

MIDDLE-EARTH™

STRATEGY BATTLE GAME

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Official Errata, **August 2020**

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 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 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.