

MIDDLE-EARTH™

STRATEGY BATTLE GAME

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Designer's Commentary, **August 2020**

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').

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 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: 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 Gröbrog or Gûlavhar) block Line of Sight? (p.16)

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

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: 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: 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: 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: 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: 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: 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: 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: 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 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 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: 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 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: 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 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: 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 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: 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 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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: 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.