

MIDDLE-EARTH™

STRATEGY BATTLE GAME

ARMIES OF THE LORD OF THE RINGS

Designer's Commentary, August 2023

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:

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

A: No.

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: Can Meriadoc Brandybuck or Peregrin Took use their "For the Shire!" special rule to spend Might points from an enemy Boromir of Gondor in range? (p.10)

A: No!

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: 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.

Q: If Boromir uses the Horn of Gondor and one of the models he is engaged in a Fight with has a special rule that allows them to automatically pass Courage tests, does this take precedence even if the model has a lower Courage value than other models in the same Fight? (p.12)

A: Yes.

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 Legolas uses his Deadly Shot special rule to hit any target on a 2+ and then rolls a 1, can he use a point of Might to turn the 1 into a 2 and therefore hit? (p.13)

A: Yes.

Q: Can Gandalf the White use Shadowfax's Will points in order to Cast Magical Powers? (p.34)

A: No.

Q: Can Gandalf the White use Shadowfax's Will points in order to Resist Magical Powers? (p.34)

A: That will depend on the Magical Power being used. If the Magical Power specifically targets either the rider or the mount (such as Black Dart) then only the part that is being targeted may use their Will points. If the Magical Power targets the whole model (such as Command/Compel) then Will points can be used from either Gandalf, Shadowfax, or a combination of both. However, Gandalf may never use his Might points to improve a D6 rolled as one of Shadowfax's Will points.

Q: Can Shadowfax be chosen as a **Hero** to protect/target in Scenarios where this is applicable (such as Assassination or Fog of War)? (p.34)

A: No, as Shadowfax doesn't have the **Hero** keyword.

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: Can Grimbold upgrade any Warriors from the Rohan army list to be Helmingas, or just the Warrior of Rohan profile? (p.65)

A: Just the Warrior of Rohan profile.

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: Can a Wood Elf Sentinel's Eldamar Madrigal special rule be used to make an enemy model Charge if the model they are Charging doesn't have a Control Zone? (p.89)

A: No.

Q: Does the Fangorn Army Bonus mean that **Ent** models cannot be knocked Prone? (p.90)

A: No, **Ent** models can still be knocked Prone as normal, with the exception of the Call Winds, Nature's Wrath, Wrath of Bruinen and Sorcerous Blast Magical Powers.

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: Whilst mounted on Treebeard, can Merry & Pippin still throw stones if Treebeard is Engaged in combat? (p.91)

A: Yes.

Q: When Merry & Pippin throw stones when mounted on Treebeard, where is the distance measured from? (p.91)

A: From Treebeard's base.

Q: Whilst mounted on Treebeard, can Merry & Pippin be targeted individually by Magical Powers or special rules? (p.91)

A: Yes, though any Magical Powers or special rules that target the entire model will still also affect Treebeard, who can then attempt to Resist as normal (if applicable).

Q: Are models that are being used as the bludgeon during the Bludgeon Brutal Power Attack still considered to be in base contact with any models they were in base contact with before the Brutal Power Attack took place? (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 strikes? 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: Can Flói Stonehand use his Loremaster special rule to negate special rules that are not listed as either Active or Passive, such as those found in a Legendary Legion or a **War Beast** model's ability to Trample? (p.98)

A: No. Flói can only use his Loremaster ability to negate a special rule that is listed as either Active or Passive.

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: Can a Shieldbearer use its In Defence of the King special rule to declare a free Heroic Combat if they are already in the same combat as the **Dwarf Hero** they are protecting? (p.102)

A: No.

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 a model that is hit by the initial shot from a Ballista is killed, are they still flung back or are they removed immediately? (p.105 & 179)

A: The slain model is still flung backwards and will still hit models in their path when flung back.

Q: If an enemy model begins its move already in the Control Zone of Tom Bombadil or Goldberry, are they allowed to Charge them as they have started their move already in the Control Zone? (p.108-109)

A: No. A model that starts its move in the Control Zone of Tom Bombadil or Goldberry can only choose to forego their move and remain where they are, or to finish their move outside of their Control Zone ensuring that they moved no closer to Tom Bombadil/Goldberry whilst within their Control Zone.

Q: Do Tom Bombadil and Goldberry have to take a Courage test in order to Charge an Invisible model? (p.108 & 109)

A: No, they may Charge an Invisible model without having to take a Courage test.

Q: Can a **War Beast** or Chariot that ignores Control Zones when moving, move into the Control Zone of Tom Bombadil or Goldberry and therefore into base contact with them? If so, what happens? (p.108-109)

A: Yes, a **War Beast** or Chariot can move into Tom's or Goldberry's Control Zone and even into base contact with them. When this happens, Tom or Goldberry do not take any hits from the **War Beast** or Chariot and the **War Beast** or Chariot will stop moving, though they will be engaged in combat. Remember, though, that Tom and Goldberry will automatically win any fight they are involved in, so there is no risk of them being crushed by a rampaging Mûmak or run over by a Chariot!

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: When the rider of a Warg Rider is slain and the Warg passes its Courage test to stay on the board, does the Warg retain the **Mordor** or **Angmar** keyword (depending on what list it was taken from)? (p.120 & 131)

A: Yes.

Q: If Gûlavhar is already wounded and slays an enemy model in combat before making all his Strikes, does he regain Wounds and therefore Attacks immediately, and can therefore use them in the same combat? (p.127)

A: No. Gûlavhar will only gain Wounds by slaying models at the end of a combat he is involved in.

Q: If Gûlavhar suffers any Wounds whilst making Attacks (such as from Haldir's One Final Blow special rule, or Sharku's Riding Dagger) which results in its Wounds being reduced, will its Attacks be reduced before making any more Strikes? (p.127)

A: If Gûlavhar is making its Strikes all in one go then this will have no effect on the number of Attacks Gûlavhar makes. However, if Gûlavhar makes its Strikes individually and has its Wounds reduced before it has finished making all its Strikes then its Attacks will immediately be reduced. This may result in Gûlavhar having to immediately stop making Strikes.

Q: Gûlavhar's Strength of Body, Strength of Will special rule states that his Attacks and Courage are equal to his remaining Wounds. How does this interact with special rules that increase or decrease a model's Courage value (such as Harbinger of Evil or a war horn) or Magical Powers that permanently affect a model's Courage value (such as Drain Courage)? (p.127)

A: Gûlavhar will still be affected by special rules that increase or decrease his Courage value as normal. In these instances, work out what Gûlavhar's Courage value would be (equal to his remaining Wounds) and then apply the modifier of the special rule in question; so, if Gûlavhar had his full 4 Wounds remaining, and was affected by the Harbinger of Evil special rule, his Courage value would be 3. Gûlavhar cannot be affected by Magical Powers that permanently affect his Courage value (such as Drain Courage).

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: Can a Dead Marsh Spectre's A Fell Light is in Them special rule be used to make an enemy model Charge if the model they are Charging doesn't have a Control Zone? (p.132)

A: No.

Q: Is the Great Beast of Gorgoroth a Battlefield Target or a Siege Target? (p.146)

A: As it has the **Monster** keyword and is not mentioned in the list of Siege Targets, it is a Battlefield Target. Its Howdah is also a Battlefield Target.

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: If the Balrog or the Watcher in the Water hits a model with their Fiery Lash or Tentacles special rule respectively, and by dragging them into combat by the shortest possible route would also put the dragged model into base contact with another friendly model, will that friendly model also count as being in combat with the dragged model? (p.151 & 159)

A: Yes.

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 the Watcher in the Water target mounts directly with its Tentacles shooting attack? (p.159)

A: Yes.

Q: If the Watcher in the Water suffers any Wounds whilst making Attacks (such as from Haldir's One Final Blow special rule, or Sharku's Riding Dagger) which results in its Wounds being reduced to 3 or less, will its Attacks be reduced to 3 before making any more Strikes? (p.159)

A: If the Watcher in the Water is making its Strikes all in one go then this will have no effect on the number of Attacks the Watcher in the Water makes. However, if the Watcher in the Water makes its Strikes individually and has its Wounds reduced to 3 or less before it has finished making all its Strikes then its Attacks will immediately be reduced to 3. This may result in the Watcher in the Water having to immediately stop making Strikes as it will already have made 3 (or more).

Q: Can the Watcher in the Water use Might to increase its roll to arrive on the board for its From the Deep special rule? (p.159)

A: No.

Q: Can the Watcher in the Water still use its Tentacles special rule if it has moved over half its Move allowance that turn? (p.159)

A: Yes, though it will still suffer the -1 penalty for moving and shooting.

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: If a Bat Swarm that is under the effects of the Channelled version of the Shroud of Shadows Magical Power is Engaged in a fight, do the models they are Engaged with halve their Fight value twice (once for Blinding Swarm and once for the Magical Power) or just once? (p.163)

A: They will only halve their Fight value once (rounding down).

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 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 a model within 6" of Gríma Wormtongue declares a Heroic Action without spending Might (such as through the use of the Master of Battle (X+) or a special rule in their profile), how many Might do they have to spend due to Gríma's Wormtongue special rule? (p.168)

A: None as no Might points are being spent to declare the Heroic Action.

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 Mauhúr'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: Can a Khandish Chariot be knocked Prone via the Bash special strike? (p.189)

A: Yes.

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

A: Yes.

Q: Can the Golden King of Abrakhân be supported by a model armed with a spear or pike that are on a 25mm base? (p.192)

A: No.

Q: Does the Golden King of Abrakhân's Riches Beyond Renown special rule decrease an enemy model's Courage value for the duration of the turn or the remainder of the game? (p.192)

A: The duration of the turn.

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

Q: Can models other than the Mûmak War Leader or a Mahûd Beastmaster be placed on the forked section outside of the Howdah? (p.194)

A: No, any other models that are riding the Mûmak must be placed within the Howdah.

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

A: Yes.

Q: Can **Mahûd Warrior** models benefit from their Warrior Pride Army Bonus if there is a friendly Mûmak War Leader on Royal War Mûmak, a friendly War Mûmak of Far Harad, or a friendly War Mûmak of Harad with the Mahûd Beastmaster upgrade, in combat within 6" of them? (p.200)

A: Yes. Although the **Mahûd Hero** isn't technically in combat themselves, riding a Mûmak that is in combat is still pretty inspiring!

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: If a model with the Impaler special rule charges a **Cavalry** model and kills the mount on the charge, will it now gain the Cavalry Charge bonuses as it is now fighting against an **Infantry** model? (p.203)

A: No, as the model initially charged a **Cavalry** model.

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: Can a Corsair Reaver activate their Mindless Killers special rule if they move as part of a Heroic Combat? Also, if a Corsair Reaver activates their Mindless Killers special rule in the Move phase, do they still benefit from it if they then move as part of a Heroic Combat in the same turn? (p.207)

A: Yes to both questions.

Q: If a model with a pavise is hit by an impact hit, such as from a **War Beast**, Chariot, or a model with the Impaler rule, does it still gain the Defence bonus from the pavise? (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!

Official Errata, August 2023

The following errata correct errors in the *Armies of The Lord of the Rings*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the 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.

Errata

Page 33 – Aragorn, King Elessar

Add the following to Aragorn's profile:

Aragorn, King Elessar may not be included in the same force as Boromir, Captain of the White Tower; Boromir of Gondor or Denethor, Steward of Gondor.

Page 40 – King of Men

Change the King of Men's Heroic Tier to Hero of Valour.

Page 45 – Gondor Avenger Bolt Thrower – Crew

Change the number of crew from two to three.

Page 52 – The Dead of Dunharrow – Army Bonus

Change the second sentence to read:

Additionally, warbands from this army list that contain between 8 and 12 models do not need a **Hero** to be the Captain of the warband.

Page 64 – Gamling – Royal Standard of Rohan

Change the second sentence to read:

Additionally, a single Rohan Hero model within 3" of the Royal Standard of Rohan at the start of the turn, that has no Might remaining, may automatically add 1 point of Might to their store.

Page 73 – Gil-galad, High King of the Elves

Add the following line to the restrictions for using Gil-galad:

If your force contains Gil-galad, then every alliance will be Impossible Allies with the following exceptions: Númenor will still be Historical Allies, and Lothlórien, Fangorn, and the Misty Mountains will still be Convenient Allies.

Page 74 – Elrond, Master of Rivendell – Vilya

Change Elrond, Master of Rivendell's Vilya special rule from Active to Passive.

Page 74 – Elrond, Master of Rivendell – Foresight of the Eldar

Change the second sentence to read:

During the Priority phase, after the dice has been rolled, so long as he is alive and on the battlefield, Elrond may choose to alter the controlling player's dice roll.

Page 76 – Arwen

Change Arwen's Heroic Tier to Minor Hero.

Page 76 – Arwen

Add the following to Arwen's profile:

Arwen may be included in a Fellowship army as part of the Fellowship army list, so long as it also includes Aragorn – Strider.

Page 78 – Círdan

Change Círdan's Heroic Tier to Minor Hero.

Page 80 – High Elf Stormcaller

Change the High Elf Stormcaller's Powers of Nature special rule from Active to Passive.

Page 85 – Haldir

Change Haldir's Heroic Tier to Hero of Valour.

Page 87 – Galadhrim Knight – Wargear

Replace Elven-made sword with Elven-made hand-and-a-half sword.

Page 100 – Dwarf King

Change the Dwarf King's Heroic Tier to Hero of Valour.

Page 107 – Drár – Wargear

Add axe to Drár's wargear.

Page 123 – Mordor War Catapult – Area Effect

Change the special rule to read:

If a Catapult scores a hit against a Battlefield target, all models within 2" of the target suffer one Strength 5 hit and are knocked Prone (this additional hit does not kill a target outright).

Page 128 – Shade – Chill Aura

Change from Passive to Active.

Page 128 – Shade – Chill Aura

Replace the Shade's Chill Aura special rule with the following:

At the start of the Fight phase, before Heroic Actions are declared, a Shade may spend a point of Will to activate this ability. All models (both friend and foe) within 6" of one or more Shades that have activated this ability suffer a -1 penalty to its Duel roll. This is cumulative with other such penalties, such as for wielding a two-handed weapon. Friendly **Angmar** models are not affected by this special rule.

Page 141 – Gothmog, Lieutenant of Sauron – Wargear

Replace sword with mace or sword.

Page 148 – Black Guard of Barad-dûr – Options

Change to the following:

Exchange shield for banner – 25 points

Page 164 – Warg Marauder

Add the Cave Dweller special rule to the Moria Goblin Riders.

Page 178 – Uruk-hai Demolition Team, Detonation Table

Change the Dud entry to read the following:

Dud. The charge has been damaged in some way and will not detonate yet – roll again next turn and add +1 to the roll.

Page 178 – 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 179 – Isengard Assault Ballista – Piercing Shot

Add the following sentence:

An Isengard Assault Ballista has a range of 6"-48".

Page 180 – The Easterlings Army Bonus

Add the following line to the end of the Army Bonus:

If there is an Easterling contingent as part of an army that contains an alliance, this Army Bonus is only in effect if 25% or more of the total models in the army have the **Easterling** keyword.

Page 182 – Easterling Dragon Knight – Knights of the Dragon Cult

Change to read:

Dragon Knights may only include **Easterling** models with the Black Dragon upgrade or Dragon Cult Acolytes in their warband.

Page 189 – Khandish Chariot

Change the Khandish Chariot's Defensive Bulwark special rule from Active to Passive.

Page 191 – Haradrim King

Change the Haradrim King's Heroic Tier to Hero of Valour.

Page 201 – Mahûd King

Change the Mahûd King's Heroic Tier to Hero of Valour.