

# MIDDLE-EARTH™

## STRATEGY BATTLE GAME

### DEFENCE OF THE NORTH

Designer's Commentary, August 2023

The following commentary is intended to complement the *Defence of the North* supplement. 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 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: Can Grimbeorn transform into bear form if there isn't enough space to place the bear model? If so, what happens? (p.68)*

A: Yes, so long as the only things in the way are models and not immovable terrain. In this instance Grimbeorn will be placed so that the centre of the **Bear** model's base is where the **Man** model was previously. Then move any displaced models the minimum distance possible so that they are 1" away from Grimbeorn. In this situation, players take it in turns to displace models, starting with Grimbeorn's controlling player. Grimbeorn may then move normally.

*Q: When Grimbeorn transforms into bear-form, does the **Bear** model have to be centred over the **Man** model or does it only need to be overlapping part of the **Man** model? (p.68)*

A: The **Bear** model only needs to be overlapping part of the **Man** model. When Grimbeorn transforms into a **Bear**, the **Bear** model must be placed so that it is not displacing any models if possible.

*Q: If Grimbeorn has to displace models when he transforms, can this force models out of combat or into combat with another model if they would end up in base contact with an enemy model? (p.68)*

A: No to both instances. Models that were in combat when displaced will remain in combat with the models they are engaged with. In the odd situation that a model would be displaced into base contact with an enemy model, they will not count as being in combat with that model unless they subsequently charge that model.

*Q: Can Grimbeorn use his Skin-changer special rule when he moves as part of a Heroic Combat (p.68)*

A: Yes.

*Q: Can Grimbeorn transform into a **Bear** before he moves onto the board in scenarios where this applies? (p.68)*

A: No.

*Q: What exactly can Grimbeorn (and as a result, Beornings) be allied with outside of the Beornings Legendary Legion? (p.68)*

A: Treat Grimbeorn in the same manner as all other Wanderers in the Wild. As a result, Grimbeorn has his own list of what he can ally with provided in his profile. Beornings can then be included in Grimbeorn's warband as normal.

*Q: Do special rules that affect both the rider and mount (such as a war camel's Impaler special rule) affect both the Dragon Emperor of Rhûn and the Royal Palanquin? (p.73)*

A: Yes, though this still doesn't make the Dragon Emperor of Rhûn a **Cavalry** model.

*Q: Can Magical Powers that affect either the rider and mount (such as Black Dart or Wither) be used to target either the Dragon Emperor of Rhûn or the Royal Palanquin? (p.73)*

A: Yes, though this still doesn't make the Dragon Emperor of Rhûn a **Cavalry** model.

*Q: When a Magical Power targets the whole model (such as Bladewrath or Paralyse), will this affect both the Dragon Emperor of Rhûn and the Royal Palanquin? (p.73)*

A: Yes.

*Q: If the Royal Palanquin is affected by a Magical Power that permanently reduces a characteristic (Wither or Drain Courage), and then the Dragon Emperor of Rhûn subsequently dismounts, are the Black Dragons that replace the Royal Palanquin also affected by the original Magical Power? (p.73)*

A: Yes. Additionally, if the Royal Palanquin is affected by the Wither Magical Power, it will also reduce the Strength of the Strikes that the Royal Palanquin makes if the Dragon Emperor of Rhûn wins the Fight.

*Q: If the Balrog or the Watcher in the Water hits the Dragon Emperor of Rhûn or his Royal Palanquin with their Fiery Lash or Tentacles special rule respectively, is the whole model dragged into combat or just the part that was hit? (p.73)*

A: Both rules state the model, so it will be the whole model.

*Q: How many models does the Dragon Emperor of Rhûn count as when determining a force's Break Point? (p.73)*

A: The Dragon Emperor of Rhûn and his Royal Palanquin will count as a single model when determining a force's Break Point. Only the Dragon Emperor needs to be slain for the model to count as a casualty towards the force being Broken. Additionally, any Black Dragons that replace the Royal Palanquin, such as when the Dragon Emperor dismounts or is slain, will not increase a force's Break Point; however, each one that is subsequently slain will count as a separate casualty towards the force being Broken.

*Q: If a Magical Power such as Sorcerous Blast or Tremor hits the Dragon Emperor of Rhûn whilst he is riding his Royal Palanquin, how many hits will the Royal Palanquin take? (p.73)*

A: One. The Royal Palanquin is essentially a single mount with 6 Wounds, and should be treated as such. When the Dragon Emperor dismounts, you simply replace the Royal Palanquin with a number of Black Dragons equal to its remaining Wounds.

*Q: If the Dragon Emperor of Rhûn dismounts either normally or as part of a Heroic Combat, can the Black Dragons that replace the Royal Palanquin move themselves during that move or Heroic Combat? (p.73)*

A: No.

*Q: Does Razgûsh's Bone-breaker remove all special rules associated with an enemy model's Elven-made weapon, or does it just negate the bonus for winning the roll-off in the case of a tied fight? (p.80)*

A: Bone-breaker only removes the bonus for winning the roll-off in the case of a tied fight. Any other special rules associated with the Elven-made weapon will still apply.

*Q: When Razgûsh's War Leader of the North special rule references Orc Captains, is that only the Orc Captain profile or any profile that includes the words Orc Captain, such as Zagdûsh, Orc Captain; Morannon Orc Captain or Gorbag, Orc Captain? (p.80)*

A: Only the Orc Captain profile.

*Q: In the Defenders of Erebor Legendary Legion, do friendly models need to be within 3" of all the listed characters to benefit from the Royal Bloodlines special rule or just within 3" of any of them? (p.89)*

A: Within 3" of any of them.

*Q: Do Orc Captains, Orc Warriors and Warg Riders retain the Hatred (Elf) special rule granted by Razgûsh's War Leader of the North special rule even after he is slain? (p.95)*

A: Yes.

*Q: If the Assault on Lothlórien Legendary Legion is playing the Clash By Moonlight Scenario, will the Scenario's Dark of Night special rule stack with the Legendary Legion's Cover of Darkness special rule to give models +2 To Wound when making shooting attacks? (p.97)*

A: No, the bonus is only applied once.

*Q: When using the Assault on Lothlórien Legendary Legion, do the FAQs that affect the Dark of Night special rule from the Clash by Moonlight scenario also apply to the Cover of Darkness special rule? (p.97)*

A: Yes.

*Q: In the Assault on Lothlórien Legendary Legion, can Drûzhag take Fell Wargs in his warband even though they are not listed as part of the Legendary Legion? (p.97)*

A: No.

*Q: In the Assault on Lothlórien Legendary Legion, do supporting models gain the +1 bonus To Wound for the Ruthless Savagery special rule? (p.97)*

A: No.

## Official Errata, August 2023

The following errata correct errors in *Defence of the North*. 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 52** – Garrison of Dale

Add Windlance to the army composition.

**Page 63** – Orophin

Add the Woodland Creature special rule.

**Page 69** – Beornings – Wargear

Change to:

Hand-and-a-half axe and axe.

**Page 70** – The Easterlings

Add Khamûl the Easterling to the army composition.

**Page 91** – The Beornings – Additional Rules

Add the following bullet point:

Whilst he is in bear form, Beorn may still benefit from the Heroic Actions of Grimbeorn regardless of his Berserk special rule.

**Page 91** – The Beornings – Great Resilience

Change the second sentence to read:

On a natural 6 the Wound is ignored just as if a point of Fate had been spent.

**Page 97** – Assault on Lothlórien – Additional Rules

Add the following to the first bullet point:

Muzgûr must always be the army's leader.

**Page 97** – Assault on Lothlórien – Additional Rules

Add the following bullet point:

This Legendary Legion may not include more **Goblin** models than **Orc** models.