

MIDDLE-EARTH™

STRATEGY BATTLE GAME

ARMIES OF THE HOBBIT

Designer's Commentary, February 2023

The following commentary is intended to complement the *Armies of The Hobbit*. 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 stated 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: How does the interaction between Balin's Longbeard special rule work when played against Elrond's Foresight of the Eldar? (p.11 & 62)

A: Elrond must use any Foresight Points he wishes to use before Balin uses his Longbeard special rule. After the dice has been re-rolled, Elrond may not use any more Foresight Points.

Q: When Bifur uses his Embedded Axe-blade, can he use his two-handed weapon or Piercing Strike? (p.12 & 40)

A: No. Additionally, when using his Embedded Axe-blade, Bifur will only ever roll a single D6 as it makes a single Strike, even if the enemy model is Trapped.

Q: If Bofur uses his Steadfast special rule to negate the effects of the Wrath of Bruinen or Nature's Wrath Magical Power, will it still affect all other models in range or is it negated entirely? (p.12 & 40)

A: It is negated entirely.

Q: Can Bombur use his Raising Spirits special rule if he has already been charged that turn? (p.13 & 41)

A: No.

A note on the Allies Matrix: We have had a few questions asking us about the levels of alliance presented in the Allies Matrix; 'should this army be Historical with this one?', or 'why isn't X Historical Allies with Y?'

When we developed the Allies Matrix we spent a lot of time working out timelines, deciding what timelines each Army List represents, and cross referencing these to give the final Allies Matrix.

Historical Allies represent those that actually fought together, not just co-existed. So, for example, the reason that The Fellowship are not Historical Allies with the Dead of Dunharrow is simply because the Fellowship had been broken before the Dead were recruited by Aragorn, and so they did not fight alongside each other.

Convenient Allies are those that did co-exist, but did not fight together (even though they could have in theory). The reason that Angmar and Mordor are not Convenient Allies is that the Angmar list represents the rule of the Witch-king, whilst Mordor represents Sauron's armies after he leaves Dol Guldur and returns to Mordor. These two timelines do not cross, and so they are Impossible Allies.

Hopefully this will give you some sense of what we were looking at when devising the Allies Matrix. We are confident that all of the alliances presented are how they should be. If you are still thinking 'but I cannot do this scene from the films/books with the Allies Matrix!' then fear not; there may be something slightly different coming soon that will solve your dilemma!

A note on Man-sized models: A Man-sized model is anything that is roughly the size of a Man or smaller. This includes, but is not limited to: Men, Elves, Dwarves, Hobbits, Orcs, Uruk-hai and Goblins. This will also include Men that are slightly bigger than other Men, such as Beorn when he is in Man-form; after all, he is still a Man!

Q: In Armies of The Hobbit, Gandalf the Grey doesn't have the option for his cart like he does in Armies of The Lord of the Rings. Does this mean that if I take Gandalf the Grey from one of the army lists in Armies of The Hobbit, I cannot take Gandalf the Grey on his cart? (p.16)

A: Yes. Gandalf the Grey may only be on his cart when taken from one of the army lists from *Armies of The Lord of the Rings*.

Q: Do Wargs, Spiders or any other animal-like models count as being Man-sized for the purpose of special rules that refer to Man-sized models? E.g. Dáin Ironfoot's Headbutt. (p.27)

A: No.

Q: When an Iron Hills Ballista counts as declaring its Heroic Shoot, can it also declare 'Loose!?' (p.31)

A: No.

Q: Can any of the Dwarves that ride an Iron Hills Chariot (of any variant) dismount from the Chariot? (p.32)

A: No. Once a Dwarf is on the Chariot, it cannot leave the Chariot unless the Chariot is destroyed.

Q: What happens if the driver of an Iron Hills Chariot is Paralysed? (p.32)

A: The driver will be Paralysed as normal. Whilst the driver is Paralysed, the chariot cannot move, however, any friendly model also in the chariot that did not make a Shooting attack that turn may attempt to aid the driver in recovering from the effects of the Paralyse Magical Power.

Q: Can any selection of the Champions of Erebor be deployed together as a single warband, as per the additional rules for Erebor Reclaimed, so long as the warband contains no other models, or must it be all 13 of the Dwarves to allow for them all to be deployed together? (p.36)

A: You may deploy any combination of the Champions of Erebor together in one warband, so long as the warband includes no other models. However, the warband must include Thorin Oakenshield, King Under the Mountain.

Q: The Erebor Reclaimed Army Bonus states that it affects all friendly **Erebor Dwarf** models. Does this affect friendly **Iron Hills Dwarves** that are taken as part of the list? (p.36)

A: No, as they have the **Iron Hills** Keyword and not the **Erebor** Keyword.

Q: If Ori the Dwarf, Champion of Erebor, is taken as part of the Kingdom of Khazad-dûm army, do any of the Heroes from that list benefit from his Chronicler special rule? (p.41)

A: If Ori is taken as part of the Kingdom of Khazad-dûm army list, then Balin and Flói will both benefit from Ori's Chronicler special rule in addition to those listed.

Q: Can both Bard and Girion take a Windlance in the same army, or is the Windlance unique? (p.49 & 57)

A: They may both take a Windlance. However, such an alliance will naturally be an Impossible alliance.

Q: What happens if Sigrid or Tilda is accidentally slain by a friendly model such as a **Siege Engine**? (p.50)

A: Bard will still be subject to the Something to Fight for special rule, however, for the purpose of who killed his daughter, it will count as if the model has already been slain. This means that Bard will have to Charge the nearest visible enemy model for the remainder of the game.

Q: What happens to Bard if either Sigrid or Tilda are killed by a **Siege Engine**? (p.50)

A: If Sigrid or Tilda is killed by the initial shot of a **Siege Engine**, then the Siege Veteran will be the target of Bard's rage for the Something to Fight for special rule. If Sigrid or Tilda is killed by the area of effect or by another model

being flung into them (such as with piercing shot), then no single model is the target of Bard's rage. Instead, treat this situation as if Bard has already slain the target of his rage.

Q: Does Girion, Lord of Dale's Windlance Trained special rule allow him to count as a trained crew when firing a friendly Windlance? (p.57)

A: Yes.

Q: What happens if a Moria Blackshield Shaman successfully casts Shatter on Thranduil's additional Elven-made sword? (p.71)

A: Thranduil will lose the additional Elven-made sword, and therefore the rules associated with it (including the Bladelord special rule). He will not, however, count as being unarmed as he will still have another Elven-made sword if he has taken the additional Elven-made sword option.

Q: Does Thranduil benefit from any part of the Bladelord special rule whilst he is mounted? (p.71)

A: No.

Q: If a model supports using their Elven-made glaive, do they still get the bonus to win the Duel for it being Elven-made? (p.74)

A: Yes, the wargear they are using to support is still Elven-made.

Q: If a model Shields using their Elven-made glaive, do they still get the bonus to win the Duel for it being Elven-made? (p.74)

A: Yes, the wargear they are using to Shield is still Elven-made.

Q: Can a model be moved out of combat by a Wood Elf Sentinel's Eldamar Madrigal special rule? (p.77)

A: No.

Q: Can a Wood Elf Sentinel's Eldamar Madrigal special rule be used to make an enemy model Charge if the model they are Charging doesn't have a Control Zone? (p.77)

A: No.

Q: If Radagast is mounted upon his Eagle, and the combined model is targeted by a Magical Power, can Radagast use the Eagle's free point of Will from Resistant to Magic as well as any from his own store? (p.79 & 83)

A: Yes.

Q: Is Sebastian's Strike affected if Radagast is using his two-handed staff, if Radagast is on his Eagle and uses the Rend Brutal Power Attack, or any other situation? (p.79)

A: No. Sebastian will always confer a single Strength 1 Strike regardless of any other situations. The only exception is that if the target is Trapped, Sebastian will still get to double his Strikes.

Q: If Beorn is in Bear-form, can he still declare the same Heroic Actions that he could do in Man-form? (p.80)

A: Yes.

Q: Can Beorn transform into bear form if there isn't enough space to place the **Bear** model? If so, what happens? (p.80)

A: Yes, so long as the only things in the way are models and not immovable terrain. In this instance Beorn will be placed so that the centre of the **Bear** model's base is where the **Man** model was previously. Then move any displaced models the minimum distance possible so that they are 1" away from Beorn. In this situation, players take it in turns to displace models, starting with Beorn's controlling player. Beorn may then move normally.

Q: When Beorn transforms into bear-form, does the **Bear** model have to be centred over the **Man** model or does it only need to be overlapping part of the **Man** model? (p.80)

A: The **Bear** model only needs to be overlapping part of the **Man** model. When Beorn transforms into a **Bear**, the **Bear** model must be placed so that it is not displacing any models if possible.

Q: If Beorn has to displace models when he transforms, can this force models out of combat or into combat with another model if they would end up in base contact with an enemy model? (p.80)

A: No to both instances. Models that were in combat when displaced will remain in combat with the models they are engaged with. In the odd situation that a model would be displaced into base contact with an enemy model, they will not count as being in combat with that model unless they subsequently charge that model.

Q: Can Beorn use his Skin-changer special rule when he moves as part of a Heroic Combat (p.80)

A: Yes.

Q: Can Beorn transform into a **Bear** before he moves onto the board in scenarios where this applies? (p.80)

A: No.

Q: If I have both Azog and Bolg in my force, does the Azog's Legion Army Bonus give both models the Master of Battle special rule or just the leader? (p.92)

A: Just the model that is the leader; in this case Azog.

Q: In a Historical Alliance between Azog's Legion and Azog's Hunters, if I choose Azog or Bolg as my leader, but take them from the Azog's Hunters list, do they still gain Master of Battle as per the Azog's Legion army bonus? (p.92)

A: No. They will only get Master of Battle if they are taken from the Azog's Legion army list.

Q: If Azog is fighting with the stone flail and declares a Heroic Strike, does his Fight value increase before being reduced to 6, or is it reduced to 6 before the Heroic Strike? (p.93)

A: Your first example is correct. The stone flail will increase Azog's Fight value and then it will be reduced to 6, so you are better off saving your Might for other things!

Q: If Azog fights with his stone flail, are enemy models knocked Prone as soon as they are hit or at the end of the Fight? (p.93)

A: At the end of the Fight, so long as they have been hit.

Q: Can Azog stack the +1 To Wound for using the stone flail two-handed with his I am the Master special rule, effectively allowing him to wound any Hero model on a 2+? (p.93)

A: No.

Q: Do the banners on Azog's Signal Tower count as a banner for Scenarios that award Victory Points for having a banner? (p.94)

A: Yes, they are banners. Each banner on the Signal Tower will count as a separate banner for the purpose of Victory Points, so all of them will need to be destroyed before a player no longer counts as having a banner.

Q: Can Flói Stonehand's Loremaster special rule be used to turn off the effects of Azog's Signal Tower? If so, how does this work? (p.94)

A: No.

Q: Which Heroic Tier do Azog's Lieutenants and the White Warg count as for the purpose of Heroic Challenge? (p.94 & p.95)

A: Independent Heroes.

Q: If Azog is riding the White Warg, do enemy models have to make a Courage test for charging him as only the White Warg causes Terror? (p.95)

A: Yes, as the White Warg causes Terror.

Q: Can the White Warg be chosen as a target to be protected or killed in the Fog of War Scenario? (p.95)

A: Yes.

Q: If Azog is riding the White Warg and is affected by the Panic Steed Magical Power, will the White Warg remain on the board thanks to its Raging Beast special rule? (p.95)

A: Yes.

Q: Can the White Warg be chosen as the Assassin in the Assassination Scenario? If so, what happens? (p.95)

A: Yes. However, if the White Warg is chosen as the Assassin then whilst Azog is still riding it any kills the model makes will be attributed to Azog and not the White Warg.

Q: Does the Troll Catapult count as having the Troll upgrade for a **Siege Engine**? (p.100)

A: No.

Q: If a Troll Brute loses a Duel roll and is forced to Back Away into contact with another model, does that model suffer a Strength 10 hit as per the Troll Brute's Crushing Blow special rule? (p.101)

A: No, as backing away does not count as moving.

Q: When a War Bat uses its Pluck special rule, if it fails the roll to inflict a Strength 4 hit on its target does it still get to roll to see if it knocks its target Prone? (p.102)

A: Yes.

Q: If the rider from atop a Warg, Fell Warg, or similar is slain, and the mount passes its Courage test to remain on the battlefield, does it keep the **Cavalry** keyword even though it is no longer a **Cavalry** model? (p.107)

A: No, as it is no longer a **Cavalry** model.

Q: Can models mounted upon a Fell Warg use its Fell Sight special rule for the purpose of charging? (p.107)

A: Yes.

Q: Can any selection of the Nazgûl of Dol Guldur be deployed together as a single warband, as per the additional rules for the Dark Powers of Dol Guldur, so long as the warband contains no other models, or must it be the Necromancer and all 9 of the Nazgûl to allow for them all to be deployed together? (p.108)

A: You may deploy any combination of the Nazgûl of Dol Guldur together in one warband, so long as the warband includes no other models. However, the warband must include The Necromancer of Dol Guldur.

Q: Can the Nazgûl of Dol Guldur use Might to influence their Unholy Resurrection roll? (p.110)

A: Yes, so long as they have Might remaining.

Q: What happens if Flói negates a Nazgûl of Dol Guldur's Unholy Resurrection special rule, and the Nazgûl of Dol Guldur is slain during that turn? (p.110)

A: The removal of Unholy Resurrection means that no marker would be placed when the Nazgûl of Dol Guldur is slain and, as such, there is no marker for them to come back from the following turn. As a result, the Nazgûl will be slain outright.

Q: If the Spider Queen declares a Heroic Move and then spawns a number of Broodlings as part of that Heroic Move, can the Broodlings move as part of the Heroic Move? (p.115)

A: No.

Q: Can the Spider Queen use her Progeny special rule whilst she is engaged in combat? (p.115)

A: No.

Q: If a Bat Swarm that is under the effects of the Channelled version of the Shroud of Shadows Magical Power is Engaged in a fight, do the models they are Engaged with halve their Fight value twice (once for Blinding Swarm and once for the Magical Power) or just once? (p.117)

A: They will only halve their Fight value once (rounding down).

Q: If the Goblin King is Set Ablaze as a result of the Channelled version of the Flameburst Magical Power, will he still get to use his Blubbery Mass special rule? (p.119)

A: Not against the initial Strength 9 hit, as this was caused by a Magical Power. However, Blubbery Mass can be used against wounds inflicted by the Strength 5 hit at the end of each turn.

Q: Can an enemy model copy Grinnah's Swap with Me Heroic Action using the Master of Battle special rule? (p.120)

A: No.

Q: What happens if Grinnah uses Swap with Me to swap with the Goblin King who was in combat with multiple enemy models but, due to his smaller base size, Grinnah cannot be placed in base contact with all of the same models? (p.120)

A: In this unusual situation, Grinnah will be placed as close to the centre of where the Goblin King was. Grinnah will still count as being in combat with all the same models as the Goblin King was originally, even though he is not in base contact with them all.

Q: When Grinnah uses Swap With Me to swap places with the Goblin King, does the Goblin King's base have to be placed centrally over where Grinnah's base was? (p.120)

A: No, though the Goblin King must still be placed so that his base covers all of the area that Grinnah's base took up.

Q: Does the contraption holding the Goblin Scribe count as part of the model when working out whether or not a model has Line of Sight to the Goblin Scribe? (p.120)

A: Yes. This is an exception to the usual rules regarding scenery on the base of a model.

Q: What happens if the Goblin Scribe is affected by a Heroic March? (p.120)

A: The Goblin Scribe will be unaffected by the Heroic March. This means he will not increase his Move value by 3", but also does not have to remain within 6" of the Hero that declared the Heroic March if they call At the Double! as he cannot move.

Q: Can a model with the Chittering Hordes special rule make Special Strikes when supporting? (p.122)

A: No.

Q: If a Siege Engine rolls a 6 to hit Smaug (benefiting from his Missing Scale rule), does Smaug suffer a number of Wounds equal to half of his Wounds characteristic (as per the Siege Engine rules on p.115 of the rules manual) AND a number of Wounds equal to the Strength of the weapon? (p.129)

A: No, it inflicts either half of Smaug's Wounds or a number of Wounds equal to the Strength of the weapon, whichever is higher.

Q: How are models that cannot normally be directly affected by Magical Powers that would prevent them from moving (such as Smaug or the Mumâk) affected by Special Rules that would make them suffer the effects of the Paralyse Magical Power, but that technically aren't Magical Powers (such as a Mirkwood Spider's Spider Web or Shelob's Caught in a Web Brutal Power Attack)? (p.129)

A: Models that cannot be prevented from moving (such as Smaug or a Mumâk) will be unaffected by Special Rules that make them suffer the effects of the Paralyse Magical Power.

Q: Is Smaug a Battlefield target or Siege target? (p.129)

A: A Battlefield target.

Q: Can Smaug be Immobilised/Transfixed? (p.129)

A: Yes.

Official Errata, February 2023

The following errata correct errors in the *Armies of The Hobbit*. 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 8 – Thorin's Company – Army Bonus

Add the following sentence to the end of the Army Bonus: Additionally, all models from this Army List gain Heroic March.

Page 28 – Drár – Wargear

Add axe to Drár's wargear.

Page 29 – Iron Hills Captain – Options

Change the first option to the following:
May exchange war spear and shield for mattock – Free

Page 31 – Iron Hills Ballista – The Old Twirly Whirlies

Add the following sentence after the first sentence:
An Iron Hills Ballista has a range of 12"-48".

Page 31 – Iron Hills Ballista

Change the points cost of an Iron Hills Ballista to 125 points.

Page 43 – Óin the Dwarf, Champion of Erebor – Prognostication

Change Óin's Prognostication special rule from Passive to Active.

Page 46 – Alfrid the Councillor

Add the following to Alfrid's profile:
Alfrid may only be included in an army that includes either the Master of Lake-town or Bard the Bowman.

Page 61 – Gil-galad

Add the following line to the restrictions for using Gil-galad:
If your force contains Gil-galad, then every alliance will be Impossible Allies with the following exceptions: Númenor will still be Historical Allies, and Lothlórien, Fangorn, and the Misty Mountains will still be Convenient Allies.

Page 62 – Elrond, Master of Rivendell – Vilya

Change Elrond's Vilya special rule from Active to Passive.

Page 62 – Elrond, Master of Rivendell – Foresight of the Eldar

Change the second sentence to read:
During the Priority phase, after the dice has been rolled, so long as he is alive and on the battlefield, Elrond may choose to alter the controlling player's dice roll.

Page 64 – Arwen

Change Arwen's Heroic Tier to Minor Hero.

Page 64 – Arwen

Add the following to Arwen's profile:

Arwen may be included in a Fellowship army as part of the Fellowship army list, so long as it also includes Aragorn – Strider.

Page 66 – Círdan

Change Círdan's Heroic Tier to Minor Hero.

Page 68 – High Elf Stormcaller

Change the High Elf Stormcaller's Powers of Nature special rule from Active to Passive.

Page 72 – Legolas Greenleaf, Prince of Mirkwood – Options

Change the points cost of Legolas' Elven cloak to be 5 points.

Page 79 – Radagast's Sleigh

Add the Fleetfoot special rule to the sleigh.

Page 79 – Radagast the Brown – Magical Powers

Change the range of Nature's Wrath to 3".

Page 86 – Galadriel, Lady of Light

Change Galadriel, Lady of Light's Heroic Tier to Hero of Fortitude.

Page 109 – The Necromancer of Dol Guldur – Magical Powers

Add the Curse Magical Power. This has a range of 12" and is cast on a 4+.

Page 110 – Nazgûl of Dol Guldur – Heroic Actions

Add the following Heroic Actions to the profile:
Heroic Strike.

Page 158 – Good Armies Alliance Matrix

Change the Shire to be Historical Allies with The Rangers, and Convenient Allies with Rivendell.