

WAR OF THE RING

FAQs and Errata



Errata

P32, add new paragraph

About Face!

A formation can turn to face the opposite direction at any point during its move, without using any of its movement allowance.

Designer's note: There've been a few questions about the way movement works in War of the Ring, but most of them boil down to 'how much move does it take for a company to turn around'. The movement rules are pretty straightforward, but the fact that they're causing such confusion rather suggests that they're not entirely intuitive – hence this erratum. With this minor addition, the rules now follow the way most people play. Viva la revolución, comrade!

Pg 101

Warriors of the Dead bought as part of the Court of the Dead King should be 60 points per company, not 30 points per company.

Pg 124

Glorfindel's Move should be 12, not 8.

Pg 157

Black Guard of Barad-dûr should be Strength 5, not 4.

Pg 165, Add boxout

Black Númenórean Regiments and Morgul Knight Regiments may be selected as part of a Mordor army. Both count as Rare formations, just as they do in the Fallen Realms army list, unless you include the Dark Marshal, in which case they become Common formations.

Pg 197, Add the following option to the Morgul Knight Regiment Command entry

Hornblower 15 points

General Rules and Principles

Q. Is a roll to hit of 1 always a failure, or can I modify it?

A. A dice roll of 1 can be modified, either by Might or by other bonuses. For example, if you needed to score a 3+ to hit and had two +1 bonuses (one for a two-handed weapon, and one for having the Bane special rule, say) then the attack would become an automatic hit.

Q. Can you use Might to directly modify the result of a D3 or must you modify the D6 score which converts to the D3 result?

A. Although we use a D6 to generate the D3 result, the D3 has just as much dignity as its big brother – it can therefore be modified as if it was a 'real' dice. For example, if you roll a 3 on a D6, this would normally give a result of 2 on the D3. If a point of Might is spent to increase the score, then the score becomes a 3 (the D3's 2 increases by 1).

Q. When I'm asked to separate formations by 1", what do I do if this cannot be done?

A. The 'separate by an inch' rule is there for visual clarity. If you can't achieve this amount of separation, make the gap as large as possible.

Move Phase

Q. If a company turns as part of its move, its corners can move different distances. How do I then measure how far the company has moved?

A. A company is always considered to have moved as far as the corner that has moved the greatest distance. If any corner exceeds the company's Move allowance, the move cannot be made.

Q. When falling back, one company turns towards the nearest board edge. Does the formation finish facing that board edge?

A. Indeed it does. The company's running away, after all!

Q. What are the fall back bonuses mentioned in the Max Fall back column of the table referring to? There don't seem to be any.

A. They cover things like Might points (that could potentially be spent to increase the distance) or any special rules that could influence the fall back move.

Fight Phase

Q. Can units on a hill block the line of sight of other units on the same level of a hill?

A. Yes

Q. In a fight, a company gets additional dice for charging, even if it is subsequently charged by another unit. Can these extra dice be used against enemies that the company did not charge?

A. Yes. Once a company charges, it keeps any dice and can use them against any enemy in base contact – it's the momentum that's important, not the sequence of charging.

Q. If you lose a fight but the enemy is actually wiped out, do you still take a Panic test?

A. No. In this case the fight is ended when the last enemy dies, which is before the Panic test is taken.

Weapons

Q. Does the long-range Strength modifier affect thrown weapons, which state 'always use the Strength of the company'?

A. No, the thrown weapon Strength is not modified for range.

Defensible Terrain

Q. Does defensible terrain stop ALL charge effects (i.e. charge bonus dice, unstoppable charge, Epic Charge and so on)?

A. Yes indeedly, all of 'em.

Q. Do non-shooting effects measure to the centre of the occupied defensible terrain feature or the nearest edge. E.g. if a wood is enemy-occupied when your company rolls to at the double, do you suffer the -1 penalty if you are within 6" of the edge or only if you are within 6" of the centre. (pg 52).

A. 6" of the edge. All the defensible terrain feature is treated as an enemy unit.

Q. If a company is driven back by shooting or forced to retreat due to magic, but is in a defensible terrain feature, must it leave the defensible terrain feature?

A. No. A unit can only be forced to leave a defensible terrain feature by being defeated in a fight.

Command Companies

Q. When is the 12" range of an Army Banner measured?

A. Measure at the start of the Move phase, before either formation has moved.

Heroes

Q. Can a Hero/Epic Hero in a disordered formation perform any actions BEFORE testing Courage, such as use magic, leave the formation, declare Epic actions and so on...?

A. No – he must rally himself and his men first (if he can).

Q. Can a Hero/Epic Hero in a disordered formation perform any actions AFTER testing Courage and failing,

such as use magic, leave the formation, declare Epic actions and so on...?

A. Good grief, no! He's much too busy.

Q. Can a Hero/Epic Hero carry out any action after the formation has redressed the ranks/moved the command company to the front such as cast a spell?

A. Provided it's still the Move phase, yes.

Q. If an Epic Hero has fight 0 due to Terror, Blinding Light, etc. Does Epic Strike return the Fight to 10?

A. Yes, if it is used AFTER the effect that reduces the fight value to 0 – and I'm hard-pressed to think of an effect that could begin after an Epic Strike has been declared. This means that the Hero's company can, of course, use his newly minted Fight 10 when it strikes blows.

P.S. Please note, this isn't a challenge, just an observation. If you can find such an effect, then it will, of course, reduce the Fight down from 10.

P.P.S. I found one – see the Shade question later in the document.

Q. If a formation contains an Epic Hero with Terror and is charged, does the charging formation take a Terror test?

A. Yes, because the charging formation is still charging a terrifying model (even if none of the charging companies would end up in base contact with the terrifying model).

Q. As Heroes are assumed to have the same wargear as their formation, does the Hero's Fight value increase in a pike unit and decrease with 2-handed weapons, thus affecting how many dice can be used when the formation attacks?

A. Yes. Except in Heroic Duels when they use the basic Fight value.

Q. Do casualties from a Heroic Duel count when determining who wins the subsequent combat?

A. Yes.

Q. Why do Epic Heroes have the special rules: Bane, Pathfinder, Spirit Grasp, Spirit Walk (and terror) if they never transfer to the formation they are with and have no value in Heroic duels?

A. For most, they are included for completeness and future compatibility. As we've discovered, Terror does have an effect on enemies who charge (or are charged by) the Epic Hero's company/formation.

Q. Does an Epic Strike affect the Hero's fight for both a Heroic duel and the ensuing fight?

A. Yes – there's gonna be a whuppin'.

Q. Most companies have a number of Attacks equal to the number of models on the base, but some – famously the immaculate Galadhrim Knights and some of the 'super' Legendary formations, such as the White Council, do not. In these cases, are the Attacks of the company





reduced by one per casualty as normal?

A. Yes, they are – we assume that the surviving model(s) fight all the harder with their comrades slain. For example, the Fellowship of the Ring suffers one casualty, and the Hobbits are removed (as described in the Fellowship's 'Company of Heroes' rule). Despite the fact that four models have been removed, the Fellowship loses only a single Attack (an angry Boromir more than makes up for the loss of four Hobbits).

Special Rules

Q. I'm rolling to wound against Extremely Hard to Kill creatures and their ilk and score a natural 6. Do I add any wound counters for this result to the 'free' roll I get to make?

A. Yes.

Q. If I roll another 6, do I get another free roll?

A. Yes.

Q. If a company moves and charges as a flying monster, does it get the Charge bonus of a flying monster in a fight?

A. Yes.

Q. When a formation is charged and fails a Terror test for fighting a terrifying creature, does it affect any Heroes/Epic Heroes in the terrified formation?

A. Yes. All models in the formation are reduced to Fight 0. A Hero in a formation that fails its Terror test will therefore be Fight 0 for any Heroic Duels that occur in that fight.

Q. Do artillery with their own table (replacing the one on pg 61) still use the modifiers for target size, etc?

A. Yes.

Q. Can artillery be deployed in defensible terrain?

A. Yes.

Q. How does a company's Shoot value affect its artillery fire?

A. It doesn't – the Shoot value is included out of completeness.

Q. Can artillery be driven back by shooting?

A. No. Artillery cannot move, once deployed, and therefore cannot be driven back and must stay in place if defeated in combat.

Magical Powers

Q. When a company of Heroes, such as the White Council or the Twilight Ringwraiths, casts a spell, where do I measure range and calculate line of sight from?

A. As no specific model is noted as being the spellcaster, it can be measured from any point on the company's

base, and line of sight can come from any model.

Q. Does casting Aura of Blinding Light on your own unit give -1 to the Fight value of an enemy only when it attacks you or does it also count when you attack the enemy?

A. Only when the enemy strikes you.

Q. If a non-spirit formation contains a Ringwraith (or another Epic Hero Spirit) does the Ringwraith suffer hits from Light of the Valar or other similar effects?

A. No – this secondary effect only kicks in if the company's type is Spirit. Happily, the Ringwraith can shelter behind the Orcs/Evil Men/Goblins etc.

Q. Does Tremor affect the caster's own formation if cast by an Epic Hero in the formation/company?

A. No. The caster is assumed to have enough fine control.

Force Selection

Q. Can your leader be chosen from an allied force?

A. No – until you've chosen your leader, you don't have a force to ally anyone to. Your leader, as such, defines which army your main force is drawn from.

Q. In a 1000-point game, an opponent can spend up to 250 points of the 1000pts on allies. If he spends 745 points can he still spend 250 points on allies?

A. Of course, 'tis a 1000-point game – if your foe chooses to forgo those extra five points, then thank him kindly and dole out a thrashing during the game. The allies limit is determined by the points limit you choose, not the final number of points spent.

Factions: The Elven Kingdoms

Q. Can Glorfindel move into defensible terrain as he moves like a flying monster?

A. No. Glorfindel does not cover in buildings! He's a mighty Elf lord whose blade thirsts for the blood of Sauron's sinister servants.

Q. Does Glorfindel's glaive give him +1 fight in a Heroic Duel?

A. No – wargear never has an influence on a Heroic Duel.

Factions: Mordor

Q. Can Gollum move to different formations as the game goes on?

A. Yes, subject to the normal rules for Epic Heroes.

Q. Does the Troll Drummer increase its own move by 1"?

A. Yes, the bonus applies to all friendly companies within 12", including the Drummer.

Q. If Gorbag fails an 'At the Double!' roll, can he still attempt another due to his 'Move it You Slugs' special



rule?

A. No – once a roll is failed, that's it for that phase.

Q. In the Witch-king's 'Shadow of Terror' special rule does 'somewhere behind it' mean somewhere in the model's rear arc?

A. No. It's usually obvious if the Witch-king is 'behind' another formation. In case of doubt, the players should use common sense

Q. Artillery has no penalty for long range normally, but can it shoot at the Shadow Lord if he is over half the artillery's range away?

A. Treat artillery firing at over half range as long range for the purposes of firing at the Shadowlord – it therefore cannot fire at the Shadowlord at over half range.

Factions: Fortress of Isengard

Q. Can Gríma move to different formations as the game goes on?

A. Yes, subject to the normal rules for Epic Heroes.

Q. Must Uglúk use 'Forward you maggots' when a Terror test is failed?

A. Yes. That's just the kind of chap Uglúk is.

Factions: Fallen Kingdoms

Q. If my Mûmak stampedes, how do I determine random direction for a stampede?

A. It's entirely up to you and your opponent. You can use an ordinary D6 and assign a compass point to each result and do it that way, use a spinner or any other method that you can both agree upon.

Q. Some special rules (such as those of Suladan and Théodred) allow Heroes to reclaim a Might point once it has been spent. Does this allow the Heroes to call Heroic actions without having any Might?

A. No.

Factions: Angmar

Q. If a Hero is in range of a Shade's Chill Miasma, is his Fight reduced to 2 for any Heroic Duels, as well as for the Fight?

A. Yes indeedly. If he's in range, his Fight is reduced for all purposes. Note that this is one occasion on which Epic Strike will not increase the Hero's Fight to 10. As the Chill Miasma is 'always on' the Fight value immediately resets to 2 – best not to spend your Might in these circumstances.

28th April 2010

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of

face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!

