

WAR OF THE RING

BATTLES OF THE THIRD AGE

based on "The Lord of the Rings" trilogy by

J.R.R. Tolkien

Frequently Asked Questions, Clarifications, and Errata

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Twilight of the Third Age

The Map

Q. Which are the coastal Regions on the map?

A. They are, from the south to the north: Umbar, West Harondor, Pelargir, Lamedon, Dol Amroth, Anfalas, Andrast, Drúwaith Iaur, Enedwaith, Minhiriath, South Ered Luin, Harlindon, Grey Havens, and Fornlindon.

The Factions

Q. When the Shadow Factions are eliminated, are they eliminated once and for all or is it only the Ent Faction, which is eliminated for the rest of the game?

A. There is no way to eliminate the Dunlendings or Corsair Factions, even if all Hillmen/Ships are removed; you can still recruit more as long as you have available places to do so.

Q. What happens to the Shadow Minions and Nazgûl if the army they are in is destroyed by an Ent attack?

A. They are destroyed along with the army.

Event Cards

Q. "A Balrog is Come": Can the Free Peoples player use a Character die result to eliminate the Balrog if the Balrog is in the same Region as the Fellowship and Gandalf is still in the Fellowship?

A. No. Gandalf in the Fellowship does not count as being in a Region.

Q. "Rangers of the North": Can this card be used simply to recruit the North units if no Shadow army can be attacked?

A. Yes.

Q. "Wind From the West": Can this card be used to discard the "We Shall Get It" Sméagol card if it is in play?

A. Yes.

Combat Effects

Q. How is the pre-combat attacks resolved if the Shadow plays the Combat Card "Durin's Bane" and the Free Peoples player plays the Combat Card "Charge" or "Sudden Strike"?

A. As with any other simultaneous effect of Combat Cards: "If the cards played happen to influence one another, the effects of the card played by the defender are always applied first."

Q. How is the pre-combat attacks resolved if the Shadow plays the Combat Card "Old Hatred" and the Free Peoples player plays the Combat Card "Charge" or "Sudden Strike"?

A. As with any other simultaneous effect of Combat Cards: "If the cards played happen to influence one another, the effects of the card played by the defender are always applied first."

Q. Would the pre-combat attacks coming from "Charge" gain the +1 from Siege Engine Superiority?

A. No, the Siege Engines modify the Combat Roll and these rolls are not the Combat Roll! These extra rolls would be made with the normal to hit number.

Q. Would the pre-combat attacks coming from "Sudden Strike" gain the +1 from Siege Engine Superiority?

A. No, the Siege Engines modify the Combat Roll and these rolls are not the Combat Roll! These extra rolls would be made with the normal to hit number.

Q. If the Free Peoples play the Combat Effect "Valor" when they have Siege Superiority would they hit on 3,4,5, and 6?

A. Yes, the modifiers are cumulative.

The Siege Engines

Q. How do the Siege Engines interact with the Shadow combat effects "Grond, Hammer of the Underworld" and "The Fighting Uruk-Hai"?

A. Essentially, the rounds (1-3) with "Grond, Hammer of the Underworld" or "The Fighting Uruk-Hai" are similar to a single "normal" round.

Shadow Superiority: The attack can be extended by one round after the third round, without sacrificing Elites, if the Shadow has superiority.

Free Peoples Superiority: At the end of the third round of “Grond”/“Uruk-hai,” if the FP has superiority, he may prevent the Shadow to extend the battle by sacrificing Elites.

Siege Engines Tie: If at any moment during rounds 1-3 one player claims superiority, he keeps it until the end of the battle, so he will still have superiority at the end of round 3, falling in one of the above cases.

Q. The rulebook states that the removal of a catapult in a siege battle is decided before cards are played. Does this mean before cards are played or before players announce whether they are going to play cards?

A. Before players announce whether they are going to play cards.

Q. Can you continue to muster Siege Engines once all six units are on the board by removing the ones already in play?

A. No, you cannot voluntarily destroy a Siege Engine in play.

Q. Can the Free Peoples build defensive Siege Engines in a captured Shadow stronghold?

A. No.

The New Characters

Q. What happens if you draw a Smeagol Hunt Tile for the effect of a card like “Orc Patrol,” “Isildur’s Bane,” “The Breaking of the Fellowship,” etc.?

A. If it is the first Smeagol tile, simply put him in play. If it is the second Smeagol tile, it is treated as a normal zero tile and no corruption is suffered, and the Smeagol tile is then returned to the Hunt Pool.

Q. If the Fellowship is declared in a Free Peoples City or Stronghold, causing Sméagol to be discarded and a Hunt tile must be drawn because the Fellowship passed through a Shadow Stronghold, is the Hunt damage applied before or after Sméagol is discarded?

A. Sméagol isn't discarded until the Fellowship figure has reached the declared destination, so he is still in the Fellowship when it passes through the Shadow Stronghold and can be sacrificed or randomly drawn.

Q. Can Galadriel be mustered in Lorien if the Stronghold is controlled by the Shadow?

A. No, Galadriel can only be mustered if the Free Peoples control Lorien. If the Shadow has taken control of it, the Free Peoples need to retake it before mustering Galadriel.

Q. Can the Balrog move with armies even if his Level is zero?

A. The Balrog can only move (on his own or with an army) if the “A Balrog is Come” Event card is in play.

Battles of the War of the Ring: General Questions

Game Play

Q. If any Characters are killed, are they still considered “in game”?

A. No, eliminated characters are not “in game.”

The Power of the Shadow

Q. When the third step of the Power of the Shadow is chosen, the Shadow player places specific units; if those named have no figures available, can the Shadow player place another unit type in lieu of these as happens when flipping Recruitment Tokens?

A. No, if a unit type is unavailable, no unit of that type is placed.

Fate

Q. What happens if all the Fate tiles are drawn and more Fate tiles need to be drawn?

A. All the normal Fate tiles are reinserted into the Fate Pool. The special tiles are not reinserted.

Q. The +2 Fate Tile advances the Fate Marker two spaces on the Fate Track. Then it makes you draw another Fate Tile. Does this additional draw follow standard rules? Can the Free Peoples player draw a number of Fate Tiles equal to the number of Action Dice in the Shadow Box?

A. Only a single additional Fate Tile is drawn; it's not a complete series of Fate Tile re-draws.

Q. If the result of the “No Living Man am I” Fate Tile is to draw another fate Tile, does this new draw follow standard rules? Can the Free Peoples player draw a number of Fate Tiles equal to the number of Action Dice in the Shadow Box?

A. Whenever you are directed to “draw another tile,” this is just a straightforward one-tile draw.

The Action Dice

Q. How many Action Dice can the players obtain?

A. The maximum number of Action Dice in the Pool (at any time) is nine for the Shadow and six for the Free Peoples.

The Action Tokens

Q. Can the Free Peoples player still use his Action Tokens after he has used all his dice but the Evil player has dice left (i.e., can he “pass” with no Action dice left and use an Action Token)?

A. Yes, as long as the Shadow player has Action dice left, the Free Peoples player may continue to use Action Tokens, but as soon as the Shadow player has used the last die, any unused tokens can't be used.

Combat

Q. Do all armies involved in a Combined Attack suffer the penalty if at least one of the attacking armies attack across a border which forces the army to hit only on sixes?

A. No, only the army attacking across the “difficult” border suffer the penalty.

Strongholds

Q. If an Event card instructs you to apply damage to an army, and that army is in a Stronghold, are the hits first allocated to the Protection of the Stronghold?

A. If a card is “directed” to an army (i.e., does not cause an attack which then damages the army), damage ignores the Stronghold. If the card indirectly damages an army (e.g., provoking an attack against a Region) then the Stronghold provides protection.

Q. If an Event card instructs you to apply damage to an army, and that army is in a Stronghold, are the hits first allocated to the Protection of the Stronghold?

A. Yes, all hits scored against an army in a Stronghold must first Breach the Stronghold before the army inside is damaged.

Q. If a Free Peoples Stronghold is empty while still not breached, can the Shadow player move units directly into the Stronghold, and if so, use the Protection value of the Stronghold in the event of an attack by the Free Peoples?

A. Yes, the Shadow player can move units directly into the Stronghold and use the Protection value of the Stronghold.

Generic Event Cards

Q. "Call to Arms": Can an army containing a Leader or Character move two Regions, since the army brings its Leader with it?

A. No, the Leader or Character must be in the moved to Region before the army moves.

Q. "Call to Arms": Can a Shadow army move two Regions to a Region containing a Shadow Leadership Token?

A. Yes, each Shadow Leadership token is considered a Leader.

Q. "Encirclement": Does the moved army have to participate in the Combined Attack?

A. No, you can move one army and then use two or more different armies in the Combined Attack.

Q. "Stand and Fight": Are the Mûmakil units reduced to a Combat Strength of 2 if the Shadow player plays this card?

A. Yes.

The Shadow Leadership Tokens

Q. Can the Shadow have more than nine Leadership tokens in play in the same turn?

A. No, the maximum number of tokens in play is nine.

Q. Can the Shadow move Army A from a Region but leave any Leadership tokens behind since with the same die he also moves army B into the Region in which he left the Leadership tokens behind?

A. Yes, if this can be done in the proper sequence: Move army B into the Region, move army A out of that. The two armies are not assumed to merge until the end of the movement. However if you leave the Leaders behind while they are not with any army, they are immediately removed.

Battles of the War of the Ring: The Rohan Scenario

Story Event Cards

Q. "Grimbold and Elfhelm, Marshals of the Mark": Can the attacked Shadow army Rout?

A. No, both Routs and Retreats are prohibited by the card, as "Rout" can be translated as "take your losses, then Retreat."

The Characters

Q. Can Théoden be mustered if Edoras was captured by the Shadow but then retaken by the Free Peoples?

A. Yes. You should also remember that "a Character can be put in play even if the entry Region is occupied by enemy Units or is controlled by the enemy; but any Free Peoples Units which are to be put in play at the same time in this Region are not recruited." This means that if you get Gandalf the White into the Edoras Region, you can still bring Théoden into play (minus the cavalry unit) in Edoras even if the Region is controlled by the Shadow.

The Ents

Q. Can the Ents enter and move through Regions containing Shadow Recruitment counters, and if so, are the Recruitment counters destroyed?

A. The Ents can enter and move through Regions containing Shadow Recruitment counters, but since the Ents don't give the Free Peoples the control of the Region, the Recruitment counters are not destroyed.

Q. Can the Ents launch multiple attacks against the same army during one activation?

A. Yes.

Q. How is an Ent attack against the Orthanc Region resolved?

A. The Stronghold does not affect the Ents' to-hit roll (they always hit on the results of 5 and 6), but any hits scored must first be allocated against the protection and only when the Stronghold is breached are the hits allocated to the army inside.

Q. What happens if the Ents enter the Orthanc Region and Saruman is alone there?

A. Orthanc's destruction by the Ents is represented by the Fate track, so an "early" assault on Orthanc would represent a different type of Event, which would not affect Saruman if he's not involved in a battle. To put pressure on Orthanc the Free Peoples need a Rohirrim army as well as the Ents.

The Units

Q. Can the Half-Orcs' ability (if successful) be used to remove two or more Half-Orc units and remove three Damage Tokens with each removed unit?

A. Only one Half-Orc can be taken as a casualty to remove three Damage Tokens. More Half-Orcs can be taken but will only remove two Damage Tokens each.

Q. Can the Rohan footmen's "Shieldwall" ability be used to reduce the damage scored against a Stronghold?

A. Yes.

Battles of the War of the Ring: The Gondor Scenario

The Action Dice

Q. Can the Shadow player use a Muster die result to flip two Recruitment tokens in two different Recruitment Areas?

A. Yes, this is not clearly stated in the rules (or on the reference sheets): In addition to stating that a Muster die result can be used to flip Recruitment tokens in two different Settlements, it should also state that in the Gondor Scenario the Shadow can use a Muster die result to flip one Recruitment token in two different National Recruitment Areas and/Settlements.

The Recruitment Areas

Q. What happens if a Shadow army that attacked from a Free Peoples Recruitment Area has no Region to Retreat to?

A. The army is destroyed, and all Characters in the army are eliminated along with it.

Q. After the Woses token has been revealed, can further Rohan recruitment tokens be placed in the Forgotten Road Region, or must they be placed in the To Rohan Region? And what happens if more tokens are to be placed once the Rohirrim has arrived at the Forgotten Road?

A. You don't flip the counters until the Rohirrim force arrives. At that point the Woses counter allows you to move all the counters to the Forgotten Road. Any tokens placed after the Woses token has been used are placed in the To Rohan Region.

Q. Can units in a Recruitment Area be used in a combined attack, including one caused by an "Encirclement" card? In which case, is the defender forced to retreat since the attack is coming from a Recruitment Area?

A. No, the units in a Recruitment Area cannot be used in a combined attack. They are not in a Region.

Q. The rules and the reference sheet differ in describing how the Free People can use a Muster die result to place/flip recruitment tokens in the Rohan/Gondor National Recruitment Areas. The rules say "when Théoden and Aragorn have left the Fate Track" while the reference sheet says "when Théoden and Aragorn are in game." Which is correct?

A. The rules are correct. As long as both Characters have left the Fate Track the Free Peoples can place/flip tokens in the Reinforcement Areas. The Free Peoples can still do this even if one or both of the Characters are eliminated.

Story Event Cards

Q. "Bastions of Indomitable Stone": Can this card be used to repair a Breached Stronghold?

A. Yes.

Q. "Beregond and the Guards of the Citadel": Can this card be used to recruit a fifth Leader if I have a figure for it? Does it have to be Gondor Leader?

A. The "Beregond and the Guards of the Citadel" Story Event Card can only bring back a previously eliminated Gondor Leader.

The Characters

Q. If Aragorn's "Black Sails" ability is used to attack a Shadow army in Harlond, is the Shadow army forced to Retreat before combat since the attack is coming from a Free Peoples Recruitment Area?

A. Yes.

Q. What happens if Faramir's "Ranger of Ithilien" ability is used to destroy a Shadow army and the Witch King and/or Gothmog are in the army?

A. The Characters are eliminated with the destroyed army.

Q. How does the Shadow player flip the Recruitment tokens placed in West Osgiliath and Cair Andros through the use of Gothmog's "New Strength to Rape Gondor" ability?

A. West Osgiliath and Cair Andros are Settlements. In the Gondor Scenario the Shadow player can use a Muster die to flip one Recruitment token in two different National Recruitment Areas and/or Settlements.

The Units

Q. Can the Black Uruks' ability (if successful) be used to remove two or more Black Uruks units and remove three Damage Tokens with each removed unit?

A. Only one Black Uruk can be taken as a casualty to remove three Damage Tokens. More Black Uruks can be taken but will only remove two Damage Tokens each.

Siege Towers and Trebuchets

Q. When firing the Trebuchets, can the Shadow player decide to aim at different targets, e.g., some of them at the army inside Minas Tirith, some of them at the Gate Protection Area, and some at the north Protection Area?

A. No, in a Trebuchet attack all Trebuchets are aimed against a single target.