THE HOBBIT
AN UNEXPECTED JOURNEY
STRATEGY BATTLE GAME

Rules Manual – version 1.4

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g., 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

This update is split into three sections: Errata, Amendments and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

gamefaqs@gwplc.com

Although you can mark corrections directly into your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Note that some of the profiles in *The Hobbit: An Unexpected Journey*™ rules manual will vary from those in the five Sourcebooks: *Mordor*™, *The Fallen Realms*, *Moria*™ & *Angmar*™, *Kingdoms of Men* and *The Free Peoples*. When picking a force, you should use the rules and points values featured in *The Hobbit: An Unexpected Journey*™ rules manual in place of those found in the Sourcebooks.

Page 49 – Characteristics for Mounts, Hunter Orc Profile
Change the Hunter Orc's Fight value to '3/5+' and Strength value to '4'.

Page 52 – Cavalry and Fights, Hunter Orc Profile
Change the Hunter Orc's Fight value to '3/5+' and Strength value to '4'.

Page 53 – Cavalry, Cavalry Knocked Prone
At the bottom of the page, add the following paragraph:
Cavalry Knocked Prone
The riders of any Cavalry models that have been knocked Prone are automatically Thrown, counting as having rolled a Knocked Flying result (see page 52). The mount is treated exactly like a mount whose rider has dismounted or been killed (see page 51), except that it is also knocked Prone.

Page 57 – Heroes, Heroic Actions
Change the first sentence of the fifth paragraph (below the three bullet points) to read: 'A model may only perform a single Heroic Action in each phase, though they can still benefit from Heroic Actions called by other Heroes.'

Page 63 – Monsters, Brutal Power Attacks
At the end of the second sentence of the second paragraph, add: 'Brutal Power Attacks ignore In The Way tests.'

Page 69 – Weapons and Wargear, Spears
Change the second sentence of the second paragraph to the following: A spear-armed model can contribute an attack if it is in base contact with a friendly model that is engaged in a combat.

Page 73 – The Ring, Wearing the Ring
Add the following to the end of the paragraph: 'Should a model put the Ring on whilst mounted, then their mount will panic and throw the rider. The rider must take a Thrown Rider test.'

Page 73 – The Ring, Invisible
Add the following sentence to the end of the second paragraph: 'As this is not actually a test of a model's courage, models that automatically pass Courage tests (such as those with the Bodyguard special rule or under the effect of the Fury Magical Power) must still take this test.

Page 79 – Magical Powers, Fortify Spirit
Change the second paragraph to read: 'The caster can target either themselves or a friendly model within range. While this power is in effect, the model rolls two extra D6 when making Resist tests. These extra dice do not reduce the model's Will store and can be rolled even if they have no Will remaining, or choose not to expend any Will. This spell may affect multiple targets at the same time if successfully cast in subsequent turns.

Page 100 – Wargear and Bow Limit, 4th Paragraph
Change the start of the first sentence to read: 'Your army can have one third (rounding fractions up) of its Warriors equipped with any type of bows or crossbows – usually, this means that one Warrior in every three can have a bow.'

Page 113 - Objectives
In the second sentence, replace: '…(see the Trolls' special rules on page 189 for details)' with: '…(see the Trolls' special rules on page 187 for details).'

Page 123 – Breakout, Special Rules, Kill Them All!
At the end of the paragraph, add: 'The Goblin King arrives in Turn 3 at the end of the Evil Move phase, from any point on any board edge, chosen by the Evil player.'

Page 171 – *Oin the Dwarf*, Special Rules, Prognostication Change the last sentence to: 'Once per turn, in the Fight phase, *Oin the Dwarf* can expend a Will point to enable a friendly model within 3" to re-roll a single dice when making a Duel roll.'

Page 178 – *Thror*, Profile
Change Thror's Defence value to 9.

Page 178 – *Thror*, Wargear
Change the entry to read: 'Dwarf heavy armour, sword and shield.'

Page 185 – *Azog*™, the White Warg
Change the last sentence of the Raging Beast special rule to read: 'Additionally, it will automatically pass all Courage tests for the rest of the battle.'

Page 185 – *Azog*™, the White Warg
Furthermore, add the following special rule:
'**Deadly Union**. *Azog* and his fearsome mount share an iron bond as the most powerful of their kind. As long as *Azog* is mounted upon *the White Warg*, you can expend either *Azog*'s or the White Warg's stores of Might, Will and Fate as if they shared the same profile (though you should still mark down which of the two actually expended each point).'

Page 185 – *Narzug*, Lethal Aim.
Change the first sentence of the second paragraph to read: 'Each turn, when making a shooting attack, *Narzug* may spend a single Might point without having to reduce his store…'.

Page 187-188 – Profiles, Evil Heroes, *William the Troll*, *Bert the Troll* and *Tom the Troll*, Special Rules
Replace the 'Throw Stones' entry with the following: 'Throw Stones. Trolls may throw stones (see page 83). However, when a Troll throws a stone, it has a range of 12" and is Strength 8.'

Page 189 – Profiles, Evil Heroes, The Goblin Scribe, Always More Where They Come From
Add a third paragraph to this section that reads as follows: 'In the Reconnoitre scenario, any additional Goblins summoned in this way must move on from the same board edge as the Goblin Scribe.'

Page 194 – Elrond's Household.
Add the following special rule:
Elrond's Household Warband Rules. *Rivendell* Knights in warbands led by *Elrond*™, Lindir of *Rivendell,* or *Rivendell* Knight Captains do not count towards your force's Bow Limit.'

Page 195 – Azog's Hunters, Bow Limit.
Add the following special rule:
Azog's Hunters Warband Rules. Hunter Orcs in warbands led by *Azog*™, *Bolg, Fimbul the Hunter, Narzug* or Hunter Orc Captains have a Bow Limit of 1/2 (rounding up) instead of the usual 1/3.

Page 281 – Game Summary, Monsters & Brutal Power Attacks, Hurl
Change the second bullet point to read: 'Roll a D6 and add the difference between the two models' Strength values. This is the Hurl distance'.

Page 284 – Game Summary, Magical Powers, Chill Soul Change the Channeled Effect to read: 'All models within 3" of the target take a Strength 5 hit'.

faqs

Q: Does a model's tail count as being part of a model's body when working out Line of Sight? (p.8)
A: No, count it the same as wings, wargear and banners.

Move Phase
Q: Normally, if a model is engaged with an enemy model, it cannot move in that Move phase, but what happens if one of the models is killed before the end of the Move phase? For example, Good has priority. A Warrior of Minas Tirith™ *charges an* Orc. *In the Evil player's Move phase, they use a Ringwraith to cast Black Dart on the Warrior of* Minas Tirith, *killing him. Can the* Orc *then make its move as the Move phase is not yet over? (pg 21)*
A: Yes, as the *Orc* is now free to move, it may do so.

Q: Can you rotate/spin one of your own models in your opponents' Move or Shoot phase? (pg 21)
A: No.

Q: Can a model charge an enemy model that it can see and then, if its base is able to fit, continue to charge into an additional enemy model that it could not see at the start of its Move phase? (p.22)
A: No. Models may only charge enemy models they can see at the start of their Move.

Q: If a model's base cannot fit through a gap in terrain, however, in reality that model would be able to fit through that gap (such as a Cavalry model moving through a gate, or a Spider moving through two trees) can that model move through as normal? (pg 24)
A: Technically no as its base will need to fit through in order for it to move. However, if it is obvious that a model could move through the gap, even though its base will not allow it, then you and your opponent are free to agree that this is possible. In fact we would encourage you to play this way.

Q: Can a Prone model charge an enemy model in its Move phase? (pg 29)
A: Yes, but to do so, it must first stand up at the cost of half its Move value.

Q: If a model was in base contact with another model before it was knocked Prone, and neither has been moved in the meantime, are they still considered to be in base contact for the purpose of special rules or passing on banners? (p.29)
A: Yes. A Prone model occupies the same space as it did when it was stood upright. You could use a marker to show that a model is Prone if that will help.

Q: When a model is Prone on the ground, is its base considered to be obscuring the model from shooting, Magical Powers or being charged? (p.29)
A: No.

Q: If a Cavalry model is involved in a fight, and is dismounted before the fight can take place so that it can no longer be in base contact with all enemy models, how is it determined which models may fight the newly dismounted rider? (p.29 & 51)
A: In these cases, place the model in the centre of the space its mount occupied and count the model as still being in base contact with every model it was Engaged with before it was dismounted.

Shoot Phase
Q: One of my Evil models equipped with a missile weapon is in base contact with a friendly model that is, in turn, in combat with an enemy model. Can my model with a missile weapon use the Shooting from Behind Friends rule to target the enemy model in combat without having to make an In the Way roll? (pg 33 & 34)
A: No.

Q: In situations when a model can draw multiple lines of sight to large models, who gets to choose which line the shot takes? (pg 33)
A: In these situations, the shooting model's controlling player should roll a D6 before rolling To Hit. On a 1-3, the Evil player chooses the path that the shot takes. On a 4+, the Good player may choose. If their opponent is allowed to choose, the controlling player may elect to target a different model instead should the shot no longer be preferable. Note that if there are models In The Way, then a path must be selected that goes through at least one model. Good models still cannot shoot at enemy models that are obscured by friendly models.

Q: Can a Good model target an enemy model that is supporting another if it has a clear Line of Sight? (pg 34 & 69)
A: Yes.

Fight Phase
Q: If a model Supporting a Fight with a spear or pike is Knocked Prone before the Fight begins, can they still Support from the Prone position? (pg 29, 40 & 69)
A: No.

Q: If two opposing models in a Fight are both Knocked Prone before the fight begins, do they still Fight in the Fight phase? (pg 40)
A: Yes, the winner will stand up.

Q: Can a model back away over a Prone model, or do they count as Trapped? (pg 41)
A: If the Prone model is a friendly model, then it may still Make Way as normal. If the Prone model is an enemy model, then you may not back away over them as to jump over a Prone model requires a Jump test, which only happens in the Move phase.

Q: If a player rolls to wound individually, do they have to make the decision to Might the To Wound rolls individually, or can they come back to the dice after they've rolled all To Wound rolls? (pg 43)
A: They must make the decision to Might a To Wound roll individually, once another roll has been made, they cannot go back.

Q: If a model's Fight value has been halved (for example, whilst in combat with a model wearing The One Ring, or the subject of Bert the Troll's Lingering Cold special rule), are fractions rounded up? (var.) A: Yes, unless otherwise stated.

Cavalry

Q: How does killing riders/mounts interact with working out if a force is considered to be broken? Does killing either part of a mounted model count as a casualty? (pg 51)

A: Whilst this is simple in principle, it is fairly complicated in practice – here is how to go about tracking it. A mounted model will only count as a casualty when both parts of the model have been slain. This is not usually an issue as most mounts will flee as soon as the rider is slain – so whenever the rider is slain, a casualty will be scored. However, there are some instances when a mount may stay upon the battlefield once the rider is slain (such as a Warg passing its Courage test once its rider has been slain). In these instances you will cause a casualty for each full model that is slain, although the mount and rider do not necessarily need to be from the same model. For example, if one Warg Rider has its rider slain and the Warg stays, and another Warg Rider has the Warg slain and the rider survives – this will count as one casualty as one full Warg Rider (the rider from one and the Warg from the other) has been slain.

Q: Do ponies give a charge bonus (e.g. Extra Attack, Knock to the Ground)? (pg 51)
A: Yes.

Q: Does a Cavalry model still gain the Extra Attack when charging a Monster model on foot? (p.52)
A: Yes, although it will not gain the Knock to the Ground bonus as well.

Heroes

Q: When a Hero uses a two-handed weapon, is the penalty incurred before or after Might is spent? Can a Hero that rolled a 6 when using a two-handed weapon therefore use Might to boost their score back to a 6? (p.56)
A: Yes. Might is used after any modifiers are applied.

Q: If my opponent has Priority and chooses not to declare any Heroic Actions in a specific phase, and then wishes to do so after I declare a Heroic Action, can they still do so or has their opportunity to declare Heroic Actions passed? (p.57)
A: Yes. Both players may continue to declare Heroic Actions back and forth, starting with the player with Priority, until both players are satisfied they have declared all the Heroic Actions they wish to.

Q: When I declare I am using a Heroic Action, do I have to state which Heroic Action I am using? (p.57)
A: Yes.

Q: If a Hero in a broken force making a Heroic Move passes their Stand Fast! roll, will all Warriors within 6" of them when they pass the roll benefit from their Stand Fast! rule? (pg 47 & 57)
A: No. The warriors must be within 6" when it is their turn to move to benefit.

Q: Must the Hero making a Heroic Move complete their move before the Warriors in range of their With Me! can move? (pg 57)
A: Yes, unless the Hero chooses not to move.

Q: If a Hero calls a Heroic Move, then subsequently fails their Courage test to charge a Terror-causing enemy, do they still get to call 'With Me!'? (pg 57)
A: Yes as 'With Me!' is called before the Courage test is taken.

Q: If a model is part of a Heroic March (or affected by a drum) and then has Command/Compel cast on it, or is forced to move in any other way, does it use its base movement or the additional movement? (pg 58)
A: The model will use its base movement.

Q: How far do models such as unridden Fell Wargs, Giant Spiders and Great Eagles add to their Move value when moving At the Double!? (pg 58)
A: 3". Only Cavalry and Monstrous Cavalry benefit from a 5" move.

Q: Can a model benefit from both a Heroic March and the effects of a War Drum? (p.58)
A: Yes.

Q: If a model such as an Iron Hills Chariot, Troll Brute, War Mûmak of Harad or similar, benefits from a Heroic March, can they still move into base contact with enemy models to cause damage even though if they fail to kill something they will count as Charging? (p.58)
A: Yes. This is an exception to the rule that states that models that benefit from a Heroic March may not Charge.

Q: If a model has a characteristic that is affected both positively and negatively (such as a Hero who is in base contact with a Bat Swarm and has called a Heroic Strike), which happens first the positive or the negative? (p.59)
A: Always apply positive modifiers first and then apply negative modifiers.

Q: If a Hero calls a Heroic Strike and calls/is involved in a successful Heroic Combat, do the effects of their Heroic Strike continue during any subsequent combat in the same phase? (pg 59)
A: Yes. The Fight value bonus from a Heroic Strike is retained for the whole of the Fight phase.

Q: Does a model that is making a Supporting attack into combat with a spear or pike count as being part of the combat for the purposes of moving after a successful Heroic Combat? (pg 59 & 69)
A: No.

Q: If a model calls a Heroic Strike, do you roll to increase their Fight value at the start of the Fight phase or at the start of the model's Duel? (pg 59)
A: At the start of the model's Duel.

Monsters

Q: If a Monstrous Cavalry model charges a Cavalry model and wins the combat, the Cavalry model is Knocked to the Ground and the rider instantly Thrown. If the Monstrous Cavalry model then chooses to Hurl instead of Striking, which model is hurled – the mount or the newly dismounted infantry model? (pg 50, 52, 53, 63, 64 & 65)
A: The Monster can choose, though if the separated mount fails its Courage test (or automatically flees), the Monster can only choose to Hurl the newly-dismounted infantry model.

Q: If a Cavalry model is passed through by a Hurled model, who takes the Strength 3 hit – the rider, the mount or both? (pg 52 & 63)
A: Both.

Q: If a Monster chooses to Rend the rider of a mount, can the target model use the Strength of the mount instead of the rider to act as its Defence value? (pg 52 & 63)
A: Yes.

Q: When a Monster makes a Hurl attack, do you measure the distance hurled from the base of the Monster making the Hurl attack or the target model's base? (pg 63)
A: Measure from the Hurling Monster's base.

Q: If a Monster chooses to Hurl, can it Hurl from any point on its base or only where its base touches the target model's base? (pg 63)
A: Only where its base touches the target model's base. However, the path of the thrown model may not cross over any part of the Hurling Monster's base.

Q: How do you measure which models are knocked Prone by a model that a Monster has Hurled? (pg 63)
A: Any model whose base is touched by a Hurled model's base as it passed through is knocked Prone and suffers a Strength 3 hit. The only exception are models with Strength 6 or above, who suffer a Strength 3 hit but are not knocked Prone, as the Hurled model stops after making contact with them.

Q: If a Monster uses the Hurl Brutal Power Attack to Hurl an enemy model off a cliff, or something similar, does the model also suffer falling damage? (p.63)
A: Yes.

Q: Can a Monster Hurl a model straight upwards? (p.63)
A: No.

Q: If a monster wins a Fight, can other friendly models involved in the same Fight strike the enemy model before a Brutal Power Attack is performed? (pg 63)
A: Yes, but if the enemy model is slain by these Attacks, the Monster cannot then perform its Brutal Power Attack.

Q: If the Rider of a Monstrous Mount uses the Piercing Strike special strike, and wins the Fight, can that model use the increased Strength to alter the Hurl distance as part of a Brutal Power Attack? (pg 63)
A: No, you use a Brutal Power Attack or resolve strikes in the normal way.

Q: If the Rider of a Monstrous Mount uses the Piercing Strike special strike, and wins the Fight, can that model use the increased Strength to Rend as part of a Brutal Power Attack? (pg 63)
A: No, you use a Brutal Power Attack or resolve strikes in the normal way.

Q: If the Rider of a Monstrous Mount uses the Feint special strike and wins the Fight, can that model re-roll 1s To Wound as part of a Rend Brutal Power Attack? (pg 63)
A: No, you use a Brutal Power Attack or resolve strikes in the normal way.

Q: If the Rider of a Monstrous Mount uses the Feint special strike and wins the Fight, can that model re-roll 1s To Wound models Hurled as part of a Brutal Power Attack? (pg 63)
A: No, you use a Brutal Power Attack or resolve strikes in the normal way.

Q: If a Monster wins a Fight against an enemy model that is Prone and elects to Rend, does it double its Attacks for the model being Prone? (pg 63)
A: No, you use a Brutal Power Attack or resolve strikes in the normal way.

Q: Can a Monster choose to Barge a model less than 3" if there is a direction in which that model can be moved 3"? (pg 64)
A: No. If a model that is barged can be moved 3", in any direction, then it must be. A model cannot be chosen to be barged less than 3" in a certain direction, and subsequently be knocked Prone, unless there is no physical way for it to be moved 3" in any direction.

Q: Can Monsters make special strikes? (pg 63 & 70)
A: Yes, but any Monster doing so cannot then also make a Brutal Power Attack.

Weapons & Wargear

Q: Do models that do not (or cannot) carry weapons such as Great Eagles or Fell Wargs still count as being armed with a single-handed weapon? If so, can they make special strikes? (pg 67)
A: Yes, they count as being armed with a single-handed weapon, but they cannot make special strikes.

Q: If the profile of a model states that it is armed with a two-handed weapon, such as an Uruk-hai Berserker or Clansman of Lamedon, do they count as being armed with a single-handed weapon as well? (pg 67)
A: Yes. Many of these models will have a secondary weapon that is clearly visible on the model for the purposes of determining which special strikes they can make with their hand weapon. However, if it is unclear which single-handed weapon a model is equipped with, it cannot make a special strike.

Q: A model that carries more than one hand weapon can choose which weapon to use during each Fight (including their appropriate special strikes). Does this mean that if I model a selection of different hand weapons onto a model, I will be free to pick and choose my choice of hand weapon? (pg 67)
A: No. Models only carry a single hand weapon unless they are upgraded to carry additional weapons (such as a spear), or wield more than one weapon as part of a special rule (as with the Hunter Orcs' Many Blades special rule, for example).Q: If a model is armed with an Elven blade, lance or any other similar weapon that bestows an advantage, but chooses not to use it in a Duel, does that model still gain the advantage of having that weapon? (pg 68) A: No, the model must be using the weapon to gain its benefits. Similarly, a model will not benefit from having an Elven blade if they choose to use a shield.

Q: Can a model carry both a pike and a crossbow? (pg 69)
A: Yes.

Q: If a model armed with a spear or pike is in base contact with a friendly model, and ready to make a Support attack, does it still retain its Control Zone? (pg 69)
A: Yes.

Q: Can a model Support a friendly model with a spear or pike if it made a shooting attack earlier in the same turn? (pg 69)
A: No.

Q: Can an Infantry model armed with a spear or pike support a Cavalry model, Monster or any other model that 'seems' far too big for it to support? (pg 69)
A: Yes.

Q: If a Cavalry/Monstrous Mount model chooses to Feint or Whirl with a sword or flail, it reduces its Fight value. Can the model then choose to use the Fight value of its mount now that its Fight value has been reduced? For example, if a Hunter Orc on Warg elected to Feint and reduces its Fight by D3, can it now use its Warg's Fight value of 3 for the Duel roll? (pg 70)
A: No. Once you have chosen the highest Fight value available, you must continue to use that Fight value with any and all penalties for the duration of the Fight.

Q: Can a model making a Whirl special strike hit enemy models that were using a spear or pike to support a model in the Fight? (pg 70)
A: No.

Q: If a Defence 3 model such as a Goblin makes a Piercing Strike with an axe or pick and loses the Fight, what happens if the D3 penalty to its Defence reduces the Goblin to Defence 0? (pg 70)
A: Treat the model as having a Defence value of 1 instead.Q: Can unique weapons with their own special rules (such as Durin's Axe, Aeglos, Sting™, Glamdring, etc) also make special strikes? (pg 70 & var.)
A: Yes, they can do anything that type of weapon would normally be able to do.

Q: If a model is Feinting, and requires a 6/4 or similar To Wound, can they re-roll 1s on both dice or just the first? (pg 70)
A: You can re-roll 1s on both dice, even if you roll a 1 on both dice.

Q: If a model has one hand weapon modelled on the mounted version, and a different one modelled on the foot version, can I use either to make special strikes? (pg 70)
A: No, you may only use the special strike of the weapon held by the model on the table.

Q: If a Goblin Prowler traps a Defence 3 or 4 model, uses their two-handed weapon, as well as uses the Piercing Strike special strike and rolls +3 for their Strength bonus, they can Wound automatically. In this situation, and any others like it, does the Prowler automatically Wound or does a roll of a 1 To Wound always fail? (pg 70)
A: The Prowler Wounds automatically. Note that they still need 3+ To Wound but in the described situation, they get to add 2 to their dice (+1 for Backstabbers and +1 for using a two-handed weapon) turning the 1 into a 3.

Q: If a combat is in range of more than one friendly banner, can it still only re-roll one dice? (pg 72)
A: Yes.

Q: If a model with a spear is in range of a banner, but the model they are supporting is not, can I re-roll the spear supporter's dice? (pg 72)
A: Yes.

Q: If an enemy model is involved in a Fight within 3" of my banner, but my model is not, can I re-roll a single dice for the Duel roll for the Fight being within 3" of my banner? (pg 72)
A: No, only friendly models that are themselves in range of a banner may benefit from its effects.

Q: If a model has an ability that affects other models within a certain range, such as a banner, is this only measured horizontally so that a model with a banner that is on top of a tower can affect friendly models on the ground, or is it also measured vertically so that a model would need to be within range of the banner in all directions in order to be affected? (p.72)
A: Special rules that affect models within a specified range are always measured both horizontally from the base of the model and vertically from the model itself.

Q: Can any Warrior be passed a banner by a slain friendly Warrior, or only the same type of Warrior as the original banner bearer? (p.72)
A: Any Warrior may be given a banner in these circumstances. If it is possible to replace the model with a suitable model with a banner then you should do so; otherwise it is acceptable to simply mark the model to show that they have a banner.

Q: If a model is equipped with a banner or a war horn, can it still be upgraded with other equipment such as spears and shields? (pg 72)
A: Yes.

Q: If a model wearing The One Ring *is involved in a combat, can that combat be targeted with a shooting attack? (pg 73)*
A: Only if there is another model on the same side as the Ringbearer involved in the same fight, however, the Ringbearer can never be hit.

Magical Powers
Q: Can Might points be used to modify Resist test dice rolls? (pg 77) A: Yes.

Q: Should there be rules for a Channeled version of spells that are unique to certain Heroes such as the Elven Stormcallers' Call Winds, Elrond's Wrath of Bruinen, or Kardûsh the Firecaller's Flameburst?
(pg 77)
A: No.

Q: Can you Command/Compel your own models? (pg 78)
A: No.

Q: Can a model with the Command/Compel magical power use it to make a model dismount? (pg 78)
A: No

Q: Can a model with the Command/Compel magical power use it to make a model that is already engaged in a combat drop an object?
(pg 78)
A: No.

Q: Can a model with the Black Dart, Drain Courage, Chill Soul, Command/Compel, Curse, Immobilise/Transfix, Panic Steed, Paralyse, Sap Will, Sorcerous Blast and/or Your Staff is Broken! magical powers cast them on a friendly model? (pg 78-80)
A: No.

Q: Can a model that is the victim of either the Command/Compel or Immobilise/Transfix Magical Powers be supported by another model with a spear or pike? (pg 79)
A: Yes. Supporting models can also make Strikes if they win the Duel roll, even though the model in combat cannot.

Q: Can a model that is the victim of either the Command/Compel or Immobilise/Transfix Magical Powers call Heroic Actions, use Magical Powers, call Stand Fast!, use special strikes or perform any similar action that would require them to be free to move? (pg 79)
A: No to all.

Q: Can a model that is the victim of either the Command/Compel or Immobilise/Transfix Magical Powers use Might, Will or Fate to modify dice rolls, Resist Magical Powers and/or prevent Wounds? (pg 79)
A: Yes.

Q: The rules for Immobilise/Transfix no longer state that the victim can do nothing further that turn. How does this affect the Shielding rule or Rúmil's Swift Parry special rule? What about Boromir's Horn of Gondor™? (pg 79)
A: The best way to resolve this is to work out if the special rule is an active ability (ie, would require the user to physically move their body or have control over their functions, such as blowing a horn or parrying a blow) or a passive ability (ie, would not require the user to move so their ability is always in effect, such as being terrifying or having a huge blubbery mass). If a model is under the effects of Immobilise/Transfix, they may not use active abilities (such as Swift Parry or the Horn of *Gondor*), but may use passive abilities (such as Terror or Harbinger of Evil).

Q: Does a model that is affected by the Fury Magical Power have to take their special Fate point, or can they choose to be slain? (p.79)
A: They must take their special Fate point.

Q: If I have multiple Shamans that have cast the Fury Magical Power, can any eligible models benefit from the effects of each? (p.79)
A: No. A model can only benefit from Fury once each time it suffers a Wound.

Q: The rules for Nature's Wrath state that all enemies within 6" of the caster are knocked to the ground, but does this spell affect the War Mûmak of Harad or the Great Beast of Gorgoroth? (pg 79)
A: No.

Q: Does Panic Steed affect the War Mûmak of Harad or the Great Beast of Gorgoroth in any way? (pg 79)
A: No.

Q: The Channeled versions of Chill Soul and Panic Steed affect models beyond the original target. Can these other models attempt to Resist the spell? (pg 79)
A: Yes, but only one model may attempt to Resist the spell.

Q: When working out who can attempt to resist a Sorcerous Blast, does it count as hitting multiple models? (pg 80)
A: No. It only hits the initial target and as such only they can attempt to Resist it.

Q: If a Cavalry model is blasted by the Sorcerous Blast magical power or in the path of a model blasted by Sorcerous Blast, who is knocked Prone and suffers the hit – the rider, the mount or both? (pg 80)
A: Both.

Q: Can a model with the Renew magical power cast it on themselves or their mount? (pg 80)
A: Yes.

Q: Can a model with the Strengthen Will magical power cast it on themselves? (pg 80)
A: No.

Q: Can the Strength 7 hit inflicted by the Channelled version of the magical power Your Staff is Broken! affect any other models apart from Gandalf™ the Grey/Gandalf the White, Saruman the White and Radagast™ the Brown*? (pg 80)*
A: Only models that are armed with a staff.

Special Rules
Q: If, for example, you require a 6/4+ To Wound with an attack that benefits from the Poisoned Arrows special rule (or another similar ability), do the re-rolls for any dice rolls of a 1 apply to both rolls? (pg 83)
A: Yes.

Q: Can a model who has failed a Courage test to charge a terrifying enemy do anything further that round other than fight in combat if charged, e.g., shoot or provide spear support to a friendly model? (pg 83)
A: Yes.

Q: Does a mounted model with the Woodland Creature special rule treat areas of wood to be open ground and do they still gain the Cavalry bonuses when charging through a wood? (pg 83)
A: Yes to both questions.

Q: When using the Throw Stones special rule, must I always declare that a model is stooping for a stone if it hasn't moved or is it ok to assume that models that did not move that could have stooped for a stone did so? (p.83)
A: The Middle-earth™ Strategy Battle Game is designed to be played with a good nature and fair spirit. Because of this, even though you should always declare when models are stooping for a stone, we would encourage that both players play in the spirit of the game. If you think your opponent has forgotten to declare this, you should ask them if they meant for their models to stoop for a stone, and if they forgot to state so you should allow them to anyway.

Siege Engines
Q: Does a Siege Engine count towards the total number of models in a warband? (p.91)
A: Yes.

Q: Does a Siege Engine count towards a force's Break Point, and if slain does it count as a casualty? (p.91)
A: No to both.

Q: When firing a Siege Engine, such as an Uruk-hai Ballista, which does not benefit from the Volley Fire rule, is your opponent allowed to scatter the shot onto a model out of line of sight of the Siege Engine? If so, how are In The Way tests worked out? (p.92)
A: Yes. In this case, make an In The Way roll for whatever is between the Siege Engine as if it did have line of sight.

Q: Can the crew of a siege engine move away from their siege engine? (pg 94)
A: Yes, but they can only move up to 6" away from the siege engine unless it is destroyed.

Q: Can creatures such as Wargs, bats, Spiders, etc., operate a Siege Engine as untrained crew? (p.94)
A: No, the model would need to have the ability to fire a Siege Engine (and opposable thumbs!) in order for it to actually fire it.

Points Match Games
Q: An army with three models or less cannot be Broken during the course of play. If such an army is wiped out, does its opponent gain Victory points for breaking the enemy in a Points Match Game? (pg 47 & var.)
A: Yes

Q: For the purposes of playing Points Match games, what is the recommended size for the battlefields used in the six scenarios? (pg 104-109)
A: 72" x 48".

Q: Player A's force suffers casualties that cause it to exceed its Break Point in the final turn of the game, but it is not technically Broken during the battle as casualties are calculated at the beginning of a turn. Does Player B earn Victory points for the enemy force being Broken when calculating who has won? (var.)
A: Yes.

Bow Limits
Q: If my force comprises warbands from army lists that feature unusual Bow Limits (such as Azog's Hunters, Harad & Umbar and the Eastern Kingdoms, with a 50% Bow Limit; or Rohan™ and Elrond's Household that feature Warriors that ignore the Bow Limit), and pick the remaining warbands from another army list, how will this affect my overall Bow Limit? (pg 100)
A: In this situation, half of the Warriors in your Azog's Hunters, Harad & Umbar and the Eastern Kingdoms warbands (according to the army list) can be armed with bows, and a third (rounding up) of the remaining models in your force can be armed with bows. In the case of the Rivendell Knights and Riders of Rohan, simply ignore them entirely for the purposes of determining Bow Limits, so a third (rounding up) of the remaining Warriors in your force can be armed with bows.

To the Death! Scenario
Q: Do models that count as a banner, such as The Dark Marshal, Corsair Bo'suns and the Golden King count as a banner for the purposes of claiming Victory points in the To the Death! scenario? (pg 104)
A: No, only models carrying banners count.

Lords of Battle Scenario
Q: In the Lords of Battle scenario, if a Cavalry mount suffers a Wound but the rider is unharmed, does the opposing player gain a Victory point for inflicting a Wound on the mount? (pg 51-53 & 107)
A: Yes, however mounts that flee the board as a result of their rider being killed do not grant Victory points.

Q: If an enemy model flees the board, do I still get the Victory points for it? (pg 107)
A: Yes, models that flee are removed as casualties.

Q: In the Lords of Battle scenario, do Wounds prevented due to special rules or wargear (such as Malbeth the Seer's Gift of Foresight or Durin's Crown of Kings), as well as the Undying/Castellans of Dol Guldur/ *The Necromancer of Dol Guldur's way of spending Fate points, award Victory points? (pg 107)*
A: No, only Fate points expended from a Hero's profile award Victory points.

Q: If one of my Heroes successfully recovers a Wound as a result of the Renew magical power or Oin the Dwarf's Healing Herbs, or a Fate point from the Mirror of Galadriel™ *or Bill the Pony, is my opponent denied the Victory point they earned? (pg 107)*
A: No.

Reconnoitre Scenario
Q: In the Reconnoitre scenario, do models that exit the board via your opponent's table edge count towards reducing a force to 25%? (pg 108)
A: No

The High Ground Scenario
Q: In the High Ground scenario, does the Gusting Winds special rule prevent every kind of shooting attack, even throwing weapons/stones and siege engines, when the Priority roll is a tie? (pg 109)
A: Yes.

Good Heroes
Q: Are Orcrist's Wounds (and other doubling Wounds like Thrydan's Mighty Blow or Duinhir's Go For The Eyes!) multiplied before Fury rolls are made? (pg 168)
A: Yes.

Q: When Bifur the Dwarf is reduced to one Wound, his Battle Damaged rule is activated. If he is subsequently healed (by Renew/Healing Herbs, etc), does he continue to gain the benefits of this rule? (pg 169)
A: No, this rule only applies whilst Bifur is on one Wound.

Q: Can Bombur the Dwarf's Raising Spirits be used if he has already been charged that turn? (pg 170)
A: No.

Q: Can Ori the Dwarf recover a point of Might, Will or Fate if he slays an enemy Hero or Monster? (pg 171)

A: Yes.*Q: If Ori the Dwarf rolls a 6 to hit a Cavalry model, does he have to roll to see if he hits the mount or the rider? (pg 171)*
A: No, however, he may choose if he hits the rider or the mount.

Q: There are certain characters, such as Gandalf™ *the Grey and* Radagast™ *the Brown, that have different wargear options in the profiles listed in the Sourcebooks than they do in the rules manual for* The Hobbit: An Unexpected Journey™. *Should they not have the same options? (pg 173 & 174)*
A: No.

Q: Can Gandalf™ *the Grey take his Cart or Shadowfax if taken in a White Council Warband alongside* Elrond™ *on horse,* Radagast™ *the Brown on sleigh or any other equipment combination from* The Hobbit: An Unexpected Journey™ Strategy Battle Game *rules manual? (var.)*
A: No, models that feature in army lists from the five Sourcebooks can only use options and wargear shown in those books. Models that feature in army lists from either *The Hobbit: An Unexpected Journey™, The Hobbit: The Desolation of Smaug™ or The Hobbit: The Battle of The Five Armies™* can only use options and wargear shown in the *The Hobbit: An Unexpected Journey™, The Hobbit: The Desolation of Smaug™ or The Hobbit: The Battle of The Five Armies™.*

Q: Does Lindir's Wise Council special rule affect all four Elrond™ *profiles? (pg 177)*
A: Yes.

Evil Heroes

Q: If Azog™ is rolling To Wound against a Defence 3 Hero, and has used his two-handed weapon, does he Wound on a 3+ or a 2+? (pg 185)
A: He will Wound on a 2+.

Q: Can Azog™ use Might points to improve his To Wound rolls against Heroes? (pg 185)
A: Yes.

Q: When Azog™ dismounts from the White Warg, it automatically passes all Courage tests. Does this mean that all other Warg types within Stand Fast! range will automatically pass their Courage tests as a result of the White Warg's Pack Master special rule? (pg 185)
A: Yes.

Q: If Bolg's The Bringer of Death special rule is nullified by Flói Stonehand's Loremaster special rule, are kills inflicted by Bolg still counted during the time this rule is disabled? (pg 186)
A: No. However, any special rules earned thus far as a result of the special rule will still work. Alternatively, Flói Stonehand can choose to nullify one of the rules earned by Bolg's The Bringer of Death special rule (for example, Harbinger of Evil), but if he does so, any further kills Bolg makes during this period still count.

Q: Are there any other weapons or forms of damage (such as falling damage) that ignore the Goblin King's Blubbery Mass special rule other than those stated? (pg 188)
A: No.

Q: What does the Goblin King's Thrown Goblin count as? Can he move and throw it – if so how far? Is it a shooting attack so therefore affected by Cast Blinding Light and Pall of Darkness? (pg 188)
A: Treat it as a Throwing Weapon that can only be used in the Shoot phase. It will still be affected by Blinding Light and Pall of Darkness.

Q: If the Goblin Scribe is affected by the Fury magical power, will he automatically pass his Courage test to summon Goblin reinforcements? If so, how many will arrive? (pg 189)
A: Yes, but he can only ever summon D3 Goblins this way.

Q: Which point of the model do you measure to when charging or targeting the Goblin Scribe? (pg 189)
A: Any part of the Goblin Scribe or his frame.

Q: Can any Goblin Warriors summoned by the Goblin Scribe be equipped with two-handed axes? (pg 189 & 190)
A: Yes, providing you have spare models that are appropriately armed.

Q: Does the Goblins' Chittering Hordes special rules enable them to use special strikes when supporting one another? (pg 190)
A: No.

Q: Can a Fell Warg charge a partially obscured model wearing an Elven cloak that is more than 6″ away? (pg 191)
A: Yes.

Armies

Q: Can Heroes from The Hobbit: An Unexpected Journey™ rules manual, such as Thorin Oakenshield™, lead appropriate warbands of Warriors from the five Sourcebooks? Similarly, can Heroes from the Sourcebooks, such as Gothmog, lead appropriate warbands of Warriors from The Hobbit: An Unexpected Journey™ rules manual? (pg 194 & 195)
A: No to both questions.

Q: In the White Council army rules, you may select Elrond™ as a member of the White Council. Which version of Elrond is this – the version from The Hobbit: An Unexpected Journey™ rules manual or one of the two versions from the Free Peoples™ Sourcebook? (pg 195)
A: The version of Elrond on page 176 of The Hobbit: An Unexpected Journey™ rules manual.

Q: Are Heroes without a specific name, such as the Goblin Scribe, the Spider Queen, the King of the Dead and the Balrog™ still considered to be Named Heroes, meaning you can only have one in your army? (var.)
A: Yes.

Good vs. Good and Evil vs. Evil

Q: If two Good armies or two Evil armies are playing against each other, how do you resolve roll-offs to see who wins a combat or goes first with a Heroic Action? (pg 100)
A: At the start of a game where two Good or Evil forces are fighting each other, decide which force will win such roll-offs on a 1-3 and which will win such roll-offs on a 4-6.

Q: Some special rules and abilities affect all Good or all Evil models. If two Good or two Evil armies are playing against each other, should such abilities be considered to affect all friendly or enemy models instead? (pg 100)
A: Yes. For example: an ability in a Good force that affects all Good models would affect all friendly models instead, whilst an ability in an Evil force that affects all Good models would affect all enemy models instead.

Matched Play Scenarios

*Q: In Heirlooms of Ages Past, can a player score Victory Points for having
more models within 3" of the artifact whilst an enemy model is carrying it?*
A: No, the Victory Points for having more models within 3" of the
artifact is only relevant when no model is carrying it.

*Q: In Scenarios that use the Maelstrom of Battle special rule, do all
members of a warband have to enter from the same point?*
A: Yes.

*Q: In Scenarios that use rules for Reinforcements, do models move onto
the board or are they placed on the board and then may move from there.*
A: Models move onto the board.

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