

MIDDLE-EARTH™

STRATEGY BATTLE GAME

ARMIES OF THE LORD OF THE RINGS

Designer's Commentary, November 2018

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 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.

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!

Q: Legolas Greenleaf's Deadly Shot special rules 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: 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 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: 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: If they are taken as an upgrade for Treebeard, do Merry and 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: 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 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)

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: 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 Orc 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 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! to allow Warrior models without the Isengard keyword to stay and fight? (p.166)

A: No. As stated in the Army Bonus, models with the Isengard keyword do not take Courage tests for being Broken until they have suffered 66% casualties or more. If you have an Isengard army with Orcs and Dunlendings in it, make sure you have Hero models in your force that will take Courage tests at the same time to ensure they stick around!

Q: Do Uruk-hai Scouts that are upgraded to be Mauhûr'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 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 the 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 the force is Broken, can Uglúk use his Head Taker special rule to pass a Courage test, even if he is benefitting 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: *Do models that do not technically charge, such as a Khandish Chariot, need to take a Courage test if they wish to try and run over a terrifying model? (p.189)*

A: No.

Q: *Can models that do not technically charge, such as a Khandish Chariot, still try and run over enemy models if they are part of a Heroic March? (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: *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!