dol Guldur Legendary Legion in the same Priority phase as an enemy model uses a special rule that would allow them to win the roll for Priority, what happens? (p.57)

A: Azog's Surprise Attack will take precedence over other special rules that confer this effect, such as Saruman using a Palantír. If they are both used in the same Priority phase, then they will still both count as having been used.

Official Errata, August 2022

The following errata correct errors in *Fall of the Necromancer*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 55 – The Vanquishers of the Necromancer – Additional Rules

Change the first bullet point to read:

The Vanquishers of the Necromancer must always include Galadriel, Lady of Light; Gandalf the Grey and Saruman the White. Saruman the White is always the army's leader.

Page 55 – The Vanquishers of the Necromancer – Masters of Magic

Change to read:

Friendly models may still attempt to cast Magical Powers even if they are already engaged in combat, with the exception of the Sorcerous Blast, Wrath of Bruinen and Nature's Wrath Magical Powers.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

DEFENCE OF THE NORTH

Designer's Commentary, February 2023

The following commentary is intended to complement the *Defence of the North* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

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Q: Can Grimbeorn transform into bear form if there isn't enough space to place the bear model? If so, what happens? (p.68)

A: Yes, so long as the only things in the way are models and not immovable terrain. In this instance Grimbeorn will be placed so that the centre of the **Bear** model's base is where the **Man** model was previously. Then move any displaced models the minimum distance possible so that they are 1" away from Grimbeorn. In this situation, players take it in turns to displace models, starting with Grimbeorn's controlling player. Grimbeorn may then move normally.

*Q: When Grimbeorn transforms into bear-form, does the **Bear** model have to be centred over the **Man** model or does it only need to be overlapping part of the **Man** model? (p.68)*

A: The **Bear** model only needs to be overlapping part of the **Man** model. When Grimbeorn transforms into a **Bear**, the **Bear** model must be placed so that it is not displacing any models if possible.

Q: If Grimbeorn has to displace models when he transforms, can this force models out of combat or into combat with another model if they would end up in base contact with an enemy model? (p.68)

A: No to both instances. Models that were in combat when displaced will remain in combat with the models they are engaged with. In the odd situation that a model would be displaced into base contact with an enemy model, they will not count as being in combat with that model unless they subsequently charge that model.

Q: Can Grimbeorn use his Skin-changer special rule when he moves as part of a Heroic Combat (p.68)

A: Yes.

*Q: Can Grimbeorn transform into a **Bear** before he moves onto the board in scenarios where this applies? (p.68)*

A: No.

Q: Do special rules that affect both the rider and mount (such as a war camel's Impaler special rule) affect both the Dragon Emperor of Rhûn and the Royal Palanquin? (p.73)

A: Yes, though this still doesn't make the Dragon Emperor of Rhûn a **Cavalry** model.

Q: Can Magical Powers that affect either the rider and mount (such as Black Dart or Wither) be used to target either the Dragon Emperor of Rhûn or the Royal Palanquin? (p.73)

A: Yes, though this still doesn't make the Dragon Emperor of Rhûn a **Cavalry** model.

Q: When a Magical Power targets the whole model (such as Bladewrath or Paralyse), will this affect both the Dragon Emperor of Rhûn and the Royal Palanquin? (p.73)

A: Yes.

Q: If the Royal Palanquin is affected by a Magical Power that permanently reduces a characteristic (Wither or Drain Courage), and then the Dragon Emperor of Rhûn subsequently dismounts, are the Black Dragons that replace the Royal Palanquin also affected by the original Magical Power? (p.73)

A: Yes. Additionally, if the Royal Palanquin is affected by the Wither Magical Power, it will also reduce the Strength of the Strikes that the Royal Palanquin makes if the Dragon Emperor of Rhûn wins the Fight.

Q: If the Balrog or the Watcher in the Water hits the Dragon Emperor of Rhûn or his Royal Palanquin with their Fiery Lash or Tentacles special rule respectively, is the whole model dragged into combat or just the part that was hit? (p.73)

A: Both rules state the model, so it will be the whole model.

Q: How many models does the Dragon Emperor of Rhûn count as when determining a force's Break Point? (p.73)

A: The Dragon Emperor of Rhûn and his Royal Palanquin will count as a single model when determining a force's Break Point. Only the Dragon Emperor needs to be slain for the model to count as a casualty towards the force being Broken. Additionally, any Black Dragons that replace the Royal Palanquin, such as when the Dragon Emperor dismounts or is slain, will not increase a force's Break Point; however, each one that is subsequently slain will count as a separate casualty towards the force being Broken.

Q: Does Razgûsh's Bone-breaker remove all special rules associated with an enemy model's Elven-made weapon, or does it just negate the bonus for winning the roll-off in the case of a tied fight? (p.80)

A: Bone-breaker only removes the bonus for winning the roll-off in the case of a tied fight. Any other special rules associated with the Elven-made weapon will still apply.

Q: In the Defenders of Erebor Legendary Legion, do friendly models need to be within 3" of all the listed characters to benefit from the Royal Bloodlines special rule or just within 3" of any of them? (p.89)

A: Within 3" of any of them.

*Q: Do Orc Captains, Orc Warriors and Warg Riders retain the Hatred (**Elf**) special rule granted by Razgûsh's War Leader of the North special rule even after he is slain? (p.95)*

A: Yes.

Q: If the Assault on Lothlórien Legendary Legion is playing the Clash By Moonlight Scenario, will the Scenario's Dark of Night special rule stack with the Legendary Legion's Cover of Darkness special rule to give models +2 To Wound when making shooting attacks? (p.97)

A: No, the bonus is only applied once.

Q: When using the Assault on Lothlórien Legendary Legion, do the FAQs that affect the Dark of Night special rule from the Clash by Moonlight scenario also apply to the Cover of Darkness special rule? (p.97)

A: Yes.

Official Errata, February 2023

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Errata

Page 52 – Garrison of Dale

Add Windlance to the army composition.

Page 63 – Orophin

Add the Woodland Creature special rule.

Page 69 – Beornings – Wargear

Change to:

Hand-and-a-half axe and axe.

Page 70 – The Easterlings

Add Khamûl the Easterling to the army composition.

Page 91 – The Beornings – Additional Rules

Add the following bullet point:

Whilst he is in bear form, Beorn may still benefit from the Heroic Actions of Grimbeorn regardless of his Berserk special rule.

MIDDLE-EARTH™

STRATEGY BATTLE GAME

APPENDICES: PREVIOUS EDITION MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Games Workshop publish and maintain FAQ documents for current Middle-earth Strategy Battle Game publications.

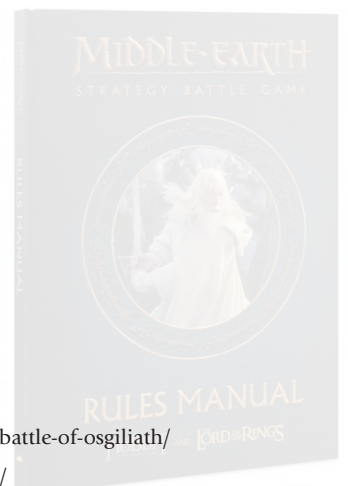
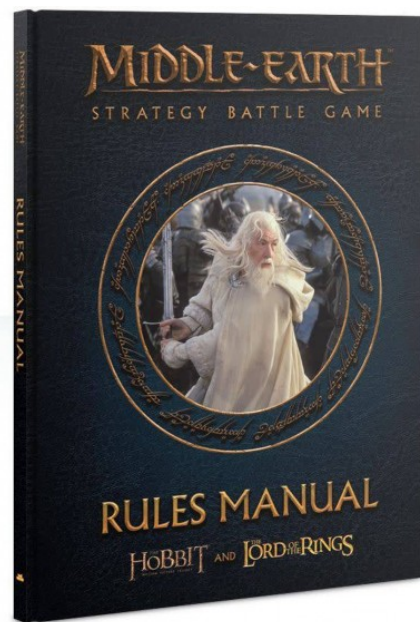
When the Middle-earth Strategy Battle Game rules manual was replaced in late 2022 the new version was touted to "contains the core rules, and folds in all existing FAQs and errata, bringing it totally up to date"¹ and as the "most up-to-date edition of the rules, including FAQ and Errata changes from across the history of the game"².

The following appendices document the last Designer's Commentary and FAQ for the previous version of the rules manual (this is the version with Gandalf on the cover) for people who are still using this publication.

These appendices should be read in conjunction with the current Designer's Commentary and Errata.

Appendix content is denoted with a watermarked image of the previous rules manual in the bottom right corner.

- I. Appendix I: Previous edition Rules Manual FAQ
- II. Appendix II: Previous edition Rules Manual Errata



¹ <https://www.warhammer-community.com/2022/12/04/sunday-preview-fight-for-the-fate-of-middle-earth-with-the-battle-of-osgiliath/>

² <https://www.warhammer-community.com/2022/12/10/saturday-pre-orders-reclaim-or-ravage-the-ruins-of-osgiliath/>

MIDDLE-EARTH™

STRATEGY BATTLE GAME

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Designer's Commentary, **August 2022**

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Q: If a characteristic is halved for whatever reason, is it rounded up or down? (p.15)

A: Characteristics are always rounded up unless a rule specifically states otherwise.

Q: If a model re-rolls a dice, does the second roll also count as a natural roll? (p.16)

A: Yes.

Q: Is a model considered to have Line of Sight to themselves for the purpose of Magical Powers, special rules, and other such rules? (p.16)

A: Yes. A model can always see themselves; all they need to do is look!

Q: Is a model considered to be in range of itself for rules that affect models within a certain range of the model (so long as they meet the criteria of the rule of course)? (p.16)

A: Yes, a model is always in range of itself.

Q: Does terrain such as rocks that are inherent to a model's base (such as those on Grôblog or Gûlavhar) block Line of Sight? (p.16)

A: No. Nothing on a model's base will impede Line of Sight.

*Q: When a special rule refers to the **Man** keyword, does this mean models with either the **Man** or **Woman** keyword? (p.16)*

A: Yes. When a special rule refers to the **Man** keyword, it is referring to the race of Men, not to the gender of a specific model.

Q: If a special rule allows a model to re-roll multiple dice (such as Bane of Kings), does the model have to re-roll all their dice together or can they re-roll some dice, see the results, and then re-roll the rest? (p.16)

A: If a single special rule allows a model to re-roll multiple dice, they must re-roll all of them together. However, if a model is able to re-roll multiple dice from multiple different special rules then they may do so individually. Remember, you can never re-roll a re-roll.

Q: What happens if two models both wish to use the same special rule to automatically gain Priority, such as Saruman using the Palantír? (p.21)

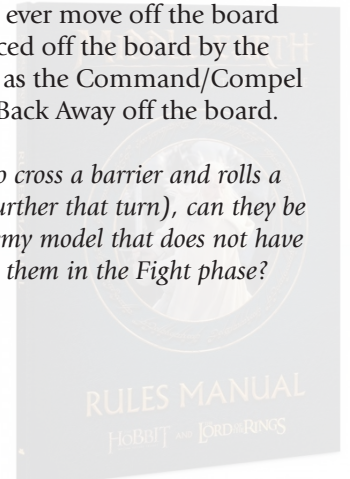
A: In this situation players will roll off for Priority as normal, though both will count as having used the special rule.

Q: In what situations can models move off the board? (p.23)

A: Models may only move off the board in Scenarios that specifically allow it, or if they have a special rule that permits them to do so (such as a **War Beast** that is Stampeding). Models may only ever move off the board voluntarily, and may not be forced off the board by the effect of an enemy model, such as the Command/Compel Magical Power. Models cannot Back Away off the board.

Q: If a model makes a Jump test to cross a barrier and rolls a 2-5 (meaning they cannot move further that turn), can they be placed in base contact with an enemy model that does not have a Control Zone and therefore fight them in the Fight phase? (p.28)

A: No.



Q: Does a model that has stood up count as having moved? (p.33)

A: Yes, they will count as having moved half of their Move allowance.

Q: If a Prone model begins its turn within an enemy model's Control Zone, can it choose to stand up without charging the enemy model? (p.33)

A: Yes, as the Prone model has not moved closer to the enemy model.

Q: In Scenarios that use the Reinforcements rule for models to enter the board, can a player purposefully pick a point for a warband to arrive where they will not be able to fit in order to force them to not enter the board and have to wait until a later turn? (p.33)

A: No. When a warband enters the board via the rules for Reinforcements, the player choosing where they enter must choose a point where they can enter the board and one where the entire warband will be able to move onto the board.

Q: Do a model's weapons provide an In The Way roll if they are the only part of the model that is obscuring the target of a shooting attack? (p.37)

A: No. If the only part of a model that is obscuring the target of a shooting attack is its wargear (weapons, shields, banners etc.) then this is not sufficient to provide an In The Way roll.

Q: If a model has to make In The Way rolls when making Strikes against a model (such as a Khandish Chariot or Iron Hills Chariot), do they make an In The Way roll for each Strike individually or a single roll and apply that to each Strike? (p.37)

A: They will make an In The Way roll for each Strike individually.

Q: Can a model still Back Away if they have moved their full Move value, or have been Immobilised or affected by a special rule that prevents them from moving any further that turn? (p.44)

A: Yes. Backing Away is not classed as moving and so can always be done (unless the model is Trapped of course!). This also means that models Backing Away are not slowed by difficult terrain.

Q: If a model elects to resolve their Strikes one at a time and kills all of their targets before resolving all of their Strikes, are their remaining Strikes still resolved? (p.46)

A: No, as there is nothing left for them to kill.

Q: Do models have to Make Way if able, or is this optional? (p.46)

A: Making Way is optional, though if this is not done it may well result in the model being Trapped.

Q: Can a model choose to Make Way for a friendly model if the friendly model could Back Away in a direction that would not require a model to Make Way? (p.46)

A: Yes.

Q: Some special rules refer to checking to see if a model would be Trapped if it loses the Fight. When should this be checked and what exactly does it mean? (p.47)

A: This should be applied at the time the special rule in question comes into effect. For example, some may say 'at the start of the Fight phase', in which case you would check to see if the model is Trapped at the start of the Fight phase. Others might say 'during a Fight' or similar, in which case you would check at the start of that Fight before any dice are rolled. In all instances of this type of rule, a model would be considered Trapped if, should they lose the ensuing Fight, they would be unable to Back Away as normal. If the model would be able to Back Away as a result of a friendly model deciding to Make Way, then they would not be considered Trapped for the purpose of the special rule.

Q: If a model defending a barrier chooses to lie down, do they still count as defending the barrier? (p.48)

A: No. Prone models do not have a Control Zone.

Q: If a model has been forced to move before it has had its turn to move (such as being affected by the Command/Compel Magical Power), does it need to make a Courage test if it is part of a Broken force, and will it still provide a Stand Fast!? (p.54)

A: No to both questions.

Q: If I have killed enough models to cause my opponent's force to be Broken, but the game ends before the start of the next turn when we would check to see if their force is Broken, do I still score Victory Points for breaking my opponent in Scenarios where this is applicable? (p.54 & 136)

A: Yes.

Q: Can a Cavalry model use the Courage value of their mount when making a Courage test? (p.57)

A: No.

Q: Do Cavalry models gain any bonuses for charging when in Deep Water? (p.58 & 109)

A: No.

Q: If a model riding a Warg is surrounded in combat, is knocked Prone before any strikes are made, and the Warg passes its Courage test, where is the model placed? Can all models in the fight strike both the rider and the mount? (p.59)

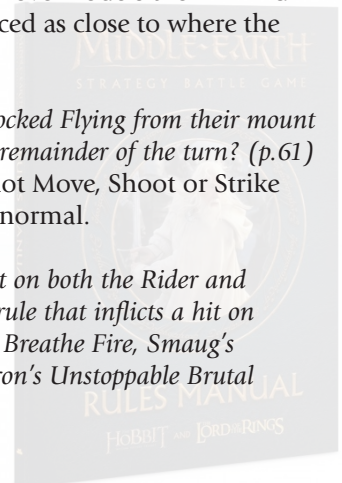
A: Treat both mount and rider as occupying the same space for the duration of the fight. All models may strike either the rider or mount. If, after the fight is completed, both the mount and rider are still alive, move models the minimum amount so that both can be placed as close to where the mounted model originally was.

Q: Can a model that has been Knocked Flying from their mount declare any Heroic Actions for the remainder of the turn? (p.61)

A: Yes, although they may still not Move, Shoot or Strike blows for the rest of the turn as normal.

Q: Do Cavalry models suffer a hit on both the Rider and Mount when affected by a special rule that inflicts a hit on "all models", such as the Dragon's Breathe Fire, Smaug's Unstoppable Momentum and Sauron's Unstoppable Brutal Power Attack. (p.62)

A: Yes, unless otherwise stated.



Q: How many Heroic Actions can a **Hero** model declare per turn: one per turn or one per phase? (p.68)

A: One per phase.

Q: What happens first in each phase of the game, declaring Heroic Actions or resolving special rules that happen at the start of a phase? (p.68)

A: Declaring Heroic Actions will happen first, unless otherwise stated.

Q: If two opposing **Hero** models in the same fight both declare a Heroic Combat and the **Hero** that wins the roll-off dies during the fight, does the other **Hero** still get to move on for their Heroic Combat? (p.69)

A: No, the **Hero** can only move on if their Heroic Combat is successful. As the other **Hero** won the roll-off, their Heroic Combat is the one that happens first, which was unsuccessful. This will essentially cancel the other **Hero** model's Heroic Combat.

Q: What happens if two **Hero** models from the same force declare a Heroic Move within 6" of each other? If the first one calls With Me! will the second **Hero** also be able to call With Me! when it moves as part of the first **Hero** model's Heroic Move? (p.69)

A: When the first **Hero** calls With Me! the second **Hero** has two options: they can either move as part of the first **Hero** model's Heroic Move, in which case their own Heroic Move will be effectively cancelled, or forgo their movement – in which case they will not get to move later. In either case, the second **Hero** model's Heroic Move is lost and they cannot call With Me!

Q: If a **Hero** has declared a Heroic Move or Heroic March, and has called either With Me! or At the Double!, and then subsequently dies before completing their Move (e.g. falling off a cliff, drowning, suffering a fatal wound from failing to climb, jump, etc.), what happens to those models that were affected by the Heroic Action? (p.69 & 70)

A: The models will be unable to move that turn as they are unable to finish their move within 6" of the **Hero** that called With Me! or At the Double!

Q: If a **Hero** declares a Heroic Move or Heroic March, and declares either With Me! or At the Double! respectively, then moves off the table in games where this is allowed, can the models affected by the Heroic Action also move off the table? (p.69 & 70)

A: Yes. However, any models that cannot move off the table for any reason must forfeit their move for that turn.

Q: If a **Hero** declares a Heroic Move or Heroic March, and declares either With Me! or At the Double! respectively, but does not move off the table in games where this is allowed, can the models affected by the Heroic Action move off the table themselves? (p.69 & 70)

A: No.

Q: If a **Hero** model declares a Heroic March, and another **Hero** model within 6" declares a Heroic Move, how does this interaction work? (p.69 & 70)

A: The **Hero** who declared the Heroic Move will move first, though they will not increase their movement as the **Hero** who has declared the Heroic March has not yet called At

the Double! Any models that were in range of both Heroic Actions, must still remain in range of both **Hero** models.

Q: What happens if a model moves as part of a Heroic Move or Heroic March declared by a friendly **Hero**, but due to a failed roll they cannot finish their move within 6" of that **Hero** (e.g. failing a Jump/Climb/Leap roll or failing to kill a model through impact hits or Trample)? Are they still allowed to attempt that move even though there is a chance, however small, that they will not finish their move within 6" of the **Hero**? (p.69 & 70)

A: They may still attempt the move, so long as they are trying to finish their move within 6". If they fail a roll that prevents this, they simply stop where they currently are.

Q: If a model that benefitted from a Heroic March is part of a successful Heroic Combat in the same turn, can they still Charge as part of the additional Move from the Heroic Combat? (p.69-70)

A: Yes. Heroic March only prevents a model from charging in the Move phase.

Q: Can a model benefit from both Heroic March and a War Drum in the same turn? (p.70 & p.89)

A: Yes.

Q: If a model has declared a Heroic March, can they be Compelled/Commanded to charge an enemy model? (p.70 & 97)

A: No. A model that has declared a Heroic March may not charge that turn, even if moved by another model.

Q: When shooting at a **Cavalry** model, can a model benefiting from a Heroic Accuracy re-roll a successful In The Way test (as in one that hits the rider) to see whether they hit the rider or mount, in order to try to hit the mount? (p.71)

A: No.

Q: Can I use Might to increase the score on a D6 when rolling for a Heroic Strike? (p.72)

A: No.

Q: If a model declares a Heroic Defence whilst fighting a model that never requires more than a certain number to wound (such as Azog or Aragorn with Andúril), will they still only be wounded on the roll of a natural 6? (p.72)

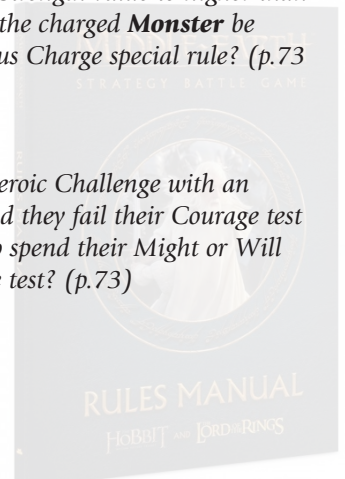
A: Yes.

Q: If a model with the Monstrous Charge special rule charges a **Monster** model, and then declares they are using Heroic Strength which will increase their Strength value to higher than that of the charged **Monster**, will the charged **Monster** be knocked Prone due to the Monstrous Charge special rule? (p.73 & p.106)

A: Yes.

Q: If a **Hero** is taking part in a Heroic Challenge with an enemy **Hero** that causes Terror, and they fail their Courage test in order to Charge, do they have to spend their Might or Will points in order to pass the Courage test? (p.73)

A: No.



Q: If a Hurler model hits a combat that contains a model with Strength 6 or higher, will the model that is Strength 6 or higher still suffer the Strength 3 hit for a Hurler model hitting their combat even if they are not knocked Prone? (p.78)

A: Yes.

Q: Can models enter the Howdah of an enemy **War Beast**? (p.80)

A: No, a model may never enter an enemy **War Beast**'s Howdah under any circumstances.

Q: Is the commander of a **War Beast** considered to be in the fight if the **War Beast** is engaged in a fight? If so, can they declare Heroic Actions, use Might to influence the **War Beast** model's rolls, or lend their Fight value to the fight? (p.80)

A: No to all questions.

Q: When shooting from the Howdah of a **War Beast**, is the distance measured from the shooting model to the target, or from the **War Beast** to the target? (p.80)

A: From the shooting model to the target. Measure from the base of the shooting model to the closest point of the target model.

Q: If my leader is a **War Beast**, is it the commander or the **War Beast** that is considered to be the leader? If it is the commander, do kills made by the **War Beast** count for the commander in the Contest of Champions Scenario? (p.80)

A: The commander is the leader. Kills made by the **War Beast** do not count towards their commander's total.

Q: Can a **War Beast** benefit from Heroic March or a War Drum? If so, how much additional movement do they get? (p.80)

A: A **War Beast** may benefit from Heroic March and a War Drum (provided that the **War Beast** itself has the relevant keywords), and if it does it will gain an additional 3" of movement for each.

Q: When the commander of a **War Beast** declares With Me! as part of a Heroic Move, do you measure the distance from the Commander or from the base of the **War Beast**? (p.80)

A: From the Commander. This will usually mean that only the **War Beast** will be affected.

Q: When a **War Beast** Tramples, does it have to use its full Move allowance or can it decide to move less than its Move allowance? (p.80)

A: It must Trample its full Move allowance, unless it is forced to stop or chooses to stop after coming into contact with a friendly model.

Q: Can a **War Beast** Trample an Invisible model? (p.80)

A: Yes.

Q: Can a **War Beast** be made to leave the board by means other than Stampede, such as the Command/Compel Magical Power? (p.80)

A: No, unless its controlling player wishes to move it off the board edge in Scenarios that allow this.

Q: Can a War Beast be affected by special rules that force it to move, such as a Wood Elf Sentinel's Eldamar Madrigal or a Dead Marsh Spectre's A Fell Light is in Them? (p.80)

A: No.

Q: What happens if the Commander of a **War Beast** is paralysed? (p.80 & 99)

A: The Commander will be Paralysed as normal. Whilst the Commander is Paralysed, the **War Beast** cannot move, however, any friendly model in the Howdah that did not make a Shooting attack that turn may attempt to aid the Commander in recovering from the effects of the Paralyse Magical Power.

Q: If a **War Beast** is forced to stampede, when does its opposing player move the **War Beast**? (p.81)

A: The **War Beast** moves during its controlling player's turn, when it is its turn to move.

Q: Can the commander of a **War Beast** use their own Might and Will to improve a Courage test made by the **War Beast** to see if it stampedes? (p.81)

A: Yes.

Q: If a model is stated to carry a piece of wargear on their profile, but it isn't visible on the model itself, is the model considered to carry it anyway? (p.83)

A: Yes, though we would always encourage you to show the correct wargear on the model so that it is obvious to all players.

Q: If a model is listed as having a two-handed weapon, but the type of two-handed weapon is not specified, is the player free to choose what type of two-handed weapon the model has? (p.83)

A: Yes, so long as it is represented on the model.

Q: If a model is only listed as having a two-handed weapon, can it only use its two-handed weapon or can it use a single-handed weapon instead? (p.83)

A: If a model is listed as only having a two-handed weapon then it can only use that weapon as that is the only weapon it carries.

Q: If the profile for a model lists it as having multiple types of weapon, such as sword or axe, but some of the models (such as spearmen or archers) don't have either weapon visible; can they use either Special Strike without the weapon being visible on the model? (p.83)

A: Technically yes, though we would encourage you to model the type of weapon onto the model for clarity.

Q: If the rider of a **Cavalry** model has a two-handed weapon or is unarmed, can they choose to use their mount's weapons (such as teeth and claws on a Warg) to attack with to ensure they don't suffer the -1 penalty to their Duel roll? (p.83)

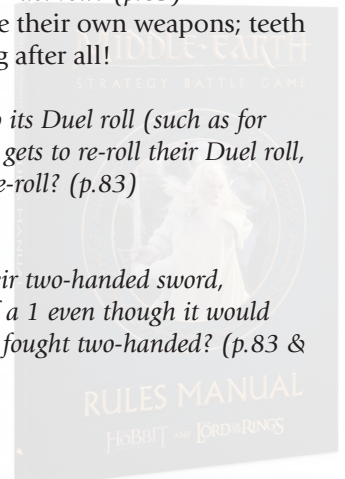
A: No. The rider must always use their own weapons; teeth and claws are attached to a Warg after all!

Q: If a model that has modifiers to its Duel roll (such as for using a two-handed weapon) then gets to re-roll their Duel roll, do the modifiers still apply to the re-roll? (p.83)

A: Yes.

Q: If a model has Feinted with their two-handed sword, can they re-roll a To Wound roll of a 1 even though it would normally become a 2 as the model fought two-handed? (p.83 & 87)

A: Yes.



Q: If a model is not labelled as Unarmed, but doesn't appear to have any weapons, is it counted as Unarmed? (p.84)

A: No. A model is only Unarmed if it is clearly labelled as Unarmed.

Q: If a model with a spear loses a Fight and is not slain, if it backs away into base contact with a friendly model can it then spear support? (p.84)

A: No.

Q: If a model with a spear is involved in a fight and loses, but is not slain, and subsequently backs away into base contact with a friendly model, can they then support that fight? (p.84)

A: No.

Q: Can a model Support with a spear/pike if they are Prone? (p.84)

A: No.

Q: If an unengaged **Hero** model with a spear declared a Heroic Action in the Fight phase (such as Heroic Strike or Heroic Defence), and then is not subsequently charged in the Fight phase, can they still Support? (p.84)

A: No, a model that declared a Heroic Action in the Fight phase cannot Support.

Q: If a model with an Elven-made weapon swaps their type of weapon for another type of weapon, does their new weapon keep the Elven-made special rule? (p.85)

A: No.

Q: If a model armed with an Elven-made weapon elects to Shield instead of using its Elven-made weapon, does it still receive the benefit of the Elven-made weapon for determining which side wins the fight in the case of a drawn fight? (p.85)

A: No. The Shielding model will be using its shield instead of its Elven-made weapon, and so will not receive the bonus.

Q: If a model with a lance charges, wins the fight, and then rolls a 1 To Wound, can it re-roll the 1 for a relevant special rule (Poisoned Weapons, Ancient Enemies, etc) or does the +1 To Wound from the lance mean that this cannot be the case? (p.86)

A: Yes, the model with the lance can re-roll the 1 with a relevant special rule.

Q: If a **Cavalry** model opts to Stab, and loses the Fight, is it the rider or the mount that suffers the Strength 2 hit? (p.87)

A: The rider, as they are the one who is Stabbing.

Q: If a **Cavalry** model opts to Piercing Strike, and loses the Fight, is it the rider's or the mount's Defence that is reduced by D3? (p.87)

A: The rider's, as they are the one who is making a Piercing Strike.

Q: If a model with multiple attacks elects to Bash and wins the ensuing fight, do they roll a D6 for each Attack or only one? (p.87)

A: They will roll a single D6.

Q: If a model with a throwing weapon throws it as they charge into combat, and kills their target, can they throw it again if

they charge a second model? (p.88)

A: No. A model can only make a single shooting attack with a throwing weapon per turn.

Q: If a model with a throwing weapon throws it as they charge into combat, and kills their target, can they throw it again in the Shoot phase? (p.88)

A: No. A model can only make a single shooting attack with a throwing weapon per turn.

Q: Can a model with a throwing weapon use it in the Fight phase if they get to move as part of a successful Heroic Combat? (p.88)

A: No.

Q: If a model that is armed with both a throwing weapon and a bow throws a throwing weapon as it charges into combat, and subsequently kills its target, can they then fire their bow in the Shoot phase providing they have not moved over half of their Move allowance? (p.88)

A: No.

Q: Can friendly models within range of multiple banners benefit from all of them during the Fight phase? (p.89)

A: No. Each fight may only re-roll a single dice in a Duel roll for a banner, regardless of how many banners are in range of the fight.

Q: Can a model, such as a Warg or a Spider, that could not normally physically hold a banner, carry one if a banner bearer is slain next to them? (p.89)

A: No, some common sense may be required here when deciding what can hold a banner.

Q: If a model with a banner flees, can they pass the banner to a friendly model in the same way as if they had been slain? (p.89)

A: Yes.

Q: If a Fight is in range of a friendly banner, but the only models in the Fight that are within range of the banner are enemy models, can I still re-roll a D6 for the Duel roll? (p.89)

A: No.

Q: If a **Hero** model is treated as a banner, do friendly models still benefit from this if the **Hero** is Prone? (p.89)

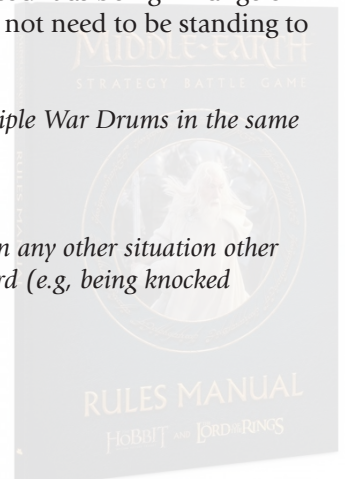
A: That will depend on the wording of the rule. Some **Hero** models will count as a banner; in which case they must be standing to benefit friendly models. Others say that friendly models within X" count as being in range of a banner; in which case they do not need to be standing to benefit friendly models.

Q: Can a model benefit from multiple War Drums in the same turn? (p.89)

A: No.

Q: Can models pass on a banner in any other situation other than being slain or fleeing the board (e.g, being knocked Prone)? (p.89)

A: No.



Q: Do the effects of multiple War Drums stack? For example, if I have two War Drums in my force and sound both of them, will I get to add 3" for each (or 5" each for **Cavalry**) onto the Move value of my models affected by the War Drum? (p.89)

A: No. The effects of multiple War Drums do not stack.

Q: If a Prone **Hero** has a unique banner that confers an additional effect (such as Boromir's Banner of Minas Tirith or Gamling's Royal Standard of Rohan), does their banner still confer this effect? (p.89)

A: No. Models cannot benefit from the effects of a banner if the bearer is Prone.

Q: If a Supporting model is in range of a banner, but no other friendly models in the same fight are in range, does that fight benefit from the effects of the banner? (p.89)

A: Yes.

Q: When a model is fighting an enemy wearing the One Ring their Fight value is halved – is this rounded up or down? (p.90)

A: Rounded up.

Q: Can a model with the One Ring put it on if they have already been charged that turn? (p.90)

A: No.

Q: If a model fails its Courage test to charge an Invisible model, can it still move as normal including charging a different target? (p.90)

A: Yes. Unlike a Courage test to charge a Terrifying model, this Courage test is simply to see if the model can see the Invisible model. As such, if a model fails this Courage test it only means they are unable to locate the Invisible model, and may continue the rest of their turn as normal; though they may not attempt to charge the Invisible model again that turn.

Q: Can a model finish its movement on top of an Invisible model that is involved in a fight in order to force them out of combat? (p.90)

A: No. If an Invisible model is in combat, other models may not finish their movement with their bases overlapping the Invisible model.

Q: Do Invisible models ignore enemy Control Zones when they move? (p.90)

A: Yes.

Q: Can an Invisible model declare Heroic Actions? (p.90)

A: Yes. However, as their allies cannot see the Invisible model, the Invisible model cannot call the likes of With Me!, Take Aim! or any other action that would allow friendly models to join in the Heroic Action. An Invisible model may still declare a Heroic Combat, but other friendly models may not move as part of a successful Heroic Combat.

Q: If the Shroud of Shadows Magical Power is cast upon a **Cavalry** model, will the steed automatically bolt in the same way as it would do if the rider put on the One Ring? (p.90 & 100)

A: No. A steed bolting because of the rider putting on the One Ring is due to the Wearing the Ring part of the rules for the One Ring, not the Invisible rules.

Q: Can a model armed with a Shield use the Shielding rule when under the effects of the Immobilise/Transfix magical power? (p.91)

A: No.

Q: Can a flying model cast a Magical Power as it is flying over models, or will it need to land in order to cast a Magical Power? (p.93)

A: The model will need to land in order to cast the Magical Power, though they may still continue moving after casting if able.

Q: Can a Prone model cast Magical Powers? (p.93)

A: No.

Q: If a model re-rolls a D6 when making a Resist test, and the re-roll results in a natural 6, does that model still regain the Will point spent? (p.95)

A: Yes, re-rolls are not modifiers.

Q: When a Magical Power states that it may target one friendly model in range, does this include the caster? (p.96)

A: Yes. The caster is both a friendly model and is in range of themselves.

Q: Does the Blinding Light special rule (and other similar rules) affect Siege Engines? (p.96)

A: Yes.

Q: Can a model within 12" of a model that has cast the Blinding Light Magical Power be targeted at distances further than 12" in the Clash by Moonlight Scenario as the power illuminates the area within 12" of the caster? (p.96)

A: Yes.

Q: Can a model benefit from the Blinding Light Magical Power, or rules that confer a similar effect such as Pall of Darkness, if there is a piece of impassable terrain such as a wall directly between all parts of the model and the source of the light/darkness? (p.96)

A: No. Light and darkness can't travel through walls after all!

Q: If a model that must Charge due to a special rule is affected by the Command/Compel Magical power, is it still required to Charge during the move if able? (p.97)

A: Yes.

Q: Can models be forced out of combat by Magical Powers such as Sorcerous Blast, Command/Compel or Instill Fear? (p.97 & 99)

A: A model cannot be moved out of combat by the likes of Command/Compel or Instill Fear, but can be blasted out of combat by Sorcerous Blast.



Q: Can a model affected by the Immobilise/Transfix Magical Power interact with anything else during the turn in which they are affected, such as detonating a demolition charge, interacting with objectives in Scenarios that allow this, use a special rule from a Legendary Legion that requires them to act, shout or similar (such as Death! from the Riders of Théoden Legendary Legion), or any other similar situation? (p.98)

A: No. A degree of common sense is required when working out what a model affected by the Immobilise/Transfix Magical Power can do. If the model would theoretically need to move to do it, then they are unable to do so.

Q: If a model with the Fly special rule is under the effects of the Command or Compel Magical Power, how far can it be moved? (p.97 & p.104)

A: It can be moved up to 6".

*Q: If a **Cavalry** model is affected by the Fortify Spirit Magical Power, does this also affect their mount, meaning that the mount would also gain two free dice to resist a Magical Power that targets it directly, such as Black Dart? (p.98)*

A: Yes.

Q: If a model casts the Fury Magical Power, do affected models have to stay in range of the caster to benefit from the Magical Power, or are they always affected if they were in range of the caster when the Magical Power was cast, regardless of how far away they move? (p.98)

A: Fury will only affect a model if they are within range of the caster. As soon as they move out of this range, they are no longer affected by the Magical Power.

*Q: If a **Hero** model with a weapon, or other wargear, that has an Active special rule (such as Andúril, Sting or the Shield of Cirith Ungol) is Immobilised/Transfixed, do they count as unarmed or having lost that wargear, or is it only the Active special rule associated with the wargear that is negated? (p.98)*

A: Only the Active part of the rule. They will not suddenly count as without their wargear; it is still there after all!

*Q: How does the Instill Fear Magical Power affect models that cannot be moved against their will, such as Smaug, or models that move in an unusual way, such as a **War Beast** or a chariot? (p.99)*

A: Models that cannot be moved against their will, or models with unusual movement are considered to automatically pass their Courage test for Instill Fear and are as such unaffected by the power.

*Q: Do **Cavalry** models gain any bonuses for charging when Immobilised/Transfixed? (p.98)*

A: No.

Q: How does Protection of the Valar work in regards to Magical Powers and special rules that don't directly target a model? For example, Chill Aura, Harbinger of Evil, Miasmatic Presence? (p.99)

A: The model that has Protection of the Valar cast upon them will be affected as normal as the Magical Power or special rule doesn't target them directly.

Q: How does Protection of the Valar work in regards to Magical Powers and special rules that directly target multiple models?

For example, Nature's Wrath, Wrath of Bruinen? (p.99)

A: The model that has Protection of the Valar cast upon them cannot be affected by the Magical Power or special rule, though any other models that would be affected will be as normal. The model may still attempt to Resist such a Magical Power, but will not be affected if they fail to do so.

Q: Will Protection of the Valar protect a model from a Trample, Chariot Charge or a Demolition Charge? (p.99)

A: No.

Q: Does a model that has been Paralysed need to make a Courage test for being part of a Broken force, and do they still provide a Stand Fast!?!? (p.99)

A: No to both questions.

Q: If a model is under the effects of the Paralyse Magical Power, do they still contribute their Fight value to a combat they are part of? (p.99)

A: No.

Q: If a model with a war horn is under the effects of the Paralyse Magical Power, can other models still benefit from the war horn? (p.99)

A: No.

Q: If a model that can resurrect (such as the Nazgûl of Dol Guldur or Sauron with the One Ring) is under the effects of the Paralyse Magical Power when they are slain, will they still be under the effects of the Paralyse Magical Power when they return? (p.99)

A: No.

Q: If a model has the Shroud of Shadows Magical Power cast upon it, does it benefit from the same rules for invisibility as those that apply to the One Ring; including any FAQs? (p.100)

A: Yes. Though the model will still only halve the Fight value of any enemy models it is engaged with if the Magical Power has been channelled.

Q: Can a model that cast the Sorcerous Blast Magical Power use Might points to boost the roll To Wound on the initial target, the models hit when the initial target is blasted back, or both? (p.100)

A: Only against the initial target of the Sorcerous Blast.

Q: If a model is listed as having two of something (for example, two axes), would the Shatter Magical Power destroy both of the same piece of wargear or just one? (p.100)

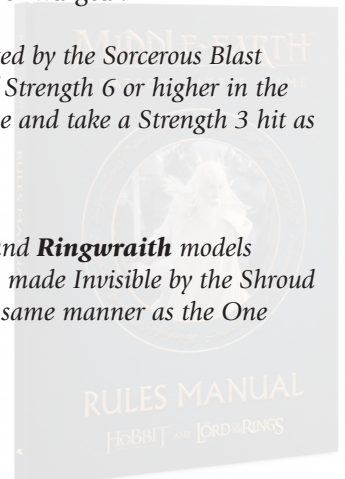
A: Just one of the selected piece of wargear.

Q: If a model in a combat is affected by the Sorcerous Blast Magical Power, will any models of Strength 6 or higher in the same combat also be knocked Prone and take a Strength 3 hit as well? (p.100)

A: Yes.

*Q: Do Sauron, the Necromancer and **Ringwraith** models ignore the Invisible rule for models made Invisible by the Shroud of Shadows Magical Power, in the same manner as the One Ring? (p.100)*

A: Yes.



Q: Can a **War Beast** be targeted by the Shroud of Shadows Magical Power? (p.100)

A: No.

Q: If a **Cavalry** model is targeted by the Shroud of Shadows Magical Power, and then both rider and mount are subsequently separated that turn with the mount staying on the board, are both models still affected by the Magical Power? (p.100)

A: Yes.

Q: If a **Cavalry** model is targeted by the Shroud of Shadows Magical Power, and then both rider and mount are subsequently separated that turn with the mount staying on the board, are both models still affected by the Magical Power? (p.100)

A: Yes.

Q: Can a model with the Cave Dweller special rule target a model at distances further than 12" in the Clash by Moonlight Scenario as they suffer no penalties for fighting in the dark? (p.104)

A: Yes.

Q: If a model with the Fly special rule and a large base size (such as Smaug or a Dragon) finishes its move on top of terrain, but there would be room for other models to move underneath the model, is this allowed? (p.104)

A: Yes. Other models may subsequently move underneath this model so long as they will fit. Should any models underneath be within 1" height-wise of the model perched on terrain, then they will be considered to be Engaged in combat with them and will fight them during the Fight phase, though they would still need to pass a Courage test to Charge if applicable. If a model with the Fly special rule lands on a terrain piece in this way, and there are models directly underneath them and within 1", then the flying model will count as having charged.

Q: If a model has the Hatred (**Man**) special rule, or equivalent, and strikes a **Cavalry** model, will they get the bonus of their Hatred special rule for striking the mount? (p.105)

A: No. Although the **Cavalry** model has the **Man** keyword, this applies specifically to the rider and not the mount. This does require some common sense; a horse is not a **Man** after all and therefore will be unaffected by special rules that affect men. Similarly, if a model has a special rule that affects **Monster** models, these will affect a Fell Beast but naturally not the Nazgûl riding it, for example.

Q: If a model with the Master of Battle (X+) special rule attempts to copy an enemy model's Heroic Action but fails the roll for Master of Battle (X+), can they still spend a Might point to declare a Heroic Action that phase? (p.105)

A: Yes.

Q: Can a model with the Mighty Hero special rule still use their free point of Might from this special rule if they have no Might remaining in their store? (p.105)

A: Yes.

Q: If a model with the Monstrous Charge special rule charges, and is subsequently charged by other models, are all models knocked Prone if the model with Monstrous Charge wins the fight (so long as they are a lower Strength) or just the ones that were originally charged? (p.106)

A: All models that were in the fight, even if they subsequently charged.

Q: If a model with the Monstrous Charge special rule charges into difficult terrain, will they still get the Extra Attack and Knock to the Ground bonuses? (p.106)

A: Yes, unless they have the **Cavalry** keyword, in which case the rules for **Cavalry** will mean they do not gain these bonuses.

Q: When making Strikes against a model with the Monstrous Charge special rule, do models have to roll an In The Way test to strike the rider if it is a **Cavalry** model? (p.106)

A: No. The part of the rule that mentions In The Way tests is specifically for Shooting attacks.

Q: Are any models that subsequently Charge a model with Monstrous Charge that itself charged into combat also knocked Prone if the model with Monstrous Charge wins the Fight? (p.106)

A: Yes, providing they have a Strength value lower than that of the model with Monstrous Charge as normal.

Q: If a **War Beast** or Chariot is Set Ablaze, can they lie down and crawl to put the fire out? (p.106)

A: No. The only way for a **War Beast** or Chariot to put out the blaze is to enter a water feature.

Q: If a model is wounded by the ongoing Strength 5 hits from Set Ablaze, is the model that caused them to be Set Ablaze considered to have done these Wounds? (p.106)

A: Yes.

Q: Can a model that is already affected by the Set Ablaze special rule be affected by it again whilst they are still Set Ablaze? (p.106)

A: No, unless they subsequently put the fire out in which case they can be Set Ablaze again.

Q: Can a model benefit from the Stalk Unseen special rule if they are obscured by other models but not by terrain? (p.106)

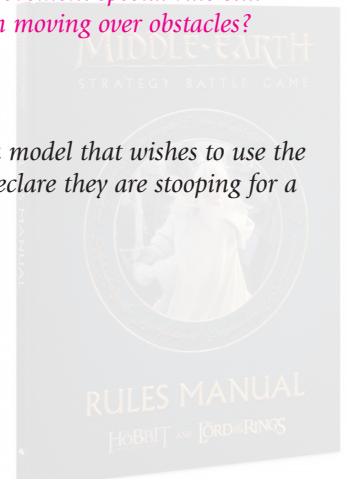
A: No. A model must be obscured by terrain to gain the benefits of Stalk Unseen.

Q: Does a model with the Swift Movement special rule still measure the vertical distance when moving over obstacles? (p.107)

A: Yes.

Q: The rules no longer state that a model that wishes to use the Throw Stones special rule has to declare they are stooping for a stone. Is this intentional? (p.107)

A: Yes.



Q: Can a model cast a Magical Power (such as Command/Compel) and then, depending on the result, make a Courage test to Charge a model with the Terror special rule? (p.107)

A: No. If a model wishes to Charge a model with Terror then they must take their Courage test at the start of their move, even if the model in question is further than their Move allowance at the start of their move.

Q: Can a model with the Swift Movement special rule Charge an enemy model so that it finishes its movement attached to a wall or at an angle to allow other models to move underneath it? (p.107)

A: No. A degree of common sense is needed when using models with the Swift Movement special rule. Whilst they can move over terrain at strange angles and positions that other models cannot, they must finish in a reasonable position where their base is as close to flat as possible on the playing surface.

Q: If a model in a water feature is Paralysed, does it still take a Swim test or does it automatically drown? (p.109)

A: The model will still take a Swim test. This represents whether the model will float or sink under the weight of its wargear.

Q: If a model carrying a Light Object is slain in close combat, but the model that slew them is not in base contact (e.g., if they were supporting), does the model that slew them still take possession of the Light Object? (p.109)

A: No. The Light Object will be dropped in the space that the slain model previously occupied.

Q: When a model drops a Light Object, where is it placed? (p.109)

A: When a model drops a Light Object it is placed in base contact with the model that dropped it. It must be placed so that it is not overlapping another model's base.

Q: Can **Siege Engine** crew be bought additional wargear from the profile that represents them, such as banners, war horns, etc, if applicable? (p.113)

A: No.

Q: When firing a **Siege Engine**, do I draw Line of Sight from the crew or from the **Siege Engine** itself? (p.114)

A: From any member of the crew; a **Siege Engine** doesn't have eyes after all! Note that when determining In The Ways the shot will come from the **Siege Engine** and not the crew.

Q: If the crew of a **Siege Engine** have moved, can they still fire the **Siege Engine**? (p.114)

A: No.

Q: Can models fire an enemy **Siege Engine** if they move into base contact with it? (p.114)

A: No, models can never fire an enemy **Siege Engine**.

Q: Is the Howdah of a Mûmak a Siege target or Battlefield target? (p.114)

A: A Siege target.

Q: If a catapult shoots at and hits a **War Beast**, does it need to make an In The Way roll for the Howdah? (p.114)

A: Yes, as the shot will be coming from above.

Q: Can a Good **Siege Engine** with an Area Effect target an enemy model if by doing so the Area Effect would directly harm a friendly model? (p.115)

A: No.

Q: Are models that are hit by a Mordor War Catapult's Area Effect (or other **Siege Engines** with a similar rule) knocked Prone as they have still been struck by a shot from a Siege Engine? (p.115)

A: Yes.

Q: Good **Siege Engines** can shoot at enemy models even if there is a risk of hitting a friendly model; does this mean they can shoot into combat? (p.115)

A: No.

Q: If the shot from a **Siege Engine** hits a combat, will every model in that combat count as being hit by the initial shot, or will only the model that is hit directly count as being hit by the initial shot? (p.115)

A: Only the model that is directly hit.

Q: If a shot from a **Siege Engine** scatters, can it scatter onto a model that is out of its maximum range or one that is out of Line of Sight? (p.115)

A: Yes. However, if the model is out of Line of Sight then it can only be scattered onto if the **Siege Engine** has the Volley Fire special rule.

Q: If a **Siege Engine** shot hits a combat, then will all models in the combat be slain outright if they suffer a Wound from the shot, or just the model that is hit by the initial shot? (p.115)

A: Only the model that is hit by the initial shot.

Q: Can a **Siege Engine** be knocked Prone? (p.117)

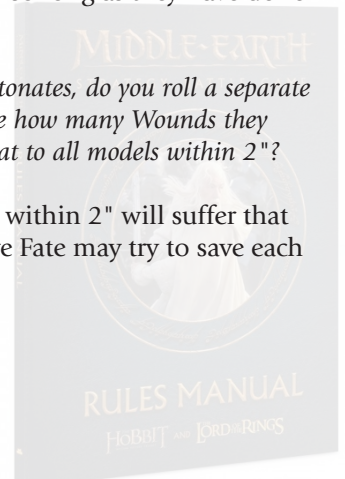
A: No, a **Siege Engine** cannot be knocked Prone for any reason.

Q: A model that spends a full turn in base contact with a **Siege Engine** can destroy it, providing it has done nothing else that turn. What exactly does this mean? (p.117)

A: The model will need to be in base contact with the **Siege Engine** at the start of the turn, as in before Priority. Then, at the end of the turn, the End phase, they will have spent the entire full turn in base contact and so the **Siege Engine** will be destroyed, so long as they have done nothing.

Q: When a Demolition Charge detonates, do you roll a separate D6 for each model within 2" to see how many Wounds they suffer, or a single D6 and apply that to all models within 2" (p.118)

A: Roll a single D6. Each model within 2" will suffer that many Wounds. Models that have Fate may try to save each Wound inflicted individually.



Q: When a bomb is dropped, can it be dropped only touching one of the bomb carriers, or must it be dropped touching both? (p.118)

A: When the bomb is dropped, it must be placed touching both of the bomb carriers. The only exception is if one of the bomb carriers is slain, in which case the bomb is dropped touching the remaining bomb carrier, as close to where the slain bomb carrier was.

Q: Can a Demolition Charge be placed overlapping a model's base? (p.118)

A: No.

Q: Does a single successful Fate roll prevent all Wounds suffered from an Isengard Demolition Charge, or just one? (p.118)

A: Just one Wound per successful Fate roll.

Q: When a Demolition Charge detonates, do you measure from the centre of the charge or from the edges of the charge? (p.118)

A: Measure from the edges of the Demolition Charge.

Q: Can an Engineer Captain have models other than siege crew in their warband? (p.119)

A: No.

Q: When a Siege Engine fires using Severed Heads, does the shot still scatter as normal resulting in the model the shot scatters onto being the initial target for the purpose of Severed Heads? (p.119)

A: Yes.

Q: Are Objective markers, or any other kind of marker (such as a Cave Drake's Nest marker), counted as impassable terrain, difficult terrain, or open terrain? (p.130)

A: Markers are treated as open terrain, and models may finish their movement on top of them if they wish.

Q: When a model is stated as not counting towards an army's Bow Limit, does this mean that:

- A) They are ignored entirely and therefore only a third of the remaining models in the force can have bows.
- B) They are still counted for the number of models but not counted as having bows, in which case could an army contain two thirds of models with bows that don't count towards Bow Limit, and then a further one third armed with bows that do count? (p.131)

A: A applies here.

Q: Does an army have to include a **Hero** model to be the leader? (p.133)

A: Yes.

Q: When taking an Impossible Alliance, will the entire force be considered to be Broken when half of the total number of models are slain, even if one part of the Impossible Alliance would not be Broken itself? (p.134)

A: Yes

Q: In games that begin to roll to see if the game ends when one force is Broken, will an army that contains an Impossible Alliance begin to roll when one part of the force is Broken, or when the entire force has been reduced to less than half its starting models? (p.134)

A: When the entire force has been reduced to less than half of its starting models.

Q: In games that end when one force is reduced to 25%, will the game end if one part of an army that contains an Impossible Alliance is reduced to 25%, or when the entire force has been reduced to 25%? (p.134)

A: When the entire force has been reduced to 25%.

Q: The Allies Matrix in the rules manual lists the Fellowship as Historical Allies with the Dead of Dunharrow, whilst the Allies Matrix in the Armies of The Lord of the Rings lists them as Convenient Allies. Which one is correct? (p.135)

A: They are Convenient Allies. After all, the Fellowship has been broken by the time Aragorn recruits the Army of the Dead!

Q: If I wipe my opponent out, the Sudden Death rule states that I win automatically. Do I count as scoring the maximum number of Victory Points? (p.136)

A: No, both players will still receive the Victory Points they would normally have at that point in time. This may result in some odd situations where the player who was wiped out actually has more Victory Points; however, regardless of this, the other player will still win even though they scored fewer Victory Points.

Q: If a player wipes out all of an opposition player's models that are on the board, and they still have models that have yet to enter the board, does this count as Sudden Death? (p.136)

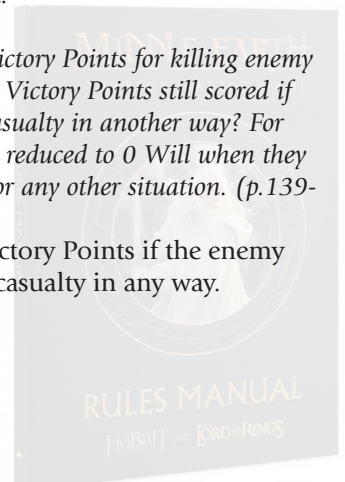
A: If a player still has models that have yet to enter the board because of the rules of the Scenario you are playing (Reconnoitre, Hold Ground, etc.) then this does not result in Sudden Death. If a player only has models yet to enter the board because of special rules relating to the models or Legendary Legion they are part of (e.g., The Watcher in the Water, Goblin Mercenaries) then this will count as Sudden Death.

Q: In Scenarios where models deploy within 6" of the warband's captain, if a player wishes to deploy models on an elevated piece of terrain higher than the warband's captain, does the model need to be within 6" of the warband's captain or the captain's base? (p.138)

A: Any part of the captain's base.

Q: In Scenarios where you score Victory Points for killing enemy **Hero** models or the leader, are the Victory Points still scored if the **Hero** model is removed as a casualty in another way? For example, if they flee the board, are reduced to 0 Will when they have the Will of Evil special rule, or any other situation. (p.139-151)

A: Yes. You will still score the Victory Points if the enemy **Hero** or leader is removed as a casualty in any way.



Q: If in the Matched Play Scenarios, when a deployment states that models must be deployed within a certain area, is this within or wholly within? (p.139-151)

A: Deployment is always wholly within with one exception. In the Contest of Champions Scenario, leaders only need to be within 3" of the centre of the board rather than wholly within.

Q: In Scenarios that require models to capture objectives, do models that have temporarily switched sides (e.g. Denethor, Thráin the Broken) count as scoring Victory Points for their owning player or the player who temporarily controls them? (p.p.139-151)

A: Their owning player.

Q: In Scenarios that use the Maelstrom of Battle special rule, can models be Commanded/Compelled to charge an enemy model on the turn they arrived? (p.141 & 149)

A: No. The Maelstrom of Battle rule states that models may not charge on the turn they arrive. This includes if an enemy model tries to force them to through the use of the Command/Compel Magical Power.

Q: What happens if a model that can kill models by moving into them, such as a **War Beast** or an Iron Hills Chariot, tries to do so as they enter the board via the Maelstrom of Battle deployment, but fails to kill a model whilst not completely on the board? (p.141 & p.149)

A: A model that moves in this way must be completely on the board before attempting to kill any models via its special rules, such as a **War Beast** using their Trample special rule.

Q: In the Lords of Battle Scenario, do wounds inflicted upon my opponent in ways other than being dealt by my army count towards my Wound tally? (p.142)

A: Yes. Essentially, any time an enemy model is removed as a casualty, you will add the points onto your Wound tally. This includes, but is not limited to, the likes of fleeing models (though you will still only score points for mounts if you actually kill them), models that are trampled/run over by a friendly **War Beast** or Chariots, models removed by special rules such as Kardûsh's Heart of Darkness and even situations such as models being removed as a result of falling damage.

Q: In the Lords of Battle Scenario, do you add points to your Wound Tally for wounding or disabling a **Siege Engine**? (p.142)

A: Yes. If you manage to disable a **Siege Engine**, then you will add points to your Wound Tally equal to the number of Wounds the **Siege Engine** had remaining.

Q: In the Lords of Battle Scenario, do you add points to your Wound Tally for an opposition Demolition Charge that has detonated? (p.142)

A: Not if it detonates of its controlling player's accord.

Q: Do models that may spend Will points as if they were Fate points give points towards the Wound tally for spending Will points in this manner in the Lords of Battle Scenario? (p.142)

A: No. The Will points are spent as if they were Fate points, though they are not themselves Fate points and therefore will not count towards the Wound tally.

Q: Do models that are benefitting from the Fury Magical Power give points towards the Wound tally for making a Fury save? (p.142)

A: No.

Q: If a model gains Might points in some way (such as winning a Heroic Challenge), can they regain them in the Lords of Battle and Contest of Champions Scenarios even if this would take them back above their starting Might points? (p.142 & 146)

A: Yes. Models that gain Might points in some way and then spend them, can still regain them in these Scenarios as they were spent earlier in the battle.

Q: In the Reconnoitre Scenario, do models that have escaped the board count as being on the board for determining whether a force has been Broken or reduced to 25%? (p.143)

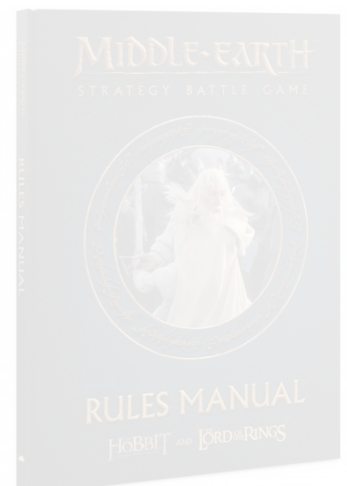
A: Yes.

Q: The rules for deploying **Siege Engines** state they are deployed within 6" of the controlling player's board edge, whilst the rules for the Contest of Champions Scenario state that your leader must be deployed within 3" of the centre of the board. If my leader has a Siege Engine (e.g. Bard the Bowman or Girion with a Windlance), which takes precedence? (p.146)

A: The deployment rules for Contest of Champions will overrule the deployment rules for **Siege Engines** in this situation.

Q: In the Heirloom of Ages Past Scenario, if the relic is in the possession of a model, which will score their controlling player 6 Victory Points, will the opposing player score 3 Victory Points if they have more models within 3" of the model carrying the relic than their opponent? (p.148)

A: No. The 3 Victory Points for having the most models near the relic only applies if no models are in possession of the relic.



Official Errata, August 2022

The following errata correct errors in the *Middle-earth Strategy Battle Game rules manual*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 73 – Heroic Challenge

Add the following sentence to the end of the final paragraph:

Additionally, if the Challenge is declined, the declining **Hero** may not use Stand Fast! for the remainder of the game.

Page 80 – War Beasts – The Commander

Add the following line:

A **War Beast** may only benefit from a Heroic March or Heroic Move that has been declared by their commander, and may not benefit from a Heroic Combat unless otherwise stated.

Page 80 – War Beasts

Add the following line to the end of the fifth paragraph: If a Howdah is reduced to 0 Wounds, it is destroyed and all models within the Howdah suffer falling damage. Any that survive are placed Prone as close to the **War Beast** as possible.

Page 90 – The One Ring – Invisible

Add the following sentence after the first sentence: Whilst invisible, the Ringbearer may move through friendly and enemy models, provided they do not end their move overlapping any part of another model's base.

Page 99 – Nature's Wrath

Change the second sentence to read: All enemy models within 3" of the caster are knocked Prone.

Page 107 – Will of Evil

Replace the last sentence of the first rules paragraph with the following:
A model with this special rule may not use their last point of Will to cast a Magical Power and cause themselves to be removed as a casualty.

Page 101 – Wrath of Bruinen

Change the second sentence to read: All enemy models within 3" of the caster are knocked Prone.

Page 111 – Sentries

Add the following line to the final paragraph: If a Sentry is hit by a Shooting attack, and is not slain, then they will raise the alarm during the End phase so long as they haven't been removed as a casualty or otherwise incapacitated.

Page 114 – Firing the Siege Engine

Change the last line of the last paragraph to read: Note, if a model involved in a Fight is hit by a **Siege Engine** shot then determine which model in the Fight is hit by the initial shot in the same way as a normal Shooting attack.

Page 116 – Untrained Crew

Add the following:

A **Siege Engine** may never use the Shoot value of an untrained crew, even if it is better than that of the trained crew.

Page 117 – Attacking the Siege Engine

Change the second sentence to read: If reduced to 0 Wounds, remove the model for the **Siege Engine** from play. Any crew may then act as normal for the remainder of the game.

Page 118 – Demolition Charges – Detonating the Charge

Add the following after the second sentence: A model may only attempt to detonate the charge if the resulting explosion would affect at least two enemy models, or an enemy Siege target; meaning there must be at least two enemy models within 2" of the charge to detonate it.

Page 131 – Siege Engines

Change the last sentence to read:

An army, or allied contingent, may only include one **Siege Engine** for each **Hero** with a Heroic Tier of Hero of Fortitude or above that is taken from the same Army List as the **Siege Engine**.

Page 133 – Adding Allies

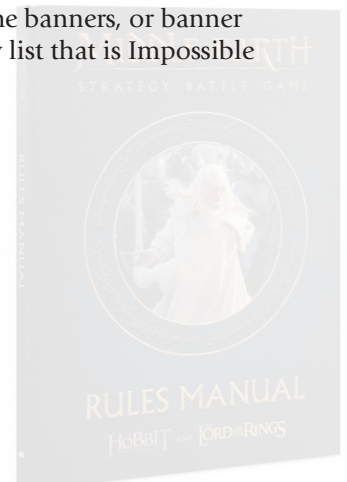
Add the following paragraph:

Naturally, when multiple armies ally with each other to fight together, they will each be led by an appropriate leader. For a Historical Alliance, each allied force must contain at least one **Hero** with a Heroic Tier of Hero of Fortitude or higher. For a Convenient Alliance, or an alliance containing Impossible Allies, each allied force must contain at least one **Hero** with a Heroic Tier of Hero of Valour or higher. Models from the Wanderers in the Wild army list ignore these restrictions.

Page 134 – Impossible Allies

Add the following:

Models may not benefit from the banners, or banner effects, of models from an army list that is Impossible Allies.

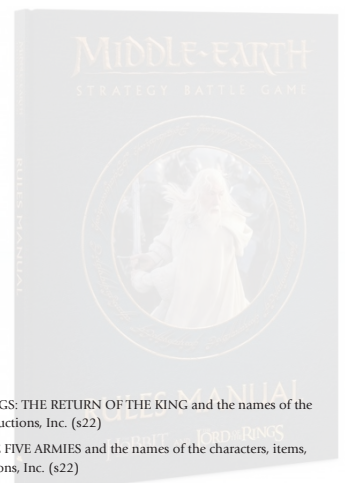


Page 134 – Impossible Allies

Add the following:

When playing a game using an Impossible Alliance, each section of your force will be considered a separate army for the purpose of being Broken. This means that you will need to track the Break Point for each part of the overall army individually. This may result in certain parts of an army being Broken, and therefore taking Courage tests for being Broken, before other parts of the overall army. If any part of the army is considered to be Broken at the end of the game, then that army will concede any Victory Points for being Broken.

For example: Rob wishes to ally a Shade and a warband of 10 Angmar Orc Warriors into his Mordor army consisting of 32 models. This will mean that the Mordor part of the army will have a Break Point of 16, whilst the Angmar part of the army will have a Break Point of 5.5. During the first two turns of the game, Rob loses six Angmar Orcs and nothing from the Mordor part of his army. The Angmar force will now be considered Broken and will begin to take Courage tests. Additionally, Rob will concede the full amount of Victory Points for being Broken.



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