Lord of the Rings: Strategy Battle Game
Independent GT FAQ

This document is a collection of Frequently Asked Questions (and answers) for topics that have not been covered in official Games Workshop FAQs. While these FAQ answers are not considered official they have been collected and reviewed by Independent Grand Tournament Organizers and can be used at any LOTR:SBG event at the discretion of the tournament organizer.

The document is arranged by Rulebook/ Sourcebook/ White Dwarf article. For the Published rulebooks and sourcebooks, hyperlinks to the official FAQs are included. For the White Dwarf articles, hyperlinks to the online article are provided (when available) and lists of the included profiles and army lists are included.

Note: Question and Answers marked with an asterix (*) are new since the last published version.

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General Tournament Rules

Q. How will players determine issues such as roll-offs for heroic actions if both players have good armies or evil armies?
A. Before the start of each game in which two good or two evil armies are facing each other, players should roll a d6 to determine who “represents” good and who “represents” evil for purposes of all roll-offs during that game. The highest score can pick which they want to be. This only affects roll-offs and does not change the nature of that force in any other way (i.e. Rohan does not actually become evil so they do not benefit from evil rules such as being able to shoot at their own models.)

Q. The Harbinger of Evil rule states that all good models suffer a -1 to their courage. Does this mean that the Harbinger of Evil rule would have no effect if I was playing against another evil army?
A. No. All rules that state that they affect “good” or “evil” should be read as affecting “enemy” models instead. So, the Harbinger rule would cause all “enemy” models to suffer a -1 to their courage.

Q. What if I have the Banner of Minas Tirith and I am playing against another player with a Minas Tirith force? Does the Banner rule apply to my opponents force as well since they are also warriors of Gondor?
A. No. Banners and other bonuses afforded by something or someone in your army only apply to you and not to the enemy force, even if it is the same type as your own force.
Q. If I have a bow armed model in base contact with a friendly model which is itself engaged in combat, can my bow armed model shoot over the shoulder of the friendly model based on the rules on page 25 of the One Ring Rulebook?
A. No. You may only shoot from behind unengaged friends.

Q. Do models of one race (i.e. Dwarves) benefit from the banners of a different race (i.e. Rohan)?
A. Yes. See page 47 of the One Ring Rulebook. “All models within 3” of one or more friendly banner bearers are in range of a banner”. This applies unless the banner has some additional rules that specify an effect for a certain race or group of models (see FAQ #14 below)

Q. Can a Mordor Troll taken as an upgrade for a Mordor Catapult, leave the catapult and move elsewhere during the game?
A. Yes. Any war machine crew may voluntarily move away from the machine if they wish to do so.

Q. During a Heroic Move, does the hero have to complete his move before the warriors that follow him make their moves?
A. Yes. If the hero calls “with me” then he can move first and the other warriors follow him.

Q. What if a hero making a Heroic Move passes his Stand Fast roll for his force being broken? Since the hero moves first, do the warriors that move with him still benefit from his Stand Fast rule even if they are further than 6” from the hero when he ends his Heroic Move?
A. No. See page 35 of the main rulebook. Heroes must be moved first to benefit from Stand Fast and warriors must be within 6” of the Hero when it is their turn to move. If the warriors trying to move with the hero in his Heroic Move are outside of 6” of the hero when his movement is complete, then they must test for courage separately before following the hero.
*Q. Can a model which has been transfixed/immobilized/commanded/compelled shield or be spear supported.  
*A. Technically, yes, either of those options could be used. However, in any case, the model will only be able to roll 1 dice regardless of the number of attacks or extra dice that are imparted because of the shielding or spear support.

*Q. Can a model that which has been transfixed/immobilized/commanded/compelled re-roll their dice if they are in range of a friendly banner.  
*A. Yes.

*Q. Can a model, such as Lurtz, drop a piece of wargear (such as his bow) to gain the benefits of carrying another piece of wargear (such as his shield).  
*A. Unfortunately, no. As the rules are written, there is no option of discarding a piece of wargear with the exception of the Expert Rider rules for dismounted Rohirrim. This FAQ has extended the Expert Rider interpretation to the Galadrim Knights as well.

*Q. If a model has the Resistance to Magic special rule and also has a supply of Will points, can he chose to use the “free” dice associated with the Resistance to Magic special rule before consuming all available Will points?  
*A. No. All Will must be used before Resistance to Magic can be utilized.
Legions of Middle Earth


Q. The Legions of Middle Earth FAQ address the issue of swapping out bows in a Riders of Rohan force. Can this be done for other armies that might normally contain all bow armed models such as Haradrim Raiders, Rangers of Gondor, or Khandish Hosts?
A. Yes. A force that contains models which are automatically equipped with bows may choose to have some of these models abandon their bows so that the force adheres to the 33% bow limit rule. The key is that models with bows should be clearly indicated and be easily distinguished from the models who have abandoned their bows. You must still pay the full cost for these models, even if you abandon the bows.

Q. If I plan to use a Lothlorien Army should I use the list in Legions or the more recent list published in White Dwarf issue #354?
A. You may use either list but you are then restricted to only using the models available in that particular list. You should have a copy of the army list available if you plan to use it.

*Q. Can Shelob be taken as the only model from the Cirith Ungol list and ally with other lists?
*A. No, as per LOME restrictions, Shelob cannot be selected to lead a Cirith Ungol force. Therefore she cannot be used as the sole ally from Cirith Ungol. You must select a different hero to lead your Cirith Ungol contingent.
Scouring the Shire


There are no additional FAQs.
A Shadow in the East


There are no additional FAQs.
Fall of the Necromancer


There are no additional FAQs.
Ruin of Arnor


There are no additional FAQs.
Khazad-Dum


There are no additional FAQs.
Harad

There are no additional FAQs.
Mordor


Q. Does the Orc Drummer rule work on Shagrat even though he is not listed as a Mordor Uruk-hai in the Mordor army book.
A. Yes. Shagrat is a Mordor Uruk-hai like the other Uruk-hai included in the Mordor army lists so he is affected by the drum like any other Mordor Uruk-hai.

Q. For the taskmaster profile (Harad and Orc) it says they have a throwing weapon with a 2 inch range, but have no shooting value. How does this work?
A. Use the shoot value of a generic captain of the same race/army list

*Q. Can Shelob be taken as the only model from the Cirith Ungol list and ally with other lists?
*A. No, as per LOME restrictions, Shelob cannot be selected to lead a Cirith Ungol force. Therefore she cannot be used as the sole ally from Cirith Ungol. You must select a different hero to lead your Cirith Ungol contingent.

*Q. Should the price of additional crew for the Black Numenorian Catapult be listed as 8 points or 9 points?
*A. While this seems to be an oversight from the original rules, the point values listed in Mordor should be used as official for all models.
Gondor in Flames

There are no additional FAQs.
Fellowship of the Ring Journey Book


There are no additional FAQs.
The Two Towers Journey Book


There are no additional FAQs.
The Return of the King Journey Book


There are no additional FAQs.
Council of Elrond, WD 344 September 2008

https://www.games-workshop.com/MEDIA_CustomProductCatalog/m220535a_The_Council_of_Elrond

Profiles Included:
Elrond, Lord of Rivendell
Aragorn, Isildur's Heir

There are no additional FAQs.
Reinforcements, WD 352 May 2009
https://www.games-workshop.com/MEDIA_CustomProductCatalog/m220078a_Reinforcements

Profiles Included:
Elven Stormcaller
Dwarf Shieldbearer
Druzhag
Amdur Lord of Blades
Son of Eorl
Hornblowers
Army of Dead/Morannon Banners

*Q. Does Amdur benefit from his own Banner Special Rule?
*A. Yes, the rule is written such that all Easterlings benefit from his banner. Amdur is an Easterling.

*Q. Does Khamul benefit from the Banner Special Rule for Amdur?
*A. Yes, the rule is written such that all Easterlings benefit from his banner. Khamul is both a Nazgul and an Easterling.
Galadhrim Host, WD 354 July 2009

https://www.games-workshop.com/MEDIA_CustomProductCatalog/m1120318a_The_Galadhrim_Host

Profiles Included:
Haldir, Defender of Helm’s Deep
Rumil, Warden of Caras Galadhon
Galadhrim Captain
Elf Stormcaller
Guards of the Galadhrim Court
Galadhrim Knights
Galadhrim Warrior (revised)

Army List Included:
Updated Lothlorien Army List

Q. Since Elven Knights have the Woodland Creature special rule, does this mean they get to move their full distance (12”) through wooded terrain?
A. Yes.

Q. Do Elven Knights charging in wooded terrain still gain their charge bonuses as if they were in open terrain?
A. Yes.

Q. If I plan to use a Lothlorien Army should I use the list in Legions or the more recent list published in White Dwarf issue #354?
A. You may use either list but you are then restricted to only using the models available in that particular list. You should have a copy of the army list available if you plan to use it.

*Q. Are Elven Steeds removed from play if their rider is killed (i.e. like a regular horse)? The Elven Steed stat in the White Dwarf list gives them 1 attack but FV=0 and Wounds=0
*A. Yes, Elven Steeds are treated as any other non-fighting mount and will be removed from play when their rider is killed or thrown.

*Q. If a Galadhrim Knight is armed with a shield and an elven blade, can he discard the shield when dismounted like a mounted archer could under the Expert Rider special rule rules so he can use the blade two handed?
*A. Yes. However, once the shield is discarded, it cannot be picked up again.

*Q. If during a fight, the opponent of Rumil rolls as ‘6’ as a result of a banner re-roll, can Rumil’s special roll force him to re-roll this ‘6’?
*A. No. A re-rolled dice may never be re-rolled (again).
Profiles Included:
Haradrim Taskmaster
Golden King of Abrakhan
Abrakhan Merchant Guard
Haradrim Hornblower
Easterling Dragon Knight
Easterling War Priest
Mordor Black Guard Captain
Mordor Black Guard Drummer
Mordor Black Guard
Kardush the Firecaller
Nazgul “The Betrayer”
Nazgul “The Knight of Umbar”

Q. The rules for the Black Guard Drummer state it affects Uruk-hai. Does this mean it works for all Uruk-hai?
A. Yes. The rules do not specify a restriction of ONLY Mordor Uruk-hai so the drum can affect all Uruk-hai.

Q. For the taskmaster profile (Harad and Orc) it says they have a throwing weapon with a 2 inch range, but have no shooting value. How does this work?
A. Use the shoot value of a generic captain of the same race/army list

*Q. Should the profile for Kardush the Firecaller be represented with 2 wounds (like every other Shaman)?
*A. No. Until an official Errata or FAQ is issued, Kardush will be played with the profile printed in WD 358.
Reinforcements, WD 362 March 2010
http://www.games-workshop.com/gws/content/article.jsp?aId=14300028a

Profiles Included:
Grimbold of Grimslake (and Helmingas)
Eomer, Knight of the Pelennor
Thrydan Wolfsbane (Dunland)

There are no additional FAQs.
Reinforcements, WD 365 June 2010

Not online at this time

Profiles Included:
Faramir Captain of Ithilien
Duinhir of Blackroot Vale
Blackroot Vale Archer
Nazgul "The Dwimmerlaik"
Mauhur (and Marauders)

*Q. Does the banner effect for Faramir, Captain of Ithilien also extend to Osgiliath Veterans?
*A. Yes.
Reinforcements, WD 370 November 2010

Not online at this time

Profiles Included:
Gundabad Blackshield Captain
Gundabad Blackshield Shaman
Gundabad Blackshields
Gundabad Blackshield Drummers
Cave Drake
Floi Stonehand, Loremaster of Moria
King's Champion (dwarf)

Q. Does the Cave Drake count as a Hero?
Yes, the Cave Drake is an unnamed hero with the statline of 0/0/0 for M/W/F.

Q. Can Floi Stonehand remove a wizard's ability to cast spells?
A. No, Floi Stonehand can remove one special rule; however, magical powers have a separate heading and are not considered special rules.

Q. If the Gundabad Shaman uses Shatter to destroy all model's weapons (e.g. Lurtz), would the model be allowed to benefit form the +1 D for a shield that he may have not been able to previously use (e.g. in case of bow or two handed weapon armed models).
A. Yes, he could gain the +1D but would be fighting as unarmed

Q. What is the cost of the King's Champion?
A. 135 points.

Q. When the King's Champion and his heralds are in separate combats, do they get the formation bonuses?
A. Yes, although models may be separated in order to break up the separate combats, the bonus would still apply if the models were in base contact at the time the dice were rolled for the fight.

Q. If the heralds are in separate combats, or not in a combat, do the heralds benefit from the champions HC?
A. No. As the rules state, only models engaged in a fight may move with a hero declaring a heroic combat.

Q. If the King's Champion and Heralds are separated through the outcome of a fight prior to the others, such as a herald losing and having to retreat away from base contact, do the other models gain the benefit for the formation as it existed at the start of the fight phase, or when their fight occurs?
A. As long as one model is in contact with one or more of the other two models then you get the appropriate defense bonus and this bonus only counts at the time of the roll to wound. For example, if a Herald that is base contact with the other two is defeated in the
fight, he would receive +2 Defense bonus when determining the wound. Similarly, if one Herald is killed or forced to move out of contact as a result of losing the fight (and not being able to move and stay in contact) then the subsequent fights involving the King’s Champion and/or Herald would not be resolved using these bonus.

Q. Do the heralds fight with their hand weapon or their banner? Can they shield? Heralds wargear is Dwarf Armour, hand weapon, shield and banner. The LOTR rules, which are not contradicted by any special rules, states that banner bearers count as if they are armed with a two handed weapon, but with no wound bonus. So the Heralds may shield, but their combat dice are all at -1 due to carrying the banner. If the Herald discards the banner, he could fight with the Hand Weapon but would (obviously) lose all benefits of the banner for the remainder of the game.

Q. Do the heralds count as banners? If so, do you get 2 rerolls? Yes, each herald counts as carrying a banner. The LOTR SBG rules only allow you to reroll a die once (refer to page 10 - Rerolls in the rulebook).

Q. Can other friendly models benefit from the banners carried by the Heralds? Yes. They are carrying banners per their wargear description.