

MIDDLE-EARTH™

STRATEGY BATTLE GAME

ARMIES OF THE LORD OF THE RINGS

Designer's Commentary, August 2020

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

A: Yes, though he will still have to move as close to Frodo as possible, and this will often result in him not moving at all.

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: 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.

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

A: Yes.

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 Mumâk) will be unaffected by Special Rules that make them suffer the effects of the Paralyse Magical Power.

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

A: Yes.

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: 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: 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!