

# MIDDLE-EARTH™

## STRATEGY BATTLE GAME

# MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL

Designer's Commentary, August 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](mailto: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 a model makes a Jump test to cross a barrier and rolls a 2-5 (meaning they cannot move further that turn) can they be placed in base contact with an enemy model that does not have a Control Zone and therefore fight them in the Fight phase? (p.28)*

A: No.

*Q: Do models have to Make Way if able, or is this optional? (p.46)*

A: Making Way is optional, though if this is not done it may well result in the model being Trapped.

*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: If a Hero has declared a Heroic Move or Heroic March, and has called either With Me! or At the Double!, and then subsequently dies before completing their Move (e.g. falling off a cliff, drowning, suffering a fatal wound from failing to climb, jump, etc.), what happens to those models that were affected by the Heroic Action? (p.69 & 70)*

A: The models will be unable to move that turn as they are unable to finish their move within 6" of the Hero that called With Me! or At the Double!

*Q: If a Hero declares a Heroic Move or Heroic March, and declares either With Me! or At the Double! respectively, then moves off the table in games where this is allowed, can the models affected by the Heroic Action also move off the table? (p.69 & 70)*

A: Yes. However, any models that cannot move off the table for any reason must forfeit their move for that turn.

*Q: If a Hero declares a Heroic Move or Heroic March, and declares either With Me! or At the Double! respectively, but does not move off the table in games where this is allowed, can the models affected by the Heroic Action move off the table themselves? (p.69 & 70)*

A: No.

*Q: What happens if a model moves as part of a Heroic Move or Heroic March declared by a friendly Hero, but due to a failed roll they cannot finish their move within 6" of that Hero (e.g, failing a Jump/Climb/Leap roll or failing to kill a model through impact hits or Trample)? Are they still allowed to attempt that move even though there is a chance, however small, that they will not finish their move within 6" of the Hero? (p.69 & 70)*

*A: They may still attempt the move, so long as they are trying to finish their move within 6". If they fail a roll that prevents this, they simply stop where they currently are.*

*Q: Can a model benefit from both Heroic March and a War Drum in the same turn? (p.70 & p.89)*

*A: Yes.*

*Q: Can I use Might to increase the score on a D6 when rolling for a Heroic Strike? (p.72)*

*A: No.*

*Q: If a model declares a Heroic Defence is fighting a model that never requires more than a certain number to wound (such as Azog or Aragorn with Andúril), will they still only be wounded on the roll of a natural 6? (p.72)*

*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: When the commander of a War Beast declares With Me! as part of a Heroic Move, do you measure the distance from the Commander or from the base of the War Beast? (p.80)*

*A: From the Commander. This will usually mean that only the War Beast will be affected.*

*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: Can the commander of a War Beast use their own Might and Will to improve a Courage test made by the War Beast to see if it Stampedes? (p.81)*

*A: Yes.*

*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 has Feinted with their two-handed sword, can they re-roll a To Wound roll of a 1 even though it would normally become a 2 as the model fought two-handed? (p.83 & 87)*

*A: Yes.*

*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 a spear is involved in a fight and loses, but is not slain, and subsequently backs away into base contact with a friendly model, can they then support that fight? (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 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.

Q: If a model with a lance charges, wins the fight, and then rolls a 1 To Wound, can it re-roll the 1 for a relevant special rule (Poisoned Weapons, Ancient Enemies, etc) or does the +1 To Wound from the lance mean that this cannot be the case? (p.86)

A: Yes, the model with the lance can re-roll the 1 with a relevant special rule.

Q: If a Cavalry model opts to Stab, and loses the Fight, is it the rider or the mount that suffers the Strength 2 hit? (p.87)

A: The rider as they are the one who is Stabbing.

Q: If a Cavalry model opts to Piercing Strike, and loses the Fight, is it the rider's or the mount's Defence that is reduced by D3? (p.87)

A: The rider's as they are the one who is making a Piercing Striking.

Q: If a model with multiple attacks elects to Bash and wins the ensuing fight, do they roll a D6 for each Attack or only one? (p.87)

A: They will roll a single D6.

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 a model with a throwing weapon use it in the Fight phase if they get to move as part of a successful Heroic Combat? (p.88)

A: No.

Q: If a model that is armed with both a throwing weapon and a bow throws a throwing weapon as it charges into combat, and subsequently kills its target, can they then fire their bow in the Shoot phase providing they have not moved over half of their mMove allowance? (p.88)

A: No.

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: Can models pass on a banner in any other situation other than being slain or fleeing the board (e.g, being knocked Prone)? (p.89)

A: No.

Q: Do the effects of multiple War Drums stack? For example, if I have two War Drums in my force and sound both of them, will I get to add 3" for each (or 5" each for Cavalry) onto the move value of my models affected by the War Drum? (p.89)

A: No. The effects of multiple War Drums do not stack.

Q: When a model is fighting an enemy wearing the One Ring their Fight value is halved, is this rounded up or down? (p.90)

A: Rounded up.

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: How does Protection of the Valar work in regards to Magical Powers and special rules that don't directly target a model? For example, Chill Aura, Harbinger of Evil, Miasmatic Presence? (p.99)*

A: The model that has Protection of the Valar cast upon them will be affected as normal as the Magical Power or special rule doesn't target them directly.

*Q: How does Protection of the Valar work in regards to Magical Powers and special rules that directly target multiple models? For example, Nature's Wrath, Wrath of Bruinen? (p.99)*

A: The model that has Protection of the Valar cast upon them cannot be affected by the Magical Power or special rule, though any other models that would be affected will be as normal. The model may still attempt to Resist such a Magical Power, but will not be affected if they fail to do so.

*Q: Will Protection of the Valar protect a model from a Trample, Chariot Charge or a Demolition Charge? (p.99)*

A: No.

*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 with the Fly special rule and a large base size (such as Smaug or a Dragon) finishes its move on top of terrain, but there would be room for other models to move underneath the model, is this allowed? (p.104)*

A: Yes. Other models may subsequently move underneath this model so long as they will fit. Should any models underneath be within 1" height-wise of the model perched on terrain, then they will be considered to be Engaged in combat with them and will fight them during the Fight phase, though they would still need to pass a Courage test to Charge if applicable. If a model with the Fly special rule lands on a terrain piece in this way, and there are models directly underneath them and within 1", then the flying model will count as having charged.

*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: Can a model with the Mighty Hero special rule still use their free point of Might from this special rule if they have no Might remaining in their store? (p.105)*

A: Yes.

*Q: If a model with the Monstrous Charge special rule charges, and is subsequently charged by other models, are all models knocked Prone if the model with Monstrous Charge wins the fight (so long as they are a lower Strength) or just the ones that were originally charged? (p.106)*

A: All models that were in the fight, even if they subsequently charged.

*Q: Can a model benefit from the Stalk Unseen special rule if they are obscured by other models but not by terrain? (p.106)*

A: No. A model must be obscured by terrain to gain the benefits of Stalk Unseen.

*Q: The rules no longer state that a model that wishes to use the Throw Stones special rule has to declare they are stooping for a stone. Is this intentional? (p.107)*

A: Yes.

*Q: Can Siege Engine crew be bought additional wargear from the profile that represents them, such as banners, war horns, etc, if applicable? (p.113)*

A: No.

*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: If the shot from a Siege Engine hits a combat, will every model in that combat count as being hit by the initial shot, or will only the model that is hit directly count as being hit by the initial shot? (p.115)*

A: Only the model that is directly hit.

*Q: A model that spends a full turn in base contact with a Siege Engine can destroy it, providing it has done nothing else that turn. What exactly does this mean? (p.117)*

A: The model will need to be in base contact with the Siege Engine at the start of the turn, as in before Priority. Then, at the end of the turn, the End phase, they will have spent the entire full turn in base contact and so the Siege Engine will be destroyed, so long as they have done nothing.

Q: When a model is stated as not counting towards an army's Bow Limit, does this mean that:

- A) They are ignored entirely and therefore only a third of the remaining models in the force can have bows.
- B) They are still counted for the number of models but not counted as having bows, in which case could an army contain two thirds of models with bows that don't count towards Bow Limit, and then a further one third armed with bows that do count? (p.131)

A: A applies here.

Q: When taking an Impossible Alliance, will the entire force be considered to be Broken when half of the total number of models are slain, even if one part of the Impossible Alliance would not be Broken itself? (p.134)

A: Yes

Q: In games that begin to roll to see if the game ends when one force is Broken, will an army that contains an Impossible Alliance begin to roll when one part of the force is Broken, or when the entire force has been reduced to less than half its starting models? (p.134)

A: When the entire force has been reduced to less than half of its starting models.

Q: In games that end when one force is reduced to 25%, will the game end if one part of an army that contains an Impossible Alliance is reduced to 25%, or when the entire force has been reduced to 25%? (p.134)

A: When the entire force has been reduced to 25%.

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: If in the Matched Play Scenarios, when a deployment states that models must be deployed within a certain area, is this within or wholly within? (p.139-151)

A: Deployment is always wholly within with one exception. In the Contest of Champions Scenario, leaders only need to be within 3" of the centre of the board rather than wholly within.

Q: In Scenarios that require models to capture objectives, do models that have temporarily switched sides (e.g. Denethor, Thrain the Broken) count as scoring Victory Points for their owning player or the player who temporarily controls them? (p.p.139-151)

A: Their owning player.

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: The rules for deploying Siege Engines state they are deployed within 6" of the controlling player's board edge, whilst the rules for the Contest of Champions Scenario state that your leader must be deployed within 3" of the centre of the board. If my leader has a Siege Engine (e.g. Bard the Bowman or Girion with a Windlance) which takes precedence? (p.146)

A: The deployment rules for Contest of Champions will overrule the deployment rules for Siege Engines in this situation.