



THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- Building a Rohan Watch Tower
- The Corsairs of Umbar: New Scenario
- The Might of Mordor: Mordor Uruk-hai and Easterling Siege Bows
- The Depths of Mirkwood: New Scenario
- The Lord of The Rings: Questions & Answers
- Thranduil's Host: Mirkwood Rules and Tactics

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



This model requires assembly.

Witch-king*

Designed by Alan Perry, this blister pack contains 1 Witch-king.

WITCH-KING £5.00
Denmark kr 55.00
Sweden kr 65.00
Euro € 8.00

Mordor Siege Bow

Designed by Dave Andrews & Colin Grayson, this blister pack contains 1 Mordor Siege Bow & 3 crew.

MORDOR SIEGE BOW £10.00

Denmark kr 125.00
Sweden kr 150.00
Euro € 17.50



These models require assembly.

Gondor Avenger Bolt Thrower

Designed by Dave Andrews & Gary Morley, this blister pack contains 1 Avenger Bolt Thrower & 3 crew.

GONDOR AVENGER BOLT THROWER £10.00

Denmark kr125.00
Sweden kr150.00
Euro € 17.50



These models require assembly.



King of the Dead*

Designed by Alan Perry, this blister pack contains 1 King of the Dead.

KING OF THE DEAD £5.00

Denmark kr 55.00
Sweden kr 65.00
Euro € 8.00



Éowyn & Merry*

Designed by Alan Perry, this blister pack contains Éowyn & Merry.

ÉOWYN & MERRY £8.00

Denmark kr 100.00
Sweden kr 120.00
Euro € 13.00

* The Witch King and Éowyn and Merry are components of The Fall of the Witch King boxed set. The King of the Dead is a component of the Army of the Dead boxed set. Items marked with an * are only available by ordering direct via the in-store order point, by calling on 0115 91 40000 or via our website at www.games-workshop.co.uk/storefront



"It was no mere brigand or Orc-chieftain that ordered the assault upon the Lord of Mordor's greatest foe. A power and mind of malice guided it."

Mat Ward introduces brand new rules with which players can now field the Elves of Mirkwood in their battles against Sauron's forces of Evil.

The Studio The Lord of The Rings campaign is going great guns at the moment, with about 15 players and representatives from all the major races of Middle-earth. Of course, some themed armies are more complete than others – Gondor has a wide range of cavalry and infantry, as do the forces of Mordor and Isengard. Others have only a few basic troop types to rely on.



Throughout the Third Age, Thranduil has ruled the Elves of Mirkwood. He has spent much of his life beneath the trees of Mirkwood, but unlike many Elves has often maintained an interest in that which occurs beyond his borders. If Thranduil has a single flaw, it is one of greed – a weakness that has caused the fall of more than a few Elves of noble blood. Though Thranduil has not yet been consumed by this unseemly trait, his actions in its service have more than once strained his relationships with other realms, particularly that of the Dwarves of Erebore.



We have included this option to have one or more Mirkwood Captains as part of your force – note that you can include more than one if you wish. These represent the leaders amongst the Elves of Mirkwood

who go unnamed in the story of The Lord of The Rings. If you choose Elven Captains, invent suitable names for each.

MIRKWOOD ELVES

New troops for The Lord of The Rings

As it happens, one of the players (Dylan Owen, who you may remember as the evil genius behind the Bloodlands campaign) has chosen to field Mirkwood Elves as his force. Now being somewhat, well, obsessive, about the Elves of Mirkwood myself, this seemed like far too good an opportunity to pass up. So without much ado I developed some new warriors for him to field. I thought it'd be a

fine idea to give you all a taster of what he's been able to field.

These rules are provided for you to add an extra dimension to your game if you wish – as normal, please remember that you must have your opponent's consent to use these in a game.

GOOD HEROES

Thranduil, King of Mirkwood (Wood Elf)

Points value: 125

	F	S	D	A	W	C	Might:	Will:	Fate:
Thranduil	6/-	4	4	3	3	7	3	3	3

Wargear

Thranduil carries an Oak Staff, the symbol of his authority, which may be used as a Mirkwood spear (note that the rules for Mirkwood Elves and spears also apply to Thranduil). He also carries an Elven blade and wears an Elven cloak.

Special Rules

Bad Blood. As the result of past arguments and quarrels with the Dwarves, no Dwarf will willingly accept Thranduil's leadership in battle. Dwarves may never use Thranduil's Stand Fast rolls.

Magical Powers

Aura of Dismay. Range: Self. Dice score to use: 4+. This spell may only be cast at the end of Thranduil's move. If successfully cast, any friendly models that end their move within 6"/14cm of Thranduil (including Thranduil himself) count as causing Terror until the end of that move phase.

Nature's Wrath. Range: 6"/14cm radius. Dice score to use: 4+. This spell affects all enemies within 6"/14cm of Thranduil – but only one affected foe can attempt to resist it. If resisted, all foes are unaffected, but if the foe fails to resist then all are affected. All enemies within 6"/14cm of Thranduil are knocked to the ground.

Mirkwood Captain (Wood Elf)

Points value: 50

	F	S	D	A	W	C
Mirkwood Captain	6/3+	4	4	2	2	5

Wargear

A Mirkwood Captain carries a dagger. Mirkwood Captains can be given any of the following items at additional cost:

Elven Cloak	10pts	Mirkwood Spear	5pts
Elven Blade	5pt	Shield	5pts
Elf Bow	5pts		

GOOD WARRIORS



As their forest realm has been corrupted about them, the inhabitants of Mirkwood have become engaged in an unrelenting battle against the darkness. Almost all of the Elves of Mirkwood have been called to fight at some time or another, using their deadly skills with bow, spear and blade in the defence of their homes. The Elvenkind of Mirkwood do not wear armour, preferring instead to rely on stealth and manoeuvrability to win the day for them.

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Warrior of Mirkwood (Wood Elf)

Points value: 7

	F	S	D	A	W	C
Warrior of Mirkwood	6/3+	3	3	1	1	5

Wargear

Every Warrior of Mirkwood carries a dagger. Any Warrior of Mirkwood can be given any of the following items at the additional cost:

<i>Elven Cloak</i>	3pts	<i>Elf Bow</i>	2pts
<i>Elven Blade</i>	1pt	<i>Mirkwood Spear</i>	1pt

Mirkwood Sentinel (Wood Elf)

Points value: 20

	F	S	D	A	W	C
Mirkwood Sentinel	6/3+	3	3	1	1	5

Wargear

Sentinels carry an Elf bow, a dagger and wear Elven cloaks.

Special Rules

Expert Shot. Sentinels are archers almost without peer. Sentinels are allowed to fire twice in the Shoot phase instead of just once.

Stealth. After both sides have deployed their force, but before the game begins, the Good player may move any Sentinels up to 6"/14cm, providing any Sentinels moved in this way are at least partially concealed from the view of the enemy.



Sentinels are the guardians of the hidden ways of Mirkwood, the first line of defence against the encroaching evil of Dol Guldur. Patient and watchful, little escapes their

keen sight as they stand sentry over the Elven realm. Should intruders cross the path of the Sentinels, they are greeted with a volley of precisely aimed arrows, held in abeyance by a few Elves while other Sentinels summon assistance.

Taurdirim (Wood Elf)

Points value: 9

	F	S	D	A	W	C
Taurdirim	6/3+	3	3	1	1	5

Wargear

Each member of the Taurdirim carries an Elven blade. They can be given the following items at additional cost:

<i>Elven Cloak</i>	3pts	<i>Mirkwood Spear</i>	1pt
<i>Shield</i>	1pt		

Special Rules

Bodyguard. At the beginning of the game choose one Mirkwood Hero among those in your force for the Taurdirim to protect. As long as this Hero is on the table, all Taurdirim models automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Taurdirim revert to the normal rules for Courage.



The Taurdirim are the King's Guard, charged with protecting him against all threats. Even amongst the royal guards of other realms, few can match the skill and resolve of the Taurdirim – such is their dedication that they will fight to the last even in the face of overwhelming odds.

Mirkwood Spear. A Mirkwood Elf may support a friendly model as normal. In addition, Mirkwood Elves can use their spears two-handed and are able to parry as if they were carrying a shield. A Warrior of Mirkwood that carries a spear may use the shielding rule.

Elven Cloak. If the wearer is partially concealed from view he cannot be seen at all at distances of more than 6"/14cm – the wearer appears to melt in to the background. This means that enemy archers may not shoot at ranges of greater than 6"/14cm unless they have a completely clear view of the target. If the model is riding a mount, the cloak has no effect.



MIRKWOOD ELVES TACTICS

Tactics for playing The Lord of the Rings

It's all well and good revealing new troop types, but here Mat Ward discusses in detail how to utilise these Wood Elves to maximum effect.

NONE SHALL PASS!

While High Elves are amongst the most durable troops of Middle-earth (something to do with the high Fight, Defence, Shoot values and the ability to take Elven bows, I suspect), their Mirkwood cousins are a different matter entirely. In a Mirkwood force you'll normally see very little in the way of shields and nothing at all in the way of armour, simply because these are encumbrances that they cannot afford. That said, they do have some other tricks by way of compensation...

TRICKS AND TOOLS

The first, and often telling, advantage, is how Mirkwood Elves use their spears. Unencumbered by either shield or armour, these Wood Elves can use their spears as quarterstaves if they so choose, allowing them to use the 'shielding' rule. By and large, the shielding rule is an under-rated trick that can be pulled when outnumbered. It's doubly useful if you have a higher Fight value – as indeed Elves often do – as it enables you to hold ground and keep your warriors alive just a little longer. Of course, if the fight is swinging your way you can go back to using the spears in a more conventional manner...

However, Mirkwood Elves do have more than one string to their bow. Their second major

advantage is their ability to take Elven cloaks as wargear for their warriors. In a skirmish game such as The Lord of the Rings, the ability to maximise the advantage you receive from terrain is a crucial one, and Elven cloaks go a long way to help you in this regard. Due to the fact that suitably concealed models cannot be shot at or charged from more than 6"/14cm away, an Elven cloak really does force the enemy to come to you – an ideal situation when you are outnumbered and relying on bowfire to whittle the foe down before he reaches you. With careful use, Elven cloaks can pretty much neutralise enemy missile fire, spells and cavalry charges – which is just as well, because the low defence makes you more vulnerable than normal to all of these things. Bear in mind though, that the Elven cloak is only as good as the terrain makes it – always remember to deploy to make the most use of the terrain that is available.

THE DEFENDERS OF MIRKWOOD

As the tools they employ are different to those used by their High Elf kindreds, so too do the types of warrior vary. The core of a Mirkwood force should always be a large contingent of warriors. Their armament can vary enormously depending on what you're hoping to do, but it's always a good idea to squeeze as many bows as

you can into your force, although, as many scenarios have a limit on the amount of missile weapons you can field, you'll need to think about other alternatives too. Elves armed with spears are always a good investment, doubly so as they can 'shield', although you may find that you need some of the killing power that an Elven blade can give you. The final decision that you'll need to make concerns Elven cloaks – normally 'how many?' While incredibly useful, at 3 points a pop the cost can swiftly mount up, reducing the size of your force and thus the number of bows you can take. On the other hand, the ability to sneak around with relative impunity is one that is not to be sniffed at.

While we're on the subject of stealth, give a consideration to the worthy Mirkwood Sentinels. True, they are incredibly expensive at 20 points a model, and true, they die just as easy as any other Elf (ie, slightly more easily than a Goblin), but the truth is that they are just fantastic. That expensive 20 points does buy a fair amount of kit, namely an Elven bow and an Elven cloak. Not only that, such is their stealthy skill that they can redeploy before the game has begun. Finally, and most importantly, they have the Expert Shot special rule, which allows them to fire twice in each Shoot phase. Good as this final ability is, it becomes even better on further examination –



on the total number of models, not on the total number of points spent on missile troops. Because the Sentinels can fire twice they effectively count as two archers during the Shoot phase, but only one when working out your force. Make no mistake, the Sentinels are the finest scout-style troops you can wish for – don't leave home without some.

Rounding off the selection of troops available to a Mirkwood force, the Taurdirim are the closest you get to shock troops. By this I mean that they can have shields. Properly used, a solid core of Taurdirim can form a solid bulwark in your lines, their high Fight value and Bodyguard rule are more than enough to keep them in the battle – any other options (shields, spears, Elven cloaks) will depend almost entirely on what role you intend them to fulfil.

THE KING OF MIRKWOOD

Naturally, you'll want one or two heroes to lead your Mirkwood force to glory. You can settle for some captains if you wish – with access to Elven cloaks they become a fairly horrible proposition for the enemy. Equally, you can field Legolas – after all, as a prince of Mirkwood he has a fairly good claim to be there. However, if you're really wanting to go to town, Thranduil is the gentleman you need to lead your force. As an Elf Lord, Thranduil is amongst the most powerful fighters in the game, cheerfully capable of hacking up the biggest and ugliest Heroes that an Evil player can throw at him.

By dint of the Oak Staff he carries, Thranduil is able to cast two spells. Veteran gamers will be familiar with both *Nature's Wrath* and *Aura*

of Dismay, both of them very useful defensive spells. *Aura of Dismay* allows Thranduil to make himself and nearby friends to cause Terror for a turn. This is a perfect tool for disrupting an enemy attack in the final moments before it hits – if half of the enemy flee instead of charging, it becomes that much easier to repel them. On the other hand *Nature's Wrath* can knock the enemy over like matchsticks, leaving them open for a devastating countercharge. Of course, the best way to use them is in precisely this order – scatter them with *Aura of Dismay* and then pin them with *Nature's Wrath*. With Thranduil on your baseline your defensive position becomes that much more deadly.

BRINGING IT ALL TOGETHER

So you've got your force, you've got your opponent, and you're ready to go. So, just how do you win with your Elves? The accepted (and rightly much maligned) tactic that Elf players the world over have developed is the 'walk-away-from-the-enemy-while-firing' technique, which does exactly what you might think. The Elves move backwards at half rate, sniping as they go and, by the time the enemy reaches their lines, there should be very few left. Straightforward as it is, there are three main problems with this tactic:

- If it goes wrong, then it really goes horribly, fatally, wrong. Your Elves get swarmed, butchered, and you lose decisively.

- You're giving up ground. In some scenarios this can be more fatal than losing half your army.
- It's not a fun way to play. Also your opponent is likely to reach across the table and throttle you, just to get some form of enjoyment from the game.

With this in mind, what's the best thing to do? Simply use a Mirkwood army. Though slowed by a lack of cavalry, it is an incredibly mobile and flexible force. Most enemies will rely on large numbers to crush your troops – by spreading them out across the board it makes it far harder for your enemy to focus his minions in this way. Try creating a single solid group of Taurdirim, backed up by a Hero or two to use as your main force – they are suitably resilient to hold an enemy charge. The key part, though, is to split your remaining forces into small groups – no more than two or three to a group – and use them to harass the enemy all the way across the battlefield. If the enemy breaks some of his forces off to deal with these small pockets of resistance, so much the better – without extensive back up, there is no way that small groups of Orcs or Goblins can begin to match the skill of carefully led Elves.

As a final note, I thought I'd share a couple of force lists that I've been playing around with for my Mirkwood Elves.

Thranduil's Guard

Thranduil	1	125	125
		<i>Subtotal</i>	<i>125</i>
Troops	No.	Points Each	Points
Mirkwood Warriors with spear and Elven cloak	12	11	132
Taurdirim with Elven cloak	8	12	96
Mirkwood Sentinels	5	20	100
Mirkwood Warriors with Elf bow and Elven cloak	4	12	48
		<i>Subtotal</i>	<i>76</i>
		TOTAL	501

This force exemplifies the tactic of taking a small, elite party to battle. It is very fragile, but has a lot of firepower in only a few models (14 shots each turn). Providing that I'm careful with where I put my shots, this army can deal with most things – though a true 50 model Goblin swarm can be touch and go.

Mirkwood Border Patrol

Tolfar (Mirkwood Captain with shield and Elven blade)	1	60	60
Sindri (Mirkwood Captain with shield and Elven blade)	1	60	60
		<i>Subtotal</i>	<i>120</i>
Troops	No.	Points Each	Points
Mirkwood Warriors with spear	12	8	96
Taurdirim with spear and shield	7	11	77
Mirkwood Warriors with Elven blade	8	8	64
Mirkwood Warriors with Elf bow	14	10	140
		<i>Subtotal</i>	<i>377</i>
		TOTAL	497

By contrast, this force is an example of reducing your opponent's numerical advantage at a cost of your skills. Though it contains few elite troops it has a similar amount of bowfire to the other force and is a little more flexible. The only problem is that with no Elven cloaks to shield them, cavalry and enemy bowfire may cost you dearly.



Mat Ward's scenario details the confrontation between the Elves of Mirkwood led by Thranduil, King of the Wood Elves, and a party of Orcs from the stronghold of Dol Guldur.

THE DEPTHS OF MIRKWOOD

A New Scenario for Mirkwood Elves

Description

A large party of Orcs sallied out of Dol Guldur, Sauron's stronghold in southern Mirkwood, and began to terrorise the nearby villages. Small, lightly defended and widely spread, the woodsmen stood no chance against such a large group of enemies and, as a result, many men lost their lives in just a few days. It would have gone ill with the Men of Rhovanion but for one thing: Thranduil, King of the Wood Elves was abroad on errands of his own. Proud and often indifferent, he did not have any intention of becoming involved with the affairs of the embattled Men. Fortunately for the woodsmen,

the Orcs trespassed into the Wood Elf realm and, upon learning of their transgression, Thranduil led his escort to meet them in battle – a battle that would swiftly become confused and disordered...

Participants

Good

Thranduil
1 Wood Elf Captain
5 Wood Elf Warriors with spear
5 Wood Elf Warriors with Elf bow
5 Taurdirim with Elven blade and shield
5 Mirkwood Sentinels

Evil

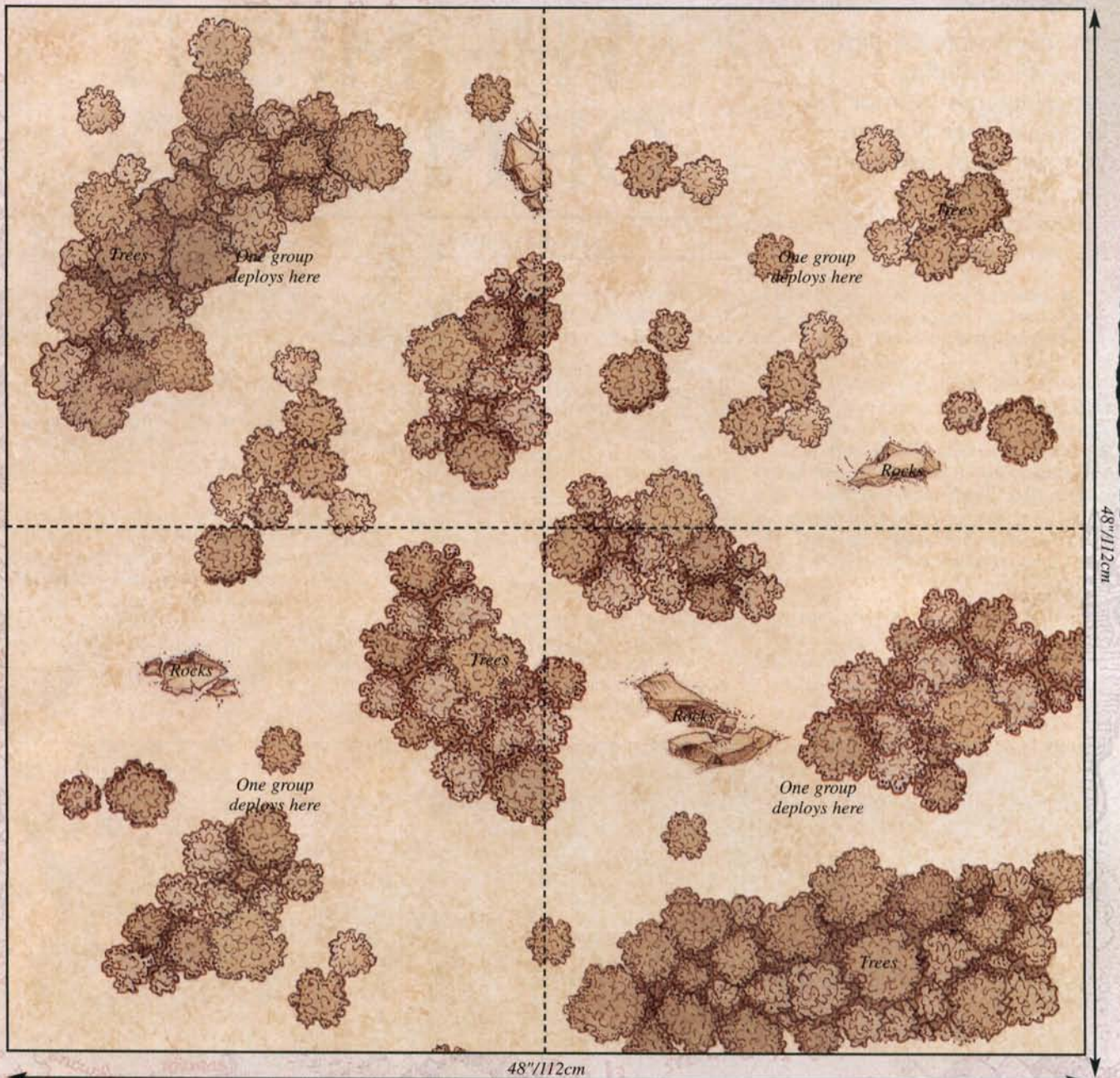
3 Orc Captains
8 Orcs with shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapons
3 Mordor Trolls

Points Match

If you want to play this game with other forces, choose at least 500 points for each side. Each side must contain at least two Heroes. No more than 33% of the Evil models may carry missile weapons.



Unseen eyes track an Orc war party on the edges of Mirkwood.



Layout

The scenario is played on a board 48"/112cm by 48"/112cm. Set in the southern regions of Mirkwood, the board should be covered with a large number of trees with a few hills and rocky outcrops interspersed over the scope of the board.

Starting Positions

The map is divided into equal quarters. Each player divides his force into two numerically equal groups, each containing at least a Hero. The Good player chooses one of his groups and deploys it within a table quarter of his choice. The Evil player then deploys one of his groups in a different table quarter. When this has been done, the Good player deploys his second group in one of the remaining quarters. Finally, the

Evil player deploys his last group in the remaining table quarter. At no point may a model be deployed within 6"/14cm of an enemy.

Objectives

The Good side wins if the Evil side is reduced to 25% or less of its starting numbers.
The Evil side wins if the Good side is reduced to 25% or less of its starting numbers.
If both sides reach 25% in the same turn the game is a draw.

Special Rules

Disordered Battle. Given the almost accidental nature of this skirmish, the combatants are not as well prepared for the battle as they might be – there are no standing orders and warriors will have to act upon their own initiative. To

represent this, the Stand Fast rule may not be used in this scenario. In addition, to represent the disorganised nature of both forces, each player rolls a D6 whenever one of their Heroes attempts a heroic action of any kind. On the roll of a 4+, the action succeeds and may be carried out normally. On a roll of 3 or less, the action fails and the point of Might is lost – the Hero may not call another heroic action of that type this turn.

Swift Reactions. The Mirkwood Sentinels are quick to react and strike against an enemy presence. To represent this, after both sides have deployed, but before the first turn begins, each Sentinel may take a single free shot. The normal rules for Shooting attacks apply.

48"/112cm

48"/112cm

Mat Ward provides new rules for including Easterling and Mordor Uruk-hai Siege Bows in your forces of Evil. He also details how he converted the crews for his own force.

Hopefully by now many of you have had a chance to get to grips with the Siege of Gondor supplement and have experienced the joy of siege engines raining down their lethal missiles onto the foe. Personally, my favourites are the bolt thrower-esque machines available to the forces of Good and Evil, from the rapid-firing destructiveness of the Minas Tirith Avenger Bolt Thrower to the brute force of the Mordor Siege Bow. Alright, I admit it, I much prefer the Mordor Siege Bow – it just makes such a mess of enemy formations.

As it happens, when Siege of Gondor was written, there was only so much space that we had available. Even though the book is much bigger than Shadow and Flame, things still had to be trimmed out. For example, in the armies of Mordor there are, as we all know: more

than just Orcs to worry about. Easterlings, Uruk-hai, Haradrim, Variags, Half-trolls – the list is endless.

One thing I really wanted to get into the book was some siege engines crewed by things other than Orcs – the Troll that crews the Mordor War Catapult is a good example of this. However, two things that didn't make it into the book were some more crew variants for Mordor siege weapons, specifically those crewed by Uruk-hai and Easterlings, and to save them going to waste I thought I'd share them with you.

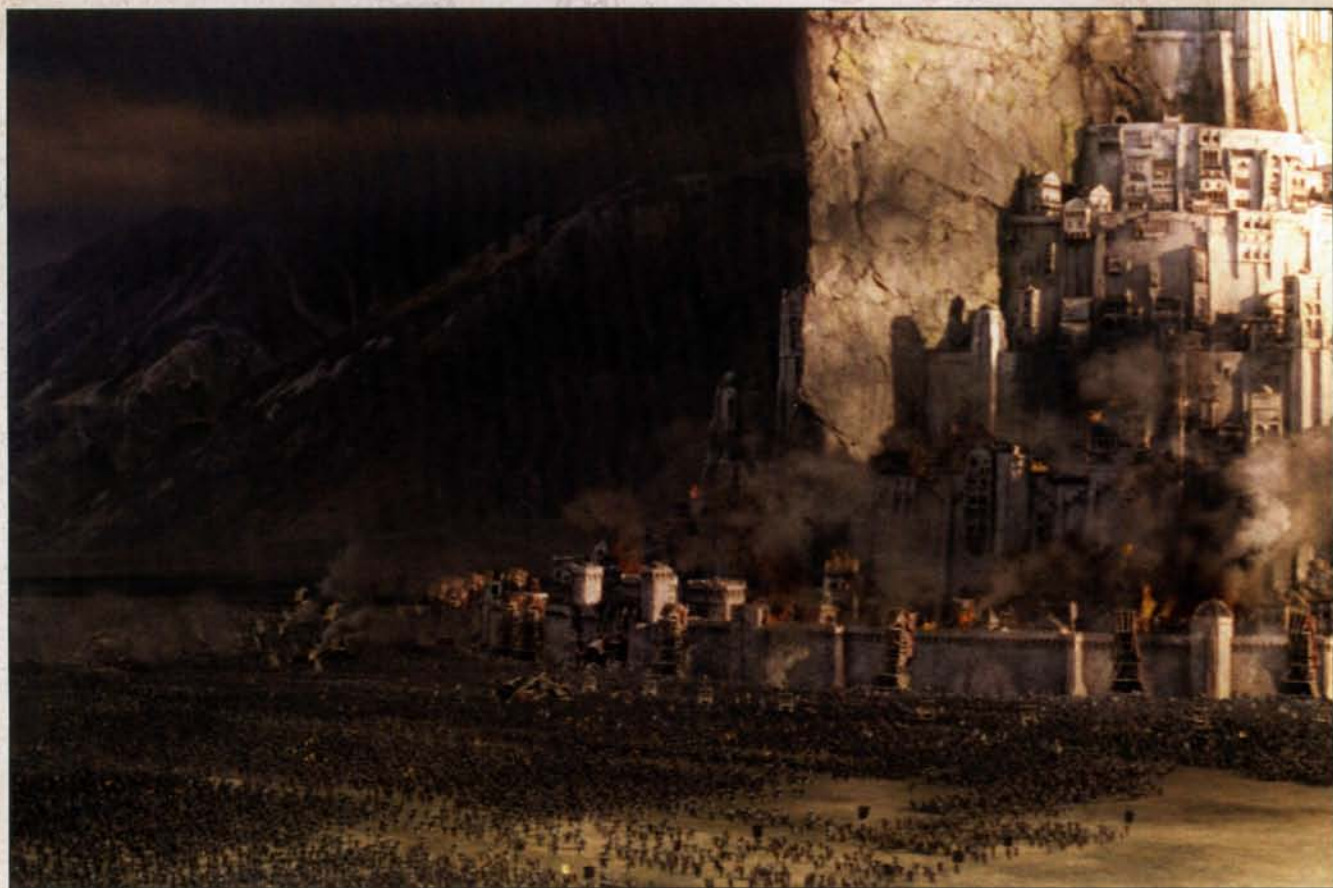
The armies of Mordor employ Uruk-hai crewed siege bows in battles where the artillery is close to the front lines. The Uruk-hai crew can be depended upon to hold their positions in the face of the enemy – something that Orcs are notoriously poor at doing – and should the

enemy close with them, they are more than capable of fending them off without assistance. At the same time, hailing as they do from a land that has almost constantly been at war with Gondor and its other neighbouring realms, Easterlings have long been accustomed to war. Accordingly, their siege engines are crewed by veteran warriors, able to pick a weak spot in a fortification or a single man from a crowd with ruthless skill and efficiency.

As with all rules published in these hallowed pages, please remember that you must have your opponent's consent to use them in a game – the only official rules are those that you can find in the The Return of The King rulebook and the range of supplements. These rules are provided for you to add an extra dimension to your game if you wish.

THE MIGHT OF MORDOR

Mordor Uruk-hai and Easterling Siege Bows



The hordes of Sauron lay siege to Minas Tirith.

EVIL WARRIORS

EASTERLING SIEGE BOW

Points Value: 60



	Strength (9)		Defence 10	Batter Points 3		
	F	S	D	A	W	C
Siege Bow						
Easterling	3/4+	3	5	1	1	3

Crew

An Easterling Siege Bow consists of a siege bow and two Easterling crew armed with daggers and wearing heavy armour. Extra crew can be added at an additional cost:

Easterling crewman

7 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck once at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3"/8cm rather than 6"/14cm.

Like the Uruk-hai Siege Bow, this Easterling weapon team has been made using a single additional blister – in this case, the Easterling Command group. The loader was made by removing the banner from the Standard Bearer and replacing the top of the pole with the tip from a Gondor spear.

The commander was made by removing the halberd from the Easterling Captain model and replacing it with a dagger made from the halberd's tip. Finally, to make them stand out from the other Easterlings, the horns on their helmets were carefully clipped off.

MORDOR URUK-HAI SIEGE BOW

Points Value: 70



	Strength (9)		Defence 10	Batter Points 3		
	F	S	D	A	W	C
Siege Bow						
Uruk-hai	4/4+	4	5	1	1	3

Crew

An Uruk-hai Siege Bow consists of a siege bow and two Uruk-hai crew armed with daggers and wearing armour. Extra crew can be added at additional cost:

Uruk-hai crewman

10 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck once at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3"/8cm rather than 6"/14cm.

The crew for this siege bow were made from ordinary Uruk-hai warriors. The loader had his two-handed mace clipped away before drilling a hole through his clasped hands. The bolt he is holding was made from a length of brass rod with the tip of a Gondor spear used for the arrowhead.

To make the commander look more dynamic, both of his arms were positioned by bending or cutting off and repositioning the arms. Finally, his left hand was remodelled with a little Green Stuff to make him look like he is pointing at the target.

Upgrades

These siege bows may be given the following upgrades at additional cost (see page 36 of Siege of Gondor for details).

Easterling Engineer Captain*	...75 pts
Uruk-hai Engineer Captain**	...85 pts
Siege Veterans*	...15 pts

* Easterling Siege Bow only

** Uruk-hai Siege Bow only

THE CORSAIRS OF UMBAR

A New Scenario for The Lord of The Rings

Adam Troke introduces a scenario in which Casabar the Grim and his squadron of Corsair raiders launch a surprise attack on a Gondorian garrison.

DESCRIPTION

Forty years before Aragorn captured the fleet of the Corsairs and sailed to the rescue of Minas Tirith he led a mighty army of Gondor against them, crippling their power and leaving their fleet in ruins. This attack was in reaction to the frequent and violent raids the Corsairs perpetrated along the coastline of Gondor. The dreaded Corsair ships would strike suddenly, catching the beleaguered defenders of Gondor unawares, retreating with their spoils before help could be summoned. The might of Gondor was sorely tested at this point in its history, and as the Corsairs harried the coastline, their raids becoming more daring and regular.

This battle details one such raid. The Corsair squadron of Casabar the Grim has spied a garrison town. Determined to make a name for himself and strike out against hated Gondor, he and his raiders wait until dusk and strike as the sun sets. A handful of Warriors of Gondor patrol the perimeter of the town, unaware of how close at hand death is this night.

PARTICIPANTS

On the Good side there are:

- 8 Sentries (use Warriors of Minas Tirith with bows).
- 4 Captains of Gondor on foot.
- 8 Warriors of Minas Tirith with bows.
- 8 Warriors of Minas Tirith with hand weapons and shields.
- 8 Warriors of Minas Tirith with spears and shields.

On the Evil side there are:

- 1 Corsair Captain on foot (use Easterling Captain).
- 2 Corsair Lieutenants on foot (use Wild Men Chieftains).
- 9 Corsair Guard (use Easterlings).
- 8 Corsair Warriors with sword and shield.
- 16 Corsair Warriors with two-handed weapons (use Wild Men of Dunland).

Five models in the Evil force may exchange their weapons for oil and tinder – see Firing the Buildings. They count as armed with daggers in combat.

POINTS MATCH

Whilst this scenario relives a raid conducted by the Corsairs of Umbar you can also use it to fight another 'Raid' scenario that uses alternative forces and/or occurs in a different location and time. If you want to play this game with other forces, choose two forces of equal points value. Each side must include at least one Hero and may not equip more than 33% of its starting models with bows or crossbows. Neither side may have banners in this scenario.

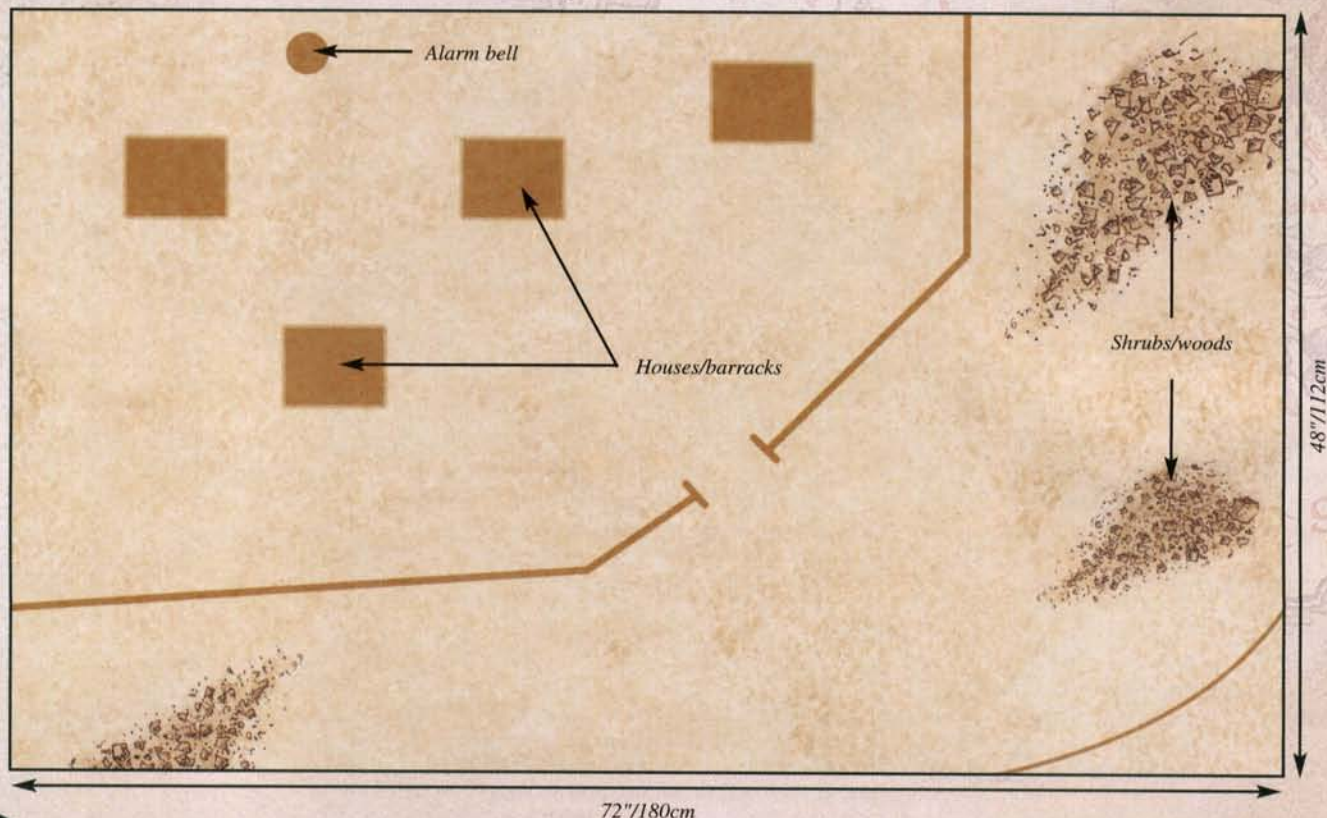
LAYOUT

This scenario is played on a board 72"/180cm by 48"/112cm. The coastal town has a low wall surrounding it, and is sited near a bay. There should be four guardhouses and an alarm bell to the North. Outside the town shrubs and trees can be placed at intervals.

STARTING POSITIONS

The Good player deploys his eight Sentries anywhere within the town.

The Evil player places all of his raiders within





6" of the water's edge, representing them disembarking from their rowing boats.

OBJECTIVES

The Corsairs seek to make a daring raid on the garrison town, inflicting as much damage as possible before falling back to their boats. The Evil player must set fire to all the houses before the Good player can eliminate half of their number. The game ends when the Corsairs are reduced to half strength or all the guardhouses have been set alight. If the Evil player can only set fire to two or three of the buildings, the game will be a draw. If they only set fire to one or none at all, the Good side wins.

SENTRIES

Deployed around the town are eight Sentries. Their role is to patrol the town, watching for intruders, and ensuring all is safe and well. Because of the way they inevitably wander around their patrol areas, in the Priority phase, until they are aware of the intruders, roll for each Sentry in turn on the following table to see how they move:

SPOTTING THE ENEMY

The Sentries are not expecting an encounter, and are simply carrying out their night-time duties. Therefore some special rules apply to the way they act in this scenario.

Unless alerted a Sentry may only charge at or shoot an enemy model that is within 4"/10cm at the beginning of its own Move or Shoot phase.

The Sentries on the board become alerted to the enemy if:

- A Sentry is hit, but not killed by enemy shooting.
- A Sentry is charged by an enemy, but not killed.
- A Sentry is killed in the Fight phase, and the Good player rolls a score of 6 on a D6.
- A Sentry is alive at the end of the turn and there is an enemy model within 4"/10cm.
- Any building is set alight.

If any of the above conditions are met, the Sentries count as being alerted from the beginning of the next turn on. From this point on they may move, shoot and fight as normal.

SUMMONING REINFORCEMENTS

To the north of the town is the alarm bell. Any alerted Sentry who ends their move in contact with the bell may ring it, summoning reinforcements. From this point onwards in the Good player's Movement phase a dice should be rolled for each guardhouse. On a 3+ the warriors within have managed to scramble into their armour and take up their weapons.

The warriors inside the building may move out of its doors as normal in the Move phase.

Within each guardhouse are two Warriors of Minas Tirith with hand weapons and shields, two Warriors of Minas Tirith with spears and shields and two with bows. Additionally, each guardhouse contains a Captain of Gondor.

FIRING THE BUILDINGS

The five models carrying the oil and tinder must set the guardhouses alight for the Evil side to win the scenario. To do this, they must be touching the building at the beginning of the Fight phase, and not engaged in combat.

Providing the above conditions are met, they can successfully set the building on fire on the roll of a 5 or 6.

The Warriors with the oil and tinder may attempt this once per turn, however there is no limit on the number of turns in which they can attempt this.

Once a building is fired, any guards within are considered incapacitated or killed, and play no further part in the battle. If a building is set on fire, the alarm is considered to be raised and the Good player may begin rolling for reinforcements as above.

Dice	Result
1	Unawares. The Sentry has seen nothing unusual and, in fact, is more concerned with keeping awake. The model may not move this turn.
2-5	Suspicion. The player with Priority may immediately move the sentry the distance rolled in inches (or twice that rolled in centimetres) in a direction of their choice. The Sentry may not move further this turn.
6	Patrol. The Good player may move the Sentry during his Move phase as normal.

This tower makes an excellent piece of terrain for The Lord of The Rings games and, together with the Rohan building (building instructions can be found on the website), makes for the beginnings of a Rohan village. Mark Jones, our resident terrain maker, talks us through how to make it.

BUILDING A ROHAN WATCHTOWER

The Lord of The Rings Strategy Battle Game terrain modelling

Materials

- 3mm balsa sheet
- 5mm balsa sheet
- Thin card
- Fake fur
- Thick card
- PVA
- Gravel
- Sand
- Ready-mixed filler

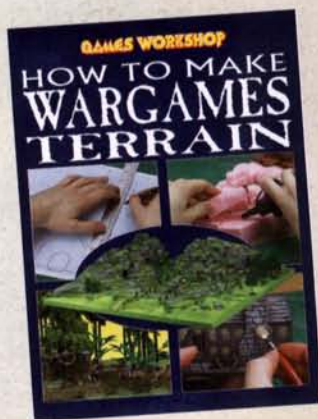
Tools

- Craft knife
- Ruler
- Pencil
- Scissors
- Pin vice
- Old toothbrush
- Sandpaper

Templates

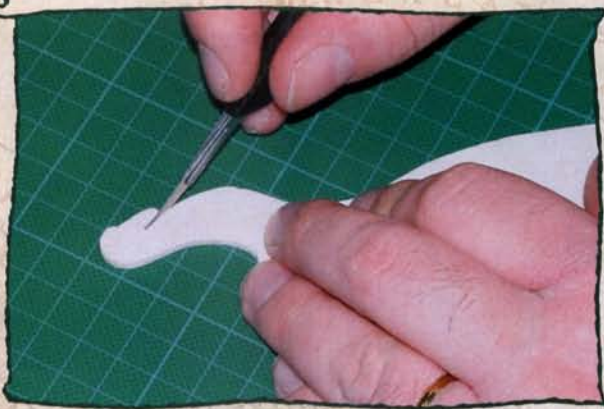
To begin building the watchtower, you will first need to photocopy the templates and stick them on some thin card before cutting them out. You'll be making multiple versions of some of the parts so the card will make them more robust. You can find the templates at:

www.games-workshop.com/lotr

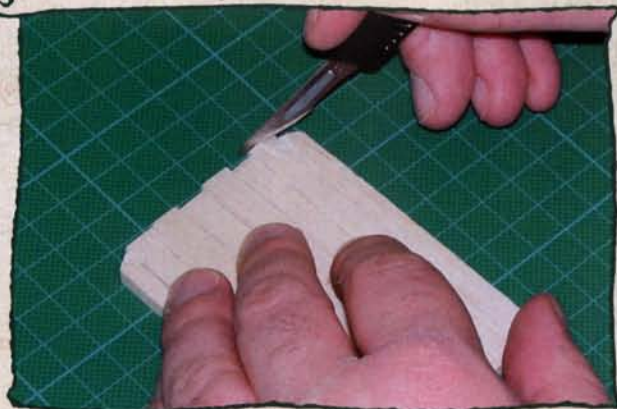


If you're interested in building one of your own terrain pieces *How to Make Wargames Terrain* can show you how. Fully illustrated throughout, this book will help make terrain building as easy as possible.





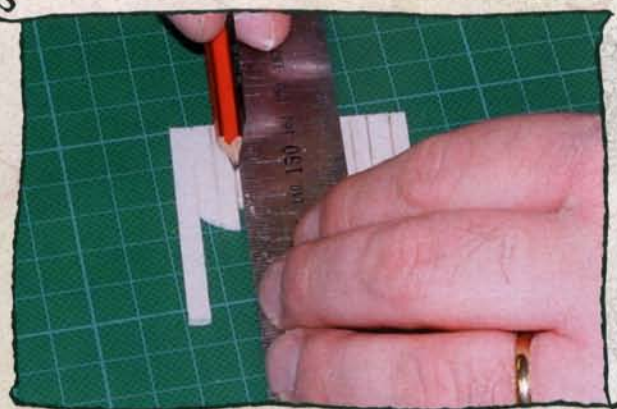
1 Trace around the leg template, onto the 3mm balsa wood, four times. Using your craft knife, carefully cut out the legs. For the thin slot under the jaw on the horse's head, use your pin vice with a 1mm drill bit and drill a few holes along the jaw line. Then cut out the gap one bit at a time: this prevents the wood splitting. To finish off, use your sandpaper to smooth out the curves on the legs.



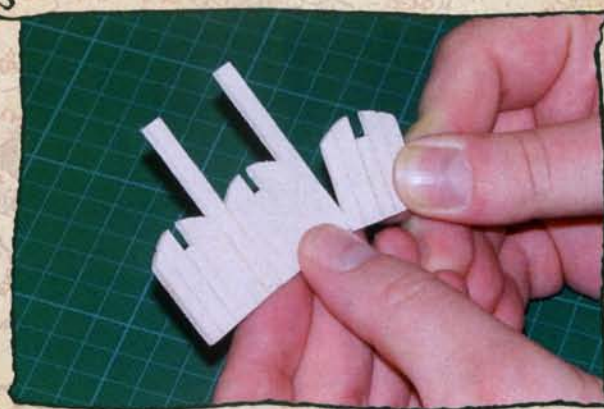
2 Trace around the floor template onto your 5mm balsa wood, and cut out the floor using your craft knife. Take a sharp pencil and ruler and draw lines to represent planking on the floor. For a more realistic effect, cut the ends of the planks to different lengths.



3 Slot the leg panels onto each corner of the floor panel and use a ruler to line up the legs across the corners. When you're happy with the position, glue them in place with PVA glue. Leave these to dry while you can start on the wall sections.



4 Trace the wall panel template onto the 3mm balsa wood, nine times. When cutting it out, be careful not to split the balsa wood. Trace the wall support posts out onto the 3mm balsa wood. The strips for the sides are wider than the ones for the front and rear, so be careful not to mix them up. Rule lines onto the walls to look like planks.



5 Make up the side panels by gluing a wall section on either side of one of the wider support beams.

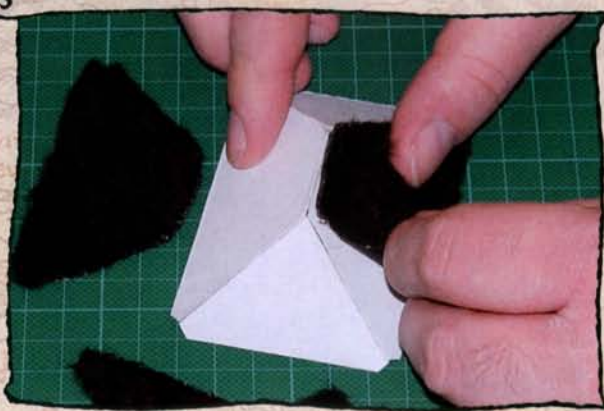


6 The front panel was made in the same way, using three wall panels and two wall support beams. The rear wall uses the remaining two. To add extra strength to the panels, glue 5mm wide strips of 3mm balsa approximately 4mm in from the base of the panels. Starting with the side panels, slot the panels between the leg supports and glue with PVA. Next glue the rear wall in place and finally the front wall.

THE ROOF



1 To start making the roof trace both roof sections onto the thin card twice. Cut these out with your craft knife and use them as a template for cutting out the fur. Make sure that the lay of the fur is aimed down towards the bottom edge of the roof.



2 Tape the panels together to give you your basic roof shape, and test fit on your tower. As you may need to adjust the cut-outs in the corners. When you're happy with the fit, glue the fur in place on the roof with PVA and allow to dry thoroughly.

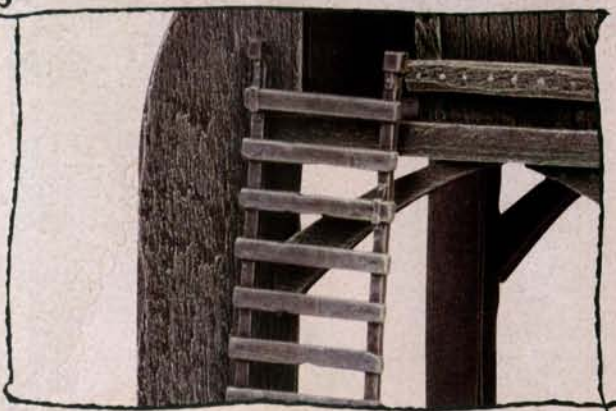


3 Mix up one part of PVA glue with one part water. Then, taking an old toothbrush, apply the mixture generously to the fur. Once thoroughly saturated, brush down on the fur to reduce the volume and create the thatch effect.



4 Let the glue/water mixture thoroughly dry. Then trim away any excess fur from the corners. Test fit it to the model and then trim off more if you need to, to get as snug a fit as possible.

BASING

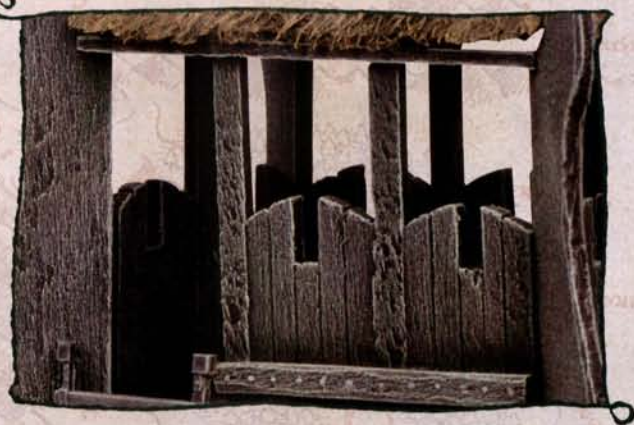


1 Cut out the base for your watchtower from the thick card and glue the tower down with PVA. Take a plastic ladder from The Two Towers Uruk-hai plastic sprue and cut off the blades on the ends with a pair of clippers. Then glue it in place.



2 Using ready-mixed filler, cover the bottom of each leg of the tower for extra sturdiness. When the filler has dried, paint the filler with PVA glue and stick sand and gravel to it to give the appearance of rough earth. Drybrush the base using Bestial Brown and Bleached Bone, then apply flock to finish.

PAINTING THE MODEL



1 Undercoat the building with Chaos Black. Drybrush the woodwork with a mix of Chaos Black, Scorched Brown and Codex Grey. Finish off with Bleached Bone.



2 Paint the thatch using the same mix for the basecoat as for the woodwork. Add Snakebite Leather to this mix and heavily drybrush the thatch. For the consecutive highlights add Vomit Brown and Bleached Bone to the mix.



The Rohan Watchtower is a fairly simple model to make that will bring a lot of character to your The Lord of The Rings games. Using the basis of this building, you can create all kinds of Rohan buildings, and eventually, if you want, you can make your own Rohan village.

FREQUENTLY ASKED QUESTIONS

The Lord of The Rings Strategy Battle Game rules queries

Alessio Cavatore has collected and answered all the most important questions that have arisen since the release of The Lord of The Rings Strategy Battle Game over three years ago.

CAVALRY

Q1: Say that the Evil side has Priority, and Éomer on a horse performs a heroic move to charge a Warg Rider. Then, Éomer is countercharged by an Orc (on foot), and the Warg Rider is countercharged by a Warrior of Rohan. The fights are split up, and end up being Éomer vs the Orc, and the Warg Rider vs the Warrior of Rohan.

Éomer charged a mounted model, so he wouldn't normally get a charge bonus, but when is this worked out? Because after the combats are split Éomer is only fighting a warrior on foot, does he in fact keep his charge bonuses? Are bonuses like this therefore worked out during the Move phase, or during the Fight phase?

A: There are two conditions for a cavalry model to get the cavalry charging bonuses.

1. The cavalry model must have charged (that is not stood still and be charged).
2. In the Fight phase it must be in contact only with infantry.

If both these conditions are met, he will get the bonuses, regardless of any other factor. In the first example above, Éomer would get the charge bonus (as he has charged and is in contact only with infantry), while the Warg Rider wouldn't (as he has not charged).

Another example is: Éomer does a heroic move and charges an Orc on foot. Then Éomer is charged by a Warg Rider before the Warg Rider is then charged by a Warrior of Rohan. Fights are split Éomer vs Orc and Warg Rider vs Warrior of Rohan. Both Éomer and the Warg Rider get the cavalry bonus, since they both charged and ended up in combat with only infantry.

Another way of looking at it is that the action in reality would be continuous and not split into phases, so in the second example the Warrior of Rohan would have intercepted the Warg Rider before he could get to fight Éomer, but would still have to fight against a fast moving Warg.

Q2: On p36 of The Return of The King book, Advanced Rules – Passengers, the text says: "If the rider is killed or dismounts, the passenger is automatically thrown". Shouldn't it be: "If the rider is killed or thrown"?

A: It should actually be: "If the rider is killed, thrown or dismounts, the passenger is automatically thrown".



The defenders of Osgiliath bravely prepare for the Orcs' onslaught.

Q3: In the rules for monstrous mounts, it says that they are treated as a multiple combat (rider and mount). So if, say, a Ringwraith on a Fell Beast charges two Warriors of Minas Tirith, presumably this means that the combat should be split (as for any multiple combat on both sides), eg. with one Warrior of Minas Tirith versus the Ringwraith, and one Warrior of Minas Tirith versus the Fell Beast. Similarly to Q1, when are the charge bonuses worked out? If it's in the Fight phase, then only one Warrior of Minas Tirith will be knocked down if the Fell Beast wins its combat, whereas if the Ringwraith was on a horse, it would be a single combat, and both of the Good models will be knocked down if Evil wins the fight. It doesn't seem right that the bigger Fell Beast wouldn't knock down the models that a horse would.

A: I'm afraid that the rules for monstrous mounts in fights are not as clear as they could be. If a Fell Beast and rider are charging a single enemy, then there is no problem, but if the Fell Beast and rider are fighting two or more enemies, the fight should be resolved as one big fight with multiple models on both sides (ie. all Evil side dice are rolled together, with different coloured dice for the Fell Beast and rider).

Q4: If a cavalry model charges into combat, can a passenger on the mount jump down into base contact with the enemy as well in that same turn? The rules say that a passenger can jump down during the cavalry model's movement, so could he jump down at the end of a charge move, into combat?

A: Yes.

Q5: The Fell Beast rules say it can carry a single rider. Does that mean it cannot carry a passenger?

A: Yes, Fell Beasts can be ridden only by Ringwraiths and they cannot carry passengers (two Nazgûl on a mount? No way, they are far too proud!).

Q6: On p38 of The Return of The King rules it says that Cavalry can defend barriers. But on p172 it says that they can't. Which is correct?

A: Page 38 is correct, they can.

WEAPONS

Q7: Can Might be used when Volley Firing (to alter the chance to hit and/or to wound), or is the Volley Fire shot classed as "random", meaning that Might can't be used?

A: Yes it may.

Q8: If a model hurls a throwing weapon whilst charging, kills its intended target and has enough movement to reach another target, can it throw a second weapon against the next model it is charging during the same Move phase? And, if this second target is killed, can it do the same if there's another target within reach (and so on)? In other words, how many throwing weapons can a model use in a single Move phase?

A: *Models armed with throwing weapons can only use one per turn. Note that this implies that a model could use a throwing weapon whilst charging, kill its intended target and then have no other target within reach, possibly ending the Move phase without being engaged in a fight. Such models cannot use their throwing weapons in the successive Shoot phase, but must wait for the next turn.*

Q9: The rules for Volley Fire do not mention rolling to wound. Does this mean that the target is automatically wounded if it is hit?

A: *No, you still have to roll to wound in the usual way.*

Q10: If Legolas or Haldir are part of a group of archers performing Volley Fire, can they still benefit from their special rules to let them have multiple shots?

A: *No, in this case they may take one shot only.*

Q11: What is the benefit of the bladed bow feature of Orc bows, since Moria Goblins, Orcs and Uruk-hai can have a hand weapon for free anyway?

A: *Hand weapons need to be shown on the model. If the model does not have any visible hand weapon it counts as armed with a dagger. If it has a bladed bow, that will be his hand weapon. Of course, players are free to agree with their opponents that all models have hand weapons if they wish.*

Q12: Can a group of 12 or more models fire more than one volley during the same Shoot phase by splitting their fire (for example, 15 models firing a volley of 7 and a volley of 8 arrows)? This could be useful when having large groups firing at a limited number of enemies.

A: *It's perfectly fine, especially because in the Move phase the controlling player is free to split the group up as he likes.*

Q13: A model has been shown of Éowyn on a horse, wielding a spear. However, she does not have a spear or throwing spear in her wargear options. Is this an omission in her profile?

A: *Éowyn may be equipped with throwing spears for 5pts.*

Q14: Can a model with a spear (or pike in the third rank) support a model who is attacking or defending a barrier?

A: *Yes.*

Q15: When using Volley Fire, say the target is at the limits of the range of the bow, eg. Elves doing Volley Fire at an enemy that is 48" away. If there are multiple hits, then according to the rules, secondary targets can be selected within 6". Does this mean that a secondary target could be selected that was actually out of range, eg. 52" away (but still within 6" of the original target)? The same question applies for minimum range, could a secondary target be under the minimum range?

A: *Only the primary target needs to be between the minimum and maximum range.*

Q16: The pictures of the Warriors of the Dead models show that they have shields, yet they have none in their wargear. Should they have a shield as an option? Would their Defence increase by 1?

A: *The Defence value for the Warriors of the Dead represents the fact that they are insubstantial creatures rather than physical. Their equipment (shields, spears etc.) is entirely decorative and has no effect in gaming terms. Effectively the Dead are simply armed with hand weapons, regardless of what equipment they are carrying.*

Q17: Do spearmen supporting friends who are fighting Boromir also count in the numbers to determine if Boromir is outnumbered, or don't they count because they are not in base contact with Boromir?

A: *They do not count.*

Q18: Is a mounted model authorised to use an Elven blade as a two-handed weapon? It is specified that it's impossible in Glorfindel's description in Shadow & Flame, but it is not clearly specified in The Return of The King rules manual.

A: *Two-handed weapons cannot be used from horseback, and Elven blades count as two-handed weapons in all respects if used with both hands; therefore a mounted model cannot use them in this way.*

Q19: Can a model on a ladder support with spear or pike another model on a ladder?

A: *No.*

Q20: Do throwing weapons-armed models (eg. Warg Riders) count as missile troops in the Points Match rules, where it's specified that no more than 33% of a force may be armed with missile weapons?

A: *Throwing weapons do not count as missile weapons for Points Match purposes, only bows (all types) and crossbows.*

MAGICAL POWERS

Q21: If a Goblin is wounded within range of two Goblin Shaman using Fury, can he make two rolls to save the wound?

A: *They get to make this roll if they are in range of a Shaman with the spell in effect, ergo if they are in range of two or more Shaman they are in range of 'a Shaman' and therefore get to make a single roll if they suffer a wound.*



Desperate fighting erupts at the barricades.

Q22: Can *Command/Compel/Sorcerous Blast* be used to move a model off the gaming area, thereby removing it from the battle?

A: *As a general rule, models can leave the gaming area only if retreating, otherwise they must stop at the edge of the table (and count as trapped if backing away from combat). Note that some "breakthrough" scenarios include rules allowing models to voluntarily leave the board.*

Q23: If a Ringwraith *Compels* a Good model into base contact with another Ringwraith, does the Good model have to take a Courage test (since the Ringwraith is a terrifying enemy)?

A: *No.*

Q24: Can I cast *Sorcerous Blast* on inanimate objects (ie. enemy war engines or fortifications)?

A: *Providing the target has a Defence characteristic, yes. Note however, that unless the target has a move characteristic it will not be moved nor it will be knocked to the ground by the Sorcerous Blast.*

Q25: Can a model be moved more than once in a turn via multiple uses (from multiple models) of *Command/Compel*? For example, could several Ringwraiths all use *Compel* to move a model several lots of a half move, in addition to the model's usual move that turn? This does not appear to have been limited in the rules, so is it right that a model can be moved multiple times?

A: *Yes, it can.*

Q26: Is the rider of a monstrous mount knocked down if it is in the path of a creature hurled by a *Sorcerous Blast*, and if that creature hasn't the Strength necessary to throw down the monstrous mount itself?

A: *The rider is not knocked down either, as we assume that the creature propelled by the blast would hit the mount and not the rider.*

Q27: Does an *Immobilised* model still have the 1" control zone?

A: *Yes.*

Q28: Can *Might* be used on the roll to wound for the secondary effect of a *Sorcerous Blast*? For example, when *Sorcerous Blast* is used on model A, and model A flies into model B and knocks it down, can *Might* be used on the roll to wound of the Strength 3 hit on model B?

A: *Yes.*

SPECIAL RULES

Q29: If a combat is in range of two Goblin Drums or two banners, can two dice be re-rolled (using separate dice)?

A: *They get to re-roll a dice if the combat is in range of a Drum or banner, therefore if they are in range of two or more Drums or banners they are in range of 'a Drum' or 'a banner' and therefore get to re-roll a single dice in the combat.*

Q30: Would the King of the Dead's Drain Soul special ability mean instant death for the Balrog or Sauron if he rolls a 6 to wound them (since they have no regular Fate points)?

A: *The Balrog would die instantly. On the other hand the chances of the King defeating it in combat, and then wounding it, are quite slim. Sauron would lose all his Wounds, but then would get to use the One Ring save to recover his last wound.*

Q31: Can someone else pick up and benefit from Gamling's Rohan standard if he drops it and/or if he is killed?

A: *Yes.*

Q32: Gríma and Gollum can't be shot or struck in combat by the Good side, but can they be attacked with magical powers?

A: *Yes, a wizard is not as easily fooled!*

Q33: Can Saruman use the Palantir to see enemies and therefore direct Volley Fire? The rules for the Palantir don't say specifically that it gives line of sight on the battlefield (whereas it is explicit for Radagast and his Raven), but presumably it must give line of sight since magical powers need to be able to see the target?

A: *Yes, the Palantir effectively gives Saruman line of sight to the entire battlefield.*

Q34: If Frodo is wearing the Ring, can Gollum still follow him (via smelling him, or sensing the Ring perhaps)?

A: *All models can, and Gollum must.*

HEROIC ACTIONS

Q35: For heroic actions, are the *Might* points expended when they are declared, or when they are actually used? For example, the Good player loses *Priority* but declares a heroic move with Boromir. The Evil player then responds by declaring his own heroic move with a Goblin Captain. The Evil player gets to perform his heroic move first, since he won *Priority*, and he charges Boromir and engages him in combat. Boromir now can't carry out his heroic move after all, because he is in combat. Does Boromir still have to expend a *Might* point even though he didn't carry out the heroic move?

A: *The Hero loses the point of Might as soon as the heroic action is declared.*

Q36: According to the rules, if a Hero is already in a fight when it's his turn to move, and his forces are reduced to 50%, he does not have to test for *Courage*. Is it possible for that Hero to call a *Stand Fast* even though he is in combat? Presumably he doesn't count as having tested his *Courage*, and the rules require a *Courage* test to be able to call a *Stand Fast*. Can the Hero then optionally choose to make a *Courage* roll, even though he is in a fight?

A: *Heroes cannot call a Stand Fast if they are engaged in combat. Engaging them is therefore an effective tactic to stop them helping other models around them.*

SCENARIOS

Q37: In all The Two Towers scenarios where it says Gandalf is on horseback, is it assumed he's riding Shadowfax?

A: *Yes.*

Q38: The wargear requirements for many of the scenarios seem unclear for the Heroes.

A: *As noted in the scenarios intro in the rulebook, players may field Heroes with any or no additional equipment available to them unless the scenario specifically states otherwise.*

Q39: In the UK WD284 scenario The Second Hall, how can Evil deploy? It's a 48"x 48" battlefield, the Dwarves start up to 12" in from top and bottom which then allows Evil to set up in the 24" wide strip between the Dwarves and there is a 6" wide chasm running left to right through the middle of that, yet they are not allowed to set up closer than 12" to any Dwarf model. Should it be no closer than 6" from any Dwarf instead?

A: *Yes, you're right, this is a typo. The Goblins should set up no more than 6" from any Dwarf (not 12").*

Q40: In The Return of The King rules manual the board measurement in Scenarios 4 and 5 (p128-130) are different in the text and the map. In Scenario 4, the text says the board is 120cm x 180cm, whereas the map says it is 112cm x 112cm. And in Scenario 5 the text points out 120cm x 180cm, whereas the map specifies 112cm x 180cm. Which one is right?

A: *48" should always be 112cm. The map is correct in both scenarios, however, the text is wrong.*

Q41: In Scenario 5 of the War of the Ring section – Dain's Last Stand, is the Good side's deployment the 12" x 24" box on the map? And where do the reinforcements turn up on the roll of a 6?

A: *Yes, the Good side deploys inside the 12" x 24" area on the south edge of the table, while on the roll of a 6 the reinforcements arrive from the north edge.*

Q42: In Scenario 2 (p124), it is said that the Elves are deployed within 12"/28 cm of the Mirkwood board edge, but the map says the Elves deploy within 6"/14 cm of that edge. Which option is the right one?

A: *The map is wrong, the text is right. It should be 12".*



Q43: In the participants section of some scenarios, Orcs or Uruk-hai are listed as "equipped with shields", and that's it. Does that mean they have no hand weapons? And sometimes they are listed as armed with bows rather than Orc bows. Is that right?

A: No, they should always have at least a hand weapon and they always have Orc bows.

MISCELLANEOUS

Q44: Is there a mistake in the Wounds chart for Strength 5 versus Defence 10? It looks like this value should be 6/4, not 6/5 as shown.

A: No, the chart is right.

Q45: The Moria Goblin Shaman looks rather expensive in terms of points. It is only 5 points less than an Uruk-hai Shaman, despite having a much lower Fight value, lower Strength and lower Courage. A Moria Goblin Captain is 10 points cheaper. Is the points value correct?

A: Yes, the points value is correct. The Goblin is wearing armour – the Uruk is not. The Goblin Shaman should have the word 'armour' in his wargear.

Q46: When the profiles of Heroes/warriors in the rules manuals are changed between editions, is it correct that the latest version always applies, as with the rest of the rules? For example, when playing scenarios from the TFOTR rulebook, should the TROTK Ringwraith profiles be used, or the TFOTR ones? Similarly, is it allowed to use the older versions of profiles in tournament-style games, eg. using the TTT profile for Saruman so that he still has the ability to use *Sorcerous Blast* through the Palantir or using FOTR Arwen and her *Confound* magical power? What about those who have had minor adjustments, eg. Théoden and Éomer having 1 more Defence than in TTT?

A: The profiles given in the TROTK always take precedence and should be used in all occasions instead of any profile given before, with the following exceptions: Ringwraiths, Merry, Pippin and Sam. The changes to their profiles represent the evolution of those characters in the book, and so players are free to buy either version in Points Matches and, in scenarios, should use the most appropriate profile to the scenario they are playing.

Use the 'old' Ringwraiths for scenarios set before their 'destruction' on the Bruinen Ford and the 'new' ones at any time afterwards. Use the Hobbits 'old' profiles for games of TFOTR or TTT, but use the 'new' ones for TROTK games.

Q47: In the introduction of The Return of The King rules manual, p4, Introduction, penultimate paragraph, the text says: "turn to p158 for an example encounter". There is no such encounter on that page.

A: The encounter is now on page 174.

Q48: On p21, third paragraph, the text says "if the warrior at the top of a vertical surface falls, then roll a dice for every model that is climbing right below him". Does it mean this only applies if the falling warrior is at the very top of the surface or also if the falling warrior was fighting to get to the top?

A: At any point of the climb.

Q49: There appear to be some ambiguities in the use of centimetres for measuring as opposed to inches. For example, on p35, there is an example of cavalry moving through difficult terrain. It says that distances are multiplied by four, eg. a rider who moves 2"/4cm across difficult terrain counts as having moved 8"/20cm. This is very clear when using inches, since 2" x 4 is 8". However, it isn't clear when using centimetres – 4cm x 4 would be 16cm, but the example says that it counts as 20cm. It appears that the measurements all work in inches, but in the examples, the respective values in inches are converted into centimetres, ie. 8" is indeed closer to 20cm than 16cm. This makes life harder for the player using centimetres due to the text saying a 4x multiplier is used. Another example is on p20 regarding falling damage where it says that if a model falls it suffers one Strength 3 hit for each full 1" or full 2cm. So, a model that falls 4"/10cm suffers four Strength 3 hits. Again, it is clear for the inches example, but using cm, should it not be five Strength 3 hits for a 10cm distance? Are both the examples given wrong for using centimetres?

A: Unfortunately the measurements given in centimetres do not always correspond to the ones in inches. This is because sometimes inches are counted as two and sometimes as three centimetres to use round, even numbers. In reality this is not the case and this rounding up or down creates a difference. Players should always agree to either use inches or centimetres, and never compare the two.

Q50: Shooting – if an archer is in base contact with an enemy, but during the Move or Shoot phase his enemy is killed, does that mean he is now free to shoot that turn?

A: Yes, providing he didn't move at more than half rate.

Q51: In Lurtz's wargear it says he has armour (not heavy armour), yet his Defence is 6. Is this correct?

A: It is deliberate – some Heroes on both sides get a special bonus to their Defence that represents different factors which make them harder to harm. These may include things like an exceptionally good armour (made of Mithril for example), a supernatural resilience (*Barrow-wights, the Nazgûl, the Army of the Dead*), the ability of using a shield while equipped with a bow (as in the case of Lurtz), a great agility that allows the warriors to dodge enemy blows or the protection of superior powers (*Aragorn, Elendil, Gil-galad etc*) and other arbitrarily assigned bonuses that are worked into their profile and are therefore of no hindrance to game-play.



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