

WAR OF THE RING

Official Update Version 1.1

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in Magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

This update is split into two sections: Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. These questions have been gathered from many sources. We are always happy to consider more questions, 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!

Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 32 – 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!

Page 74 – Spells of Ruin, Bolt of Fire

Change "[...]every formation instead takes[...]" to "[...]the target immediately suffers[...]" in the last sentence.

Page 78 – To the Death!

Change this paragraph to "When the game is over, a player scores 1 victory point for every three enemy non-monster companies that have been slain (rounding fractions up). A player scores 1 victory point for each enemy Hard to Kill! or Very Hard to Kill! monster that has been slain, and scores 3 victory points for any other enemy monster that has been slain."

Page 101 – Court of the Dead King

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.

Page 124 – Glorfindel, Lord of the West

Glorfindel's Move should be 12, not 8.

Page 143 – Great Eagle, Swoop Attack

Change "The Great Eagle may not not[...]" to "The Great Eagle cannot[...]" in the last sentence

Page 157 – Black Guard of Barad-dûr

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

Page 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.

Page 197 – Morgul Knight Regiment

Add the following option to the Morgul Knight Regiment Command entry:

Hornblower 15 points

Page 324 – Spells of Dismay, Transfix

Change “6 Courage test at -3 or cannot move, shoot or charge.” to “6 Courage test at -3 or cannot move, shoot, charge or cast spells.”

FAQs

General Rules and Principles

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

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? (p27)

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? (var)

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? (p34)

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? (p35)

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. (p35)

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.

Shoot Phase

Q. Does a company contributing supporting fire suffer a -1 penalty to Strength if it is over half range? (p39)

A. Yes.

Fight Phase

Q. Can units on a hill block the line of sight of other units on the same level of a hill? (p42)

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? (p47)

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. 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? (p47)

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).

Q. If multiple formations are fighting against an enemy with a Resilience of 2 or more how do you work out how many casualties have been caused? (p49)

A. You add up all wounds caused simultaneously, remove the relevant number of models and discard any remaining hits. For example: you have two formations of infantry fighting an enemy with a Resilience of 2. Your first formation hits 3 times and your second formation hits 5 times. As the attacks are simultaneous this totals 8 hits and so you have caused 4 casualties. Note that if these attacks had not been simultaneous then you would only have caused 3 casualties as the extra hit from both formations would have been shrugged off.

Q. If you lose a fight but the enemy is actually wiped out, do you still take a Panic test? (p50)

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

Defensible Terrain

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. (p52)

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

Q. Can a formation exiting defensible terrain 'At the Double'? (p53)

A. No.

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? (p54)

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

Q. Does defensible terrain stop ALL charge effects (i.e. charge bonus dice, unstoppable charge, Epic Charge and so on)? (p55)

A. Yes indeedly, all of 'em.

Arms and Armour

Q. Does the long-range Strength modifier affect thrown weapons, which state 'always use the Strength of the company'? (p58)

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

Q. Does the Defence bonus from shields apply to damage from spells and the Trample! of a Mûmak? (p59)

A. Yes. Note that this is still limited by the fact that shields provide no benefit if the attacks are to the side or rear.

Command Companies

Q. When is the 12" range of an Army Banner measured? (p60)

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

Special Rules

Q. Do artillery with their own table (replacing the one on pg 61) still use the modifiers for target size, etc? (p61)

A. Yes.

Q. Can artillery be deployed in defensible terrain? (p61)

A. Yes.

Q. How does a company's Shoot value affect its artillery fire? (p61)

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

Q. Can artillery be driven back by shooting? (p61)

A. No. Artillery cannot move, once deployed, and therefore cannot be driven back

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? (p62)

A. Yes.

Q. If I roll another 6, do I get another free roll? (p62)

A. Yes.

Q. Does 'All' in rules such as Pathfinder mean the same thing as 'Master'? (p62)

A. Yes.

Q. Where a formation has several Courage values, which value does Spirit Grasp attack? (p63)

A. Whichever is highest.

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? (p63)

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

A. Yes.

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...? (p64)

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...? (p64)

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? (p64)

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

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? (p64)

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

Q. Can Might be used to increase a Fall Back move? (p65)

A. Yes.

Q. Can a formation that has made a Heroic Move also make a Heroic Charge in the Charge phase of the same turn? (p66)

A. No, the formation can only go so far!

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? (p66)

A. No.

Q. Can a formation be affected by more than one Heroic or Epic action of the same type each turn? (p66)

A. No.

Q. If one side calls a Heroic Fight and the other calls a Heroic Duel and the Heroic Fight wins the roll of and goes first, is the Heroic Duel cancelled and the point of Might spent wasted? (p66)

A. Yes, unless the side calling the Heroic Fight wins and decides to charge back in again.

Q. Can each Hero or Epic Hero make more than one of each Heroic Action or Epic Action per turn? (p66-69)

A. No. Though they can still make multiple different actions in a turn provided they have enough Might.

Q. Do casualties from a Heroic Duel count when determining who wins the subsequent combat? (p67)

A. Yes.

Q. Are Banner Bearers and Hornblowers treated as normal warriors for the purposes of Epic Heroes joining the formation? (p68)

A. No, they are upgrades.

Q. If a formation contains an Epic Hero with Terror and is charged, does the charging formation take a Terror test? (p68)

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. If an Epic Hero has fight 0 due to Terror, Blinding Light, etc. Does Epic Strike return the Fight to 10? (p69)

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. Does an Epic Strike affect the Hero's fight for both a Heroic duel and the ensuing fight? (p69)

A. Yes – there's gonna be a whuppin'.

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? (p69)

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. Are Inspiring Hero and Inspiring Leader the same rule? (p69)

A. Yes.

Q. Can a leaderless friendly formation still benefit from the Overlord special rule even though no model in it has any Might? (p69)

A. Yes.

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? (p70)

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. If an Epic Hero that can cast spells wants to move formations, is he allowed to cast spells before he moves? (p70)

A. Yes.

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? (p72)

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? (p72)
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? (p74)
A. No. The caster is assumed to have enough fine control.

Forging Your Army

Q. Can your leader be chosen from an allied force? (p85)
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? (p86)
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: Gondor & Arnor

Q. How does Denethor's Guard formation take a Courage test if it is affected by a Visions of Woe result of a 6? (p100)
A. The spell will override the formations special rule so they must test on a single dice with a -2 penalty.

Q. Can Aragorn use his 'Epic Journey' to move immobile formations, such as Artillery? (p104)
A. No.

Factions: The Elven Kingdoms

Q. Can Glorfindel move into defensible terrain as he moves like a flying monster? (p124)
A. No. Glorfindel does not cower 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? (p124)
A. No – wargear never has an influence on a Heroic Duel.

Factions: The Dwarf Holds

Q. Can Murin's Guard use 'Lock Shields!' while their shields are broken by the 'Shatter Shields' magical power (either for the rest of the turn if the result was 2-5, or for the rest of the game if the result was 6)? (p136)
A. No.

Factions: Mordor

Q. Does the Mordor Troll Drummer increase its own move by 1"? (p156)
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? (p159)
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? (p163)
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. If a formation is reduced to Fight value 0, can the Dark Marshal's 'Rule Through Fear' bring it back to 5? (p163)
A. Yes.

Q. Can the Dark Marshal call an Epic Strike action and then use 'Rule Through Fear' to increase a friendly formations Fight value to 10? (p163)
A. No.

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? (p163)
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.

Q. Can Gollum move to different formations as the game goes on? (p165)
A. Yes, subject to the normal rules for Epic Heroes.

Factions: Fortress of Isengard

Q. Must Uglúk use 'Forward, You Maggots!' when a Terror test is failed? (p176)
A. Yes. That's just the kind of chap Uglúk is.

Q. Can Gríma move to different formations as the game goes on? (p178)
A. Yes. Note that he is still subject to the normal rules for moving Epic Heroes with the following exceptions; he can only move to another enemy formation rather than a friendly formation and he can move at any point during your Move phase rather than when the formation he is in moves.

Factions: Fallen Kingdoms

Q. If my Mûmak stampedes, how do I determine random direction for a stampede? (p198)

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.

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? (p210)

A. Yes indeedy. 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.

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