

## IN STORE HOUSE RULES FOR **WAR OF THE RING**

### Rules Clarifications & Adjustments

Counselling (p.69)

- Councillors may not council another hero with the councillor rule.

Epic Actions (p.69)

- A Hero may only perform one of each epic action per turn.

Arms & Armour: Blowpipes (p.58)

- Blowpipes are 'poisoned' (May re-roll failed to hit rolls of a '1' with ranged attacks).

### Unit Clarifications & Adjustments

Ringwraith: Khamul the Easterling (p.163)

- Khamul's 'Essence Leech' ability will only trigger on the roll of a 6 (instead of a 5+).

Drûzhag, the Beastcaller (p.188)

- Drûzhag's 'Summon Beasts' ability only works on the roll of a 3+.

The Following Formations will count as 'Common' instead of 'Rare':

- Warriors of the Dead (p.99)
- Dunlending Huscarls (p.172)
- Wild Men of Dunland (p.172)
- Sharkey's Ruffians (p. 173)
- Mahûd Warband (p.196)

### Army Selection

*The following adjustments now apply to army selection*

Choose a Faction: The Forgotten Kingdoms (p.85)

- This is now a legal faction (remove the asterisk)

Choose a Leader & First Formation (p.85-86)

- Both the army's leader and first formation **MUST** come from the chosen faction.