MIDDLE-EARTH
STRATEGY BATTLE GAME

WAR IN ROHAN

Designer's Commentary, August 2023

The following commentary is intended to complement the *War in Rohan* supplement. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

middle-earthfaq@gwplc.com

Q: If a Crebain is In The Way of another model, will it be hit on the roll of a 1-3 as per the standard In The Way roll, or will it only be hit on the roll of a 6? (p.76)
A: The Crebain will be hit on a 1-3 as normal. In fact, this is a good way of hitting Crebain with shooting attacks – so be careful where you place them!

*Q: If a Dunlending Huscarl is supporting a fight, and is within 3" of multiple **Dunlending Hero** models, do they gain a bonus of +1 to their Fight value for each due to their Favour of the War Chief special rule? (p.76)*
A: No. They will only gain a bonus of +1 to their Fight value, regardless of the number of **Dunlending Hero** models that are in range.

Q: If a Legendary Legion is used as part of a siege game, can they still purchase siege equipment? (p.99)
A: Yes.

Official Errata, August 2023

The following errata correct errors in *War in Rohan*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Errata

Page 81 – Defenders of Helm's Deep
Change Haldir's points cost to 85 points.

Page 95 – Assault Upon Helm's Deep – Break the Walls
Change the first sentence to read:
Isengard Ballistae from this army list may re-roll results of a 1 for To Hit and Scatter rolls during the Shoot phase.

Page 95 – Assault upon Helm's Deep
Change the points cost for an Isengard Troll's war drum (**Isengard**) option to 25 points.