

MIDDLE-EARTH™

STRATEGY BATTLE GAME

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Designer's Commentary, February 2019

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: 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: 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 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: 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 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: 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 and hit the mount? (p.71)

A: No.

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: 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: 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: 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 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 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 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 friendly models within range or multiple banners benefit from all of the 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 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: Can a model benefit from multiple War Drums in the same turn? (p.89)

A: No.

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: 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: How does the Instil 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 Instil Fear and are as such unaffected by the power.

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 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: 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: 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: 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: 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: 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.