



ADEPTICON 2014

LORD OF THE RINGS/THE HOBBIT FAQ & ERRATA

ADEPTICON STATEMENTS AND CLARIFICATIONS

The following document is for use at AdeptiCon 2014 and exists solely to serve as a transparent means of informing our attendees how our judges will rule in the case of certain rules disputes. Forewarned is forearmed!

This is a compilation of official Games Workshop Errata and FAQ, and unofficial rulings. **Official Games Workshop Errata and FAQ will be in Bold**, and unofficial will be standard font.

It is meant to act as an arbiter only when all other avenues of resolution have been exhausted.

THE HOBBIT: AN UNEXPECTED JOURNEY RULES MANUAL

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 Hunters Orc's Fight Value to '3/5+', and Strength Value to '4'.

Page 52 – Cavalry and Fights, Hunter Orc Profile. Change the Hunters 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 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 100 – Wargear and Bow Limit, 4th Paragraph. Change the start of the first sentence to "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 carry 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 178 – Thror, the Last King Under the Mountain, Wargear. Change entry to read 'Dwarf heavy armour and sword.'

Page 178- Thrain, Wargear
Change entry to read Dwarf Heavy Armour and two-handed hammer.

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 (Bill), Bert & Tom, 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 a Strength of 8.'

Page 189 – Profiles, Evil Heroes, The Goblin Scribe, Always More Where They Came 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, or Rivendell Knight Captains do not count towards your force’s Bow Limit.

Using this special rule, Rivendell Knights will not count towards the bow limit. They are essentially treated as Heroes with bows, so they will not count for determining the 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, Narzug or Hunter Orc Captains have a Bow Limit of $\frac{1}{2}$ (rounding up) instead of the usual $\frac{1}{3}$.

Using this special rule, if the only bow in the contingent are Hunter Orcs, the bow limit will be $\frac{1}{2}$. This includes Hunter Orcs on Fell Wargs.

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 Channelled Effect to read ‘All models within 3" of target take a Strength 5 hit’.

FREQUENTLY ASKED QUESTIONS

Line of Sight

Q: Does scenic basing that blocks parts of a model affect Line of Sight? (pg. 8)

A: No. Ignore basing materials that block Line of Sight between two models.

Q: Does scenic basing that changes the height of a model affect Line of Sight? (pg. 8)

A: No. Line of Sight should be based upon the true height of a model, so basing and conversions that alter the height of a model should be ignored. If needed, use a suitable “proxy” model to test line of sight issues.



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, he uses a Ringwraith to cast Black Dart on the Warrior of Minas Tirith, killing him. Can the Orc then make his move as the Move phase is not yet over? (pg. 21)

A: Once a model has moved into base contact with an enemy, neither it nor the enemy model can move further in that Move phase, so the Orc in the example above cannot move in that Move phase.

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.

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: 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.

Courage

Q: If a hero passes its Courage test from the army being Broken, and then charges into combat, can warriors still benefit from Stand Fast? (pg. 47)

A: Yes. As long as the hero has passed the Courage test, warriors may benefit from Stand Fast. Note: If the other player has priority, and charges your hero, he may not use Stand Fast, because he did not pass a courage test.

Q: If one element of a cavalry model (rider or mount) remains on the table, does the other element count towards the Break Point? (pg. 47)

A: No. Break Point is based on casualties suffered, and a cavalry model must be removed in its entirety to count as a casualty. Note: If a cavalry model is dismounted, either voluntarily or involuntarily (for example Nature’s Wrath), and both the rider and mount remain on the table, it will count as a casualty once a pair of rider and mount have been removed from the table, even if it was not the exact original pair. If a rider or mount is killed from shooting, once the other portion is destroyed, it will count toward the Break Point.

Cavalry

Q: Do Ponies give a charge bonus (eg extra attack, knock down)? (pg. 49)

A: Yes, there is nothing in the rules to deny ponies the same charge bonuses as any other cavalry model.

Q: When horses are knocked prone are the riders thrown? (pg. 49)

A: Roll on the thrown rider chart. If a 1 is rolled make the S3 strike as normal. Regardless of the result the rider is knocked prone.

Q: Do loose Fell Wargs, who have lost their rider, count towards Break tests or scenario victory conditions – i.e. do they count towards the number of models? (pg. 50)

A: The important thing is to always count the number of models. As defined in the rules manual, a cavalry model is one model, consisting of mount and rider. Normally, if the Fell Warg of a mounted Hunter Orc (or the horse of a Rivendell Knight) is killed, then one cavalry model is replaced by one model on foot, so the number of models on the table remains the same. If the rider of a Fell Warg is killed and the Fell Warg fails its Courage test and runs away, then one cavalry model has been lost, so there is one less model on the table. If however the Fell Warg passes its Courage test and remains on the table, then one cavalry model has been replaced by one loose Fell Warg model, and the number of models on the table hasn't changed, just the same as in the case where a rider loses his mount.

Heroes

Q: If a Hero in a broken force making a Heroic Move passes his Stand Fast roll, will all warriors within 6" of him when he passes the roll benefit from his 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 his move before the Warriors in range of his With Me! can move? (pg. 57)

A: Yes.

Q: What is the proper order in which players should declare Heroic Actions? (pg. 57)

A: The player without priority declare first whether or not he/she will be calling any Heroic Actions. Then, the player with priority declares if he/she will be calling any Heroic Actions. If both players call Heroic Actions, follow the standard rules for determining the order in which they are resolved.

Q: How far do models such as unriden 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: If a Hero calls a Heroic Strike and calls/is involved in a successful Heroic Combat, do the effects of his 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 Combats? (pg. 59/69)

A: No.

Q: What happens if a hero in combat with a Bat Swarm calls a heroic strike? (pg. 59)

A: Use the same order of events as similar effects like Transfix/Immobilize as per the rule book: "Note that this bonus (+D6 Fight) is applied before other effects are taken into account. Thus, a Hero who has been successfully targeted by the Transfix Channeled power would still have Fight value of 1."

Monsters

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

A: Measure from the Hurling Monster's base.

Q: How do you measure which models are knocked Prone by a model that a Monster has Hurlled? (pg. 63)

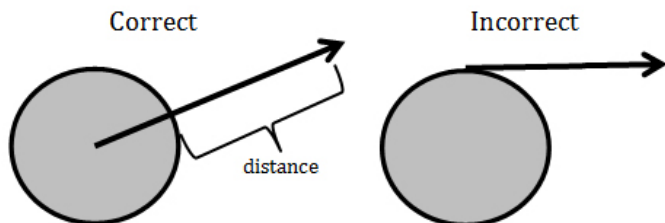
A: Any model whose base is touched by a Hurlled model's base as it passed through is knocked Prone and suffers a Strength 3 hit. The only exception are models with Strength 6 or above, who suffer a Strength 3 hit, but are not knocked Prone, as the hurled model stops after making contact with them.



Q: Can you clarify the use of the Hurl Brutal Power Attack? (pg. 63)

A: The Monster wins the fight and chooses to make a Hurl Brutal Power Attack. Choose a single enemy model involved in the fight and base contact with a lower strength than the monster. Then:

1. Choose a direction from the Hurling Monster's base. This must be a straight line from the center of the Monster's base in any direction. A Monster can't throw tangent to the base.



2. Roll a D6 and add the difference in strength, this is the Hurl Distance. Hurl Distance is measured from the Hurling Monster's base in the direction chosen in the previous step.
3. Now follow the remaining steps from the Rules Manual.

Q: Which models are hit by the Hurling model in combat? (pg. 63)

A: If a model that is hit by a Hurling model is in combat:

1. Models involved in the combat are knocked down, and suffer the strength 3 hit.
2. Supporting models are only knocked down and damaged if their base was crossed by the path of the Hurling model.
3. If only a supporting model is hit by a Hurling model, the combat will not be knocked down or damaged.

Q: Can chariots use brutal power attacks? (pg. 63)

A: Yes. Chariots count as Monstrous Mounts, but Chariots may only Barge or Rend.

Q: Can monsters use special strikes? (pg. 63)

A: Yes, provided they are armed with a weapon that allows for special strikes. They may opt to resolve Strikes the usual way (which includes special strikes), or use a Brutal Power Attack (page 63), but not both.

Q: Are cavalry hit by a hurled model knocked down? (pg. 63)

A: Yes

Q: Monsters like Mordor Trolls can use Special Strikes. Can I give an axe to a Mordor Troll to try gain additional Strength on my attack with a Piercing Strike, and then throw more powerful enemies like the Balrog through the enemy's lines? (pg. 63)

A: The rules say that you make the Brutal Power Attack instead of striking (page 63). You can give the Axe to your Troll, but that won't increase his strength when throwing an opponent, it will only increase his strength by D3 when striking with a normal attack.

Weapons & Wargear

Q: Which models may use Special Strikes? (pg. 67)

A: Models may only make special strikes using a weapon that is physically modeled on it. Unless specifically described in a model's rules, it may only be armed with one type of weapon. Any model that is not listed as unarmed always has the option to strike normally. For Example:

1. A model armed with a sword in its hand may only choose to Feint.
2. A model armed with a bow/spear in its hand, but has an axe on his back may only choose to Pierce.
3. A model armed with a bow/spear in its hand, but does not have another weapon on it may not choose to make special strikes.
4. A model armed with a two-handed axe, but also has a sword on its belt may either two-handed Pierce or single-handed Feint.
5. A model armed with a two-handed axe, but does not have another weapon may only choose two-handed Pierce.
6. If a model has multiple types of weapons on it may only be allowed to use one type of special strike during the game unless the rules allow it to carry multiple hand weapons.

Q: What about models with 2 different single handed weapons? (pg. 67)

A: Some models like Hunter Orcs and Iron Guard carry two different single handed weapons. In this case, these models may choose to use a special strike of either weapon type they carry, or strike normally.

Q: Which player is supposed to declare special strikes first? (pg. 67&70)

A: The player without priority must declare if they are making a special strike or using a two handed weapon before the player with priority. This gives the player with priority the advantage of reacting to special strikes.

Q: When a Cavalry or Monstrous Cavalry model is making a Special Strike, can I still choose the best set of combat stats? For example, can my Warg Rider make a Pierce Special Strike using the Fight and Attacks of the Rider and the Strength of the Mount? (pg. 67)

A: When making Special Strikes with any Cavalry or Monstrous Cavalry models, you may only use the stats of the Rider, because they are the one with the special type of weapon, this also applies for two-handed weapons. You may still choose to strike normally and use any combination of stats as stated in the Cavalry Rules Section.

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: 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? (pg. 67)

A: Yes.

Q: If so, can they make special strikes? (pg. 67)

A: No.

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: Can wargs, spiders, dragons, bats and all other animals carry axes? (pg. 67)

A: Beasts have natural weapons that are treated as hand weapons, they don't carry hand weapons.

Q: Previously, most wargear wasn't mentioned in a unit's profile. It was assumed that the model would have some kind of weapon on them. Is this still in effect? Are units like the Goblin King stuck using his two-handed weapon or can he fight normal as well? (pg. 67)

A: You may choose to use a hand weapon unless the model's profile states 'Unarmed.'

Q: Can models with hand weapons be converted to carry any hand weapon? (pg. 67)

A: To use a special strike, the model must be armed with the appropriate weapon (see page 67). There are no restrictions on hand-weapon conversions.

Q: Can weapons with special rules also make special strikes as long as the description specifically says what sort of weapon they are? (pg. 67)

A: Yes. For example, Durin's Axe is an Axe, Aeglos is a Spear and so on. There are also weapons in the game that are not specified in the model's profile, but their types are widely known from the books and films; for example Sting, Narsil, Andruil and Morgul Blades all count as Swords/Daggers and can Feint. If a weapon's type is not clear, err on the side of not using special strikes.

Q: If a goblin with axe supports (using the 'chittering hordes' rule) another goblin, can the goblin that is supporting use his axe to make a Piercing Strike? (pg. 67)

A: No. The Chittering Hordes rules state "Models with this rule can Support as if they had spears". Spears cannot be used to make special strikes.

Q: How does the roll-off bonus work for Evil weapons that count as Elven Blades, such as Easterling Falchion, Easterling halberd, or a Khandish Chieftan's Axe? (pg. 68)

A: Treat this situation as 1-4 Evil (you) wins, 5-6 Good (opponent) wins. If facing another Elven Blade user, the roll-off is normal one.

Q: Can spear/pike support still be shot at? There is some confusion due to the new wording and rules about whether they are "in the fight" or not. (pg. 69)

A: Yes. Spears are participating in the fight, but they are not engaged.

Q: Spear support question - now it says that spear support "join the combat" does that mean they no longer have a control zone and cannot wander off to support somewhere else and cannot be shot? (pg. 69)

A: Models supporting with spears do not count as part of combat, can move freely and have normal control zones.

Q: Can a spear support a model with a larger base size than itself? (pg. 69)

A: No. Spears and pikes may only support models on equal or smaller base sizes than themselves.

Q: Can you carry a pike and a crossbow? (pg. 69)

A: There is no restriction on what other weapons a model with a pike can be armed with apart from that they are not allowed Shields.

Q: As the spear model is joining the fight, would he mess up heroic combats against models he's supporting? (pg. 69)

A: No, supporting model is not part of the combat. Combat can only be played 1 vs X and the supporter would make this a 2 vs X, hence supporter clearly does not count as part of the combat for any purpose other than providing Fight Value and strikes.

Q: Can pikes support spears supporting somebody else? (pg.69)

A: No. A pike can support a friend in close combat by being in base contact with another pike that is already doing so; neither can be a spear.

Q: If a model armed with a spear or pike and is in base contact with a friendly model, 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 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 Defense 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 Defense reduces the Goblin to Defense 0? (pg. 70)

A: Treat the model as having a Defense value of 1 instead.

Banners

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 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: When the banner bearer is slain, does the model that picks up the banner gain his equipment? (pg. 72)

A: No. The model that picks up the banner keeps their equipment, and gains the banner. Note: The player must have an appropriately armed model to represent the proper wargear, or the banner is lost.

Q: If a spear warrior is in range of a banner but the model he's supporting is not, can I reroll the spear supporter's die, as he is joining the fight per the rulebook? (pg. 72)

A: Yes

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 Channelled 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 that is the victim of either the Command/Compel or Immobilize/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: The rules for Immobilize/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: Special rules and items of wargear can still be used as normal.

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: 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 he can attempt to resist it.

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 and Radagast? (pg. 80)

A: Yes.

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: 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.

Siege Engines

Q: Can the crew of a siege engine move away from their siege engine? (pg. 94)

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? (p100)

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 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? (p100)

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.

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 who 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 Warriors 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.

Note: Bow Limit is calculated for each individual contingent.

Points Match Games

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"x48"

NOTE: For Bilbo's Birthday Bash, the battlefields will be 48"x48"

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, inspiring models that act as banners do not count – only actual banners (including special banners carried by Heroes, such as Gamling's Royal Standard of Rohan and Boromir's Banner of Minas Tirith).

Further Clarification:

Models with wargear banners (Counts):

The Golden King of Abrahkan

Heralds (King's Champion)

Boromir, Captain of the White Tower with The Banner of Minas Tirith

Gamling, Captain of Rohan with Royal Standard of Rohan
Halbarad Dunadan with The Banner of Arwen Evenstar
Warrior models with Banner

Models with special rule banners (Does Not Count):

Corsair Bo'sun

War Mumak of Harad

Amdur, Lord of Blades

Khandish King on Khandish Chariot

Frodo of the Nine Fingers

Bill the Pony

Prince Imrahil of Dol Amroth via Dol Amroth for Gondor!

Angbor the Fearless via The Honour of Lamedon

Aragorn, Isildur's Heir

The Dark Marshal

Moria Goblin Drum

Gundabad Blackshield Drummers

Lords of Battle Scenario

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/Necromancer'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 I shoot both a rider and a mount, do I earn 2 Victory Points or just 1 because it is a single cavalry model? (pg. 107)

A: 1. Only the rider awards Victory Points.

Q: If one of my Heroes successfully recovers a Wound as a result of the Renew magical power or Oin's Healing Herbs, or a Fate point from the Mirror of Galadriel or Bill the Pony, is my opponent denied the Victory Point he earned? (pg. 107)

A: No.

Reconnoitre Scenario

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

A: Yes.

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 Thror use Might points to adjust Fate roll to a 4+ to retain the Fate point from the Arkenstone rule? (pg. 178)

A: Yes.

Evil Heroes

Q: Can the 3+ To Wound roll for Azog's I am the Master special rule be modified by any means? (pg. 185)

A: No.

Q: Is there a profile for Yazneg? (pg. 185)

A: Not at present, though we will rectify this in an upcoming publication. For now, treat him as a Hunter Orc Captain from the Azog's Hunters army list with the option to have a lance for +5 points.

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 can choose to nullify one of the rules earned by Bolg's 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: Can the Goblin King use Might to adjust his Blubbery Mass roll?

A: No. The rules for Might Point list items that Might may be used for, and anything else must specifically state in its rule that Might may be used.

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: Goblin Scribe - during a reconnoitre mission can the scribe still choose any board edge to bring on the reinforcements? Because if this is the case then every reinforcement model can just enter and leave from the opposite board edge and count as a VP. (pg. 189)

A: For the purpose of the Reconnoitre scenario, the Scribe's summoned Goblins can only enter the board from their controlling player's board edge.

Q: How does the Scribe "move on" in scenarios such as Reconnoitre scenario, seeing as it is immobile? (pg. 189)

A: The Goblin Scribe can be moved up to 5" on to the board on the turn he arrives. From that point on the Goblin Scribe is a Heavy Object (see the rules for moving Heavy Objects, Page 86).

Q: When shooting at the Goblin Scribe, do you measure to the base of the crane or to the Scribe himself, as he has no regular gaming base? (pg. 189)

A: Any part of the model

Q: If you can only see the crane, but not the actual scribe, can you shoot at the scribe? Is the crane a 'piece of scenery' on the scribes 'base', or is it part of the model? (pg. 189)

A: In the same way as models cannot gain cover from scenic elements on their bases, you can shoot, cast magic at or charge the Goblin Scribe as long as you see any part of the model.

Q: If the goblin scribe is under the effect of fury, how do you determine how much he passed the test by? (pg. 189)

A: For the purpose of bringing reinforcements, play as if Fury wasn't present. For the purpose of any other courage tests this counts simply as a pass.

Q: What happens when Gollum is the Ringbearer? Specifically, does Gollum count as being on the Good side whilst wearing the Ring? Does the Evil player still only move Gollum on a 1 or 2? Can the Evil player fight with Gollum while he is wearing the Ring? (pg. 190)

A: Treat the "good" as "opponent" for the purpose of 'Sauron's Will'. Gollum is moved by the model's owner on 3+ and by the owner's opponent on 1-2. Ringwraiths can fight Gollum wearing the Ring as if he was a good model.

Q: Can Goblin Warriors supporting a model using the Chittering Hordes rule make special strikes? (pg. 190)

A: No. Chittering Hordes counts as using a spear, which cannot make special strikes.

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? (various)

A: Yes.

ERRATA**Page 5 – Wargear and Bow Limit, 4th Paragraph.**

Change the start of the first sentence to “Your army can have 1/3 (rounding fractions up) of its Warriors equipped with bows, Orc bows, long bows, Elf bows, Dwarf bows or crossbows – usually, this means that one Warrior in every three can carry a bow.”

FREQUENTLY ASKED QUESTIONS

Q: Can you give models such as Black Numenoreans, Haradrim Warriors or Wood Elf Warriors more than one title-based upgrade (for example, can a Wood Elf Warrior be upgraded to a Noldorin Exile that is also a Mirkwood Guard)? (var)

A: No.

Q: If a Hero allows you to upgrade Warriors in your force, can you also upgrade similar Warriors in an army you have allied with? (var)

A: No.

Q: Can a successful Stand Fast roll from a Hero in one warband affect the Courage tests of warriors from an allied warband? (pg. 6)

A: Yes.

Q: Can I choose not to use the bow on models, such as Riders of Rohan, to follow the bow limit restriction?

A: Yes. A player can choose when building an army list to not use bows that are already included in the profile, as long as it is explained to the opponent before the game. The points value of the model does not decrease for “dropping” the bow. For example, an army includes 24 Riders of Rohan as the only warriors, but only 8 keep their bows for the game.

The Fallen Realms**Errata****Page 17-20 – Heroes of Isengard, Uruk-hai Drummer.**

Add the following Hero option to the Isengard army list:

Uruk-hai Drummer (Uruk-hai) Points Value: 40

Move F S D A W C M / W / F
6"/14cm 4/4+4 5 1 1 3 0 0 1

Wargear

Armour and war drum.

Special Rules

War Drum (Uruk-hai). At the start of the Move phase (after any heroic actions have been called and executed), the Drummer can sound the advance. All Uruk-hai within 12"/28cm of one of more Drummers sounding the advance increase their Movement value by 3"/8cm for

that turn, though they cannot charge.

Page 44 – Warriors of the Eastern Kingdoms, Easterling Warriors.

Add the following special rule:

Eastern Kingdoms Warband Rules

Easterling Warriors in warbands chosen from the Eastern Kingdoms army list have a bow limit of 1/2 (rounding up) instead of the usual 1/3.

When using the Eastern Kingdoms, there are three options regarding the bow limit:

1. Use the standard 1/3 bow limit.
2. If the only warriors with bow from the Eastern Kingdoms contingent are Easterling Warriors, then the bow limit is 1/2 for that contingent.
3. A player may take two separate contingents of Eastern Kingdoms. 1 contingent consists of warbands that the only warriors with bow are Easterling Warriors, so this contingent as a 1/2 bow limit. The second contingent of Eastern Kingdoms follows the standard 1/3 bow limit. Both contingents must have an appropriate number of non-bow armed models to meet the bow limit requirements. If this option is used, the player must clearly note on the army roster which warbands belong to each contingent. The player must notify the organizer upon submitting the army roster, and notify his/her opponents before the game.

FAQ

Q: Can Ugluk remove an enemy evil model in base contact for the Head Taker rule? (pg. 17)

A: No. It must be a friendly evil model.

Q: Can you take Saruman and Sharkey in the same force? (pg. 17/20)

A: No.

Q: Gríma Wormtongue’s special rule, a Traitor Within, prevents Good models from shooting or striking blows against him, but can a Good player nominate Gríma to be the target of a magical power such as Sorcerous Blast? (pg. 18)

A: Yes.

Q: In the Hold Ground! or Reconnoitre scenarios, if Gríma is assigned to an enemy warband that is yet to enter the table, can he use his a Wormtongue special rule (i.e. if the warband’s Captain wishes to use Might to affect his reinforcements roll, would he have to use 2 Might points in order to do so)? (pg. 18)

A: No.

Q: Can Saruman or Gandalf target Gríma Wormtongue directly with Sorcerous Blast? (pg. 18)

A: Yes.

Q: If Gríma Wormtongue is forced into base contact with a Good model with the Command/Compel magical power, does he count as charging the model and thus reveal himself as a traitor? (pg. 18)

A: No.

Q: Are Wounds inflicted in combat by Thrydan Wolfsbane doubled before or after Fate rolls are taken? (pg. 18)

A: Before Fate rolls are taken.

Q: Can an Isengard Troll use the shielding rule? (pg. 22)

A: Yes.

Q: Does the Betrayer's Master of Poisons rule apply to Black Númenóreans that have been upgraded to Venomblade Knights? (pg. 27)

A: Yes.

Q: The Betrayer requires a 4+ to cast either Transfix or Compel, is one of these incorrect? (pg. 27)

A: No. Not all Ringwraiths have the same magical ability.

Q: Does The Knight of Umbar's Combat Mimicry special rule allow him to take any combination of Fight, Strength, and/or Attack values? Such as, can he take just the Strength and Attack values of his opponent? (pg. 28)

A: Yes. Combat Mimicry allows The Knight of Umbar to use any combination of the 3 stat values, and use 0-3 of them.

Q: Does a model with a blowpipe and a shield get the +1 Defense bonus from the shield? (pg. 29)

A: Yes.

Q: If a model riding a war camel is involved in a successful Heroic Combat, can it continue to use its Impaler rule to inflict further hits if it charges into combat? (pg. 29)

A: Yes.

Q: Dalamyr's smoke bombs run out on the To Hit roll of a 1. Can I change this with Might to stop them from running out? (pg. 30)

A: Yes.

Q: Can Dalamyr use his Might point to make his Smoke bomb-Transfix a channeled one? (pg. 30)

A: No. Dalamyr's smoke bombs are throwing weapons with Strength 1 and an effect similar to Transfix (Fallen Realms page 30), but are not a Magic Power. Dalamyr does not have access to Magic Powers as described on page 76 and cannot perform a casting test or heroic channeling.

Q: Is it possible to Support the Golden King of Abrakhân with a spear or pike? (pg. 30)

A: No.

Q: If I take multiple Task Masters, can I keep rolling to see if I can get free heroic actions if one of my heroes is within 6" of several of them? (pg. 31)

A: No. For the "Haradrim Taskmaster: Whip of the Masters" rules, interpret the word 'him' as 'a Taskmaster', eg Each time the Taskmaster, or an Evil Hero within 6"/14cm of a Taskmaster, attempts a heroic action. Roll a D6. On the score of 4+, there is no need to expend a point of Might - the heroic action is free.

Q: Is the Mûmak monstrous cavalry? According to the Crew section it is a mount for the Haradrim Chieftain and therefore would be a monstrous cavalry model in the same manner as a Fell Beast? (pg. 32)

A: No.

Q: Does the Mahûd Chieftain benefit from the Sigils of Defiance since he's not in the main part of the howdah? (pg. 34)

A: Yes.

Q: Does Amdûr benefit from his own banner? (pg. 41)

A: Yes.

Q: Can a Khandish Chariot make Brutal Power Attacks? (pg. 43&45)

A: Yes. But they may only use Barge and Rend Brutal Power Attacks.

Q: Can Easterling Warriors upgraded to Black Dragons still use the new bow limit rule? (pg. 44)

A: Yes.

Q: If an Easterling Kataphrakt with an Easterling War Drum is dismounted, does he still have the war drum and can he still use it? (pg. 44)

A: Yes. The Easterling War Drum is a piece of wargear, and therefore the model keeps the drum after being dismounted, and can still use it.

Q: If the Easterling Kataphrakt with Easterling War Drum is killed, can a friendly warrior model in base contact pick it up like the Gundabad Blackshield Drum? (pg. 44)

A: No. The Gundabad Blackshield Drum's Take up the Drum is a special rule that allows the Drum to be saved. The Easterling War Drum is more like the Mordor Orc Drummer.

The Free Peoples

Errata

Page 18 – Gil-galad, Options.

Add the following option:

- Armoured horse.....15 points

Page 19 – Glorfindel, Lord of the West, Special Rules.

Add the Terror special rule to Glorfindel's entry.

Page 20 – Gildor Inglorien, Options.

Change Gildor's Options entry to read as follows:

- If your army includes Gildor Inglorien, then you may include Wood Elf Warriors in his warband (see page 27). Furthermore, you can upgrade any number of Wood Elf Warriors in your force to Noldorin Exiles at a cost of +1 point per model. Noldorin Exiles have Move 8"/20cm.

Page 25 – Thranduil, King of Mirkwood, Circlet of Kings.

Change the Circlet of Kings Wargear entry to read as follows:

Circlet of Kings. This crown allows Thranduil to cast the Magical Powers Aura of Dismay and Nature's Wrath once each game. The spell is automatically cast (counting as if Thranduil had rolled a 6 to cast it) and no Will points need be expended.

Page 35 – The King's Champion, Warband.

Add the following special rule to the King's Champion entry:

Triumvirate of War. The King's Champion will always be the warband's Captain with his Heralds becoming two of his followers, even though this is normally not permitted.

Page 36 – Warriors of Durin's Folk, Vault Warden Team.

Change the Foe Spear's Defence value (D) to '6'.

Page 43 – The Fellowship, Gandalf the Grey. Add the following option:

- Shadowfax..... 15pts

Page 43 – Gandalf the White, Magical Powers and Special Rules.

Add the following Magical Power and special rule to Gandalf the White's entry:

	Range	Dice Score
Sorcerous Blast	12"/28cm	4+

The White Rider. When Gandalf unveils his inner light, his presence is enough to steel the resolve of the Good warriors around him. The range of Gandalf's 'Stand Fast' rule is 12"/28cm rather than 6"/14cm.

Page 51 – Bandobras Took, Warband.

Add the following to Bandobras Took's Options entry:

- You may also include Bandobras Took in an army from the Shire, where he counts as a Hero of the Shire and can lead a warband as normal.

Page 53 & 64 – Woses Warrior, Profile.

Change the Woses Warrior's Move to 6"/14cm.

FAQ

Q: Can Erestor benefit from the Noldorin Throwing Daggers reroll failed to wounds while using his Elven Blade in combat? (pg. 18)

A: No. If Erestor uses the Elven Blade either single or two handed, he does not get the Noldorin Throwing Dagger Bonus.

Q: With regards to the Unbreakable Bond special rule, when it says the survivor 'must do everything he can to charge the model that killed his brother', does that include calling a Heroic Combat and expending Might points to kill enemies if doing so will enable him to charge his brother's killer? (pg. 19)

A: Yes.

Q: With regards to the Unbreakable Bond special rule, does the survivor have to call a Heroic Combat if it is impossible to kill all models in the combat, and therefore, he would not be able to move when the enemy that killed his brother is within range? (pg. 19)

A: No.

Q: If Elladan and Elrohir are equipped with Elf bows, are they still able to make use of their Twin Elven Blades special rule? (pg. 19)

A: Yes.

Q: Both Glorfindel and Arwen can ride Asfaloth. If you include both Heroes in the same army, can they both still be mounted? (pg. 19)

A: Yes. Treat the other Hero's mount as a normal horse.

Q: If a model has been knocked Prone by the Call Winds magical power, can it still perform actions that turn such as casting a magical power or using the Stand Fast special rule? (pg. 20/26)

A: Yes, as long as it doesn't move.

Q: If I cast Call Winds into combat, are all models, including friendly models, affected by the magical power? (pg. 20/26)

A: No. Only the target model is affected by Call Winds and therefore knocked Prone.

Q: How is Galadriel's Mirror of Galadriel deployed in scenarios in which she is not deployed at the start of the game, such as Reconnoitre and Hold Ground? (pg. 23)

A: In these scenarios, the Mirror of Galadriel is deployed when Galadriel's Warband is deployed. The Mirror must be placed within 6" of the point on the board edge from which the warband is deploying.

Q: When Haldir, Defender of Helm's Deep, uses his One Final Blow special rule before he dies, can he strike blows against any supporting enemy models that contributed to his death? Furthermore, can he utilize a special strike with this attack? (pg. 24)

A: No to both questions.

Q: Does Haldir, Defender of Helms Deep, use the One Final Blow rule to attack supporting models? (pg. 24)

A: No.

Q: If Thranduil expends a Might point to perform a Heroic Channeling, will this affect the magical powers he casts with his Circlet of Kings? (pg. 25)

A: Yes.

Q: Aura of Dismay is Exhaustion magical power. Does this mean that if Thranduil casts the spell with his Circlet of Kings, the effects of the spell end if he runs out of Will Points? (pg. 25)

A: Yes.

Q: Legolas's Deadly Shot special rule mentions shooting into combat. Does that mean he can fire into a combat containing a Good model? (pg. 25/44)

A: Yes, if he uses this special rule to score an automatic hit on an Evil target in that combat.

Q: Can the Eldamar Madrigal song be used to move an enemy model out of engagement with a friendly model? (pg. 28)

A: No.

Q: Does Durin's The Horn of Zirakzigil confer the +1 Courage bonus to friendly models since it is a War Horn? (pg. 31)

A: Yes

Q: Is Mardin's weapon, Torozûl, a spear? (pg. 31)

A: Yes.

Q: Should Dain Ironfoot's Venerable rule include Leap Tests? (pg. 32)

A: Yes.

Q: Can Floi Stonehand's Loremaster special rule be used to negate magical powers? (pg. 32)

A: No.

Q: Can Floi Stonehand's Loremaster special rule be used to negate the effect of the Dark Lord Sauron's One Ring for a turn? (pg. 32)

A: No. The Loremaster special rule can only be used to negate a special rule, not the effect of an item of wargear.

Q: Can Floi Stonehand's Loremaster special rule be used to negate the effect of Grima Wormtongue's a Traitor Within special rule for a turn? (pg. 32)

A: No.

Q: What happens to a model with the Fly special rule if I negate it with Floi's Loremaster special rule? (pg. 32)

A: The model still retains its Movement value of 12"/28cm, but is forced to move as an infantry model.

Q: If a King's Champion and/or his Heralds are separated for any reason, do they immediately lose their Defence bonus? (pg. 35)

A: Yes. For example: if they are in base contact with each other but are subsequently separated into separate Fights, they will not gain the defense bonus for that Fight.

Q: Can Gandalf the White from the Fellowship and Saruman the White from the White Council warbands be included in the same force? (pg. 43/55)

A: Yes, though you should refer to the Ages of the World box-out on page 6.

Q: Do Gwaihir and the Great Eagles follow the rules for Monstrous Mounts? (pg. 50)

A: No.

Q: Woses Warriors cannot move and shoot with their poisoned blowpipes, but Mahud Warriors can move half speed and still fire with their blowpipes. Is this correct? (pg. 53)

A: Yes.

Q: In the White Council Warband Rules, you may select Elrond as an additional member of the White Council. Can you choose either version of Elrond (namely Elrond or Elrond, Master of Rivendell)? (pg. 54)

A: No. You can only choose the armoured version of Elrond for 170 points.

Kingdoms of Men

Errata

Page 17 – Heroes of Minas Tirith, Faramir, Captain of Gondor. Add the Woodland Creature special rule to his profile.

Page 18 – Heroes of Minas Tirith, Madril, Captain of Ithilien. Add the Woodland Creature special rule to his profile.

Page 18 – Heroes of Minas Tirith, Damrod, Ranger of Ithilien. Add the Woodland Creature special rule to his profile.

Page 18 – Boromir, The Banner of Minas Tirith. Change the second sentence to read “If Boromir carries the Banner of Minas Tirith, all friendly models from the Minas Tirith army list within 3"/8cm receive a +1 bonus to their Fight value.”

Page 28 & 48 – Rider of the Dead, Profile. Change the Rider of the Dead profile to the following:

Move F S D A W C

Rider of the Dead 6"/14cm 3/4+ 3 8 1 1 6

Horse 10"/24cm 0/- 3 4 0 1 3

Page 34 – Warriors of Rohan, Riders of Rohan.

Add the following special rule:

Rohan Warband Rules

Riders of Rohan in warbands chosen from the Rohan army list do not count towards your force’s Bow Limit.

When using Riders of Rohan, these models are ignored for the purposes of the bow limit. They count for neither the number of models with nor without bow, so they act like bow armed heroes in that respect.

Page 34 & 48 – Eorl the Young, Profile. Change Eorl the Young’s Defence value to 7.

FAQ

Q: Do Riders of Rohan count as warriors for the purposes of determining the bow limit of non-Riders of Rohan warriors in the contingent, or are they like heroes and not factored at all?

A: Riders of Rohan in warbands chosen from the Rohan army list do not count towards your force's Bow Limit (Kingdoms of Men FAQ); therefore in a similar way to bow-armed heroes they do not use up your bow allowance or increase the amount of bows the rest of your force can bring.

Q: Does Madril, Captain of Ithilien’s Master of Ambush special rule apply to the scenario Hold Ground as well as Reconnoitre? (pg. 18)

A: Yes. His Master of Ambush special rule applies to any scenario in which additional forces arrive.

Q: Just to clarify, in scenarios such as Hold Ground! And Reconnoitre where your warband have to roll to see if/when they arrive, can you roll for Madril's warband first so that the rest of your warbands benefit from his Master of Ambush +1 bonus? (pg. 18)

A: Yes.

Q: Can the Knight of the White Tower opt to wield the White Sword of Gondor as a single-handed weapon and still benefit from its ability to double Wounds? (pg. 20)

A: No.

Q: What models count as “Monsters” for Duinhir’s Go for the Eyes! special rule? (pg. 26)

A: Any model that has the classification “Monster” in parentheses following its name. If only a mount has the “Monster” classification, Duinhir benefits only against the mount, such as a Fell Beast, and not the rider.

Q: Can an Axeman of Lossarnach use the Pierce special strike while supporting using his Axe of Lossarnach? (pg. 28)

A: No. The Axe of Lossarnach may be used as either a spear or two handed axe.

Q: Can the Army of the Dead (Riders, Warriors and the King of the Dead) combine their Blades of the Dead special rule with a special strike? (pg. 26/28/29)

A: No.

Q: Do Courage bonuses and penalties affect the to wound roll for Blades of the Dead? (pg. 26, 28, 29)

A: Yes. Use the Courage value of the target after it has been modified by War Horns, Drain Courage, Harbinger of Evil, Ancient Evil, Moria Goblin Drum, Gundabad Blackshield Drummers, etc.

Q: Duinhir and the Blackroot Vale Archers can re-roll failed To Wound rolls against Monsters when shooting. If they require a 6/5 To Wound, for example, can they potentially re-roll both of the dice? (p28)

A: Yes.

Q: What models count as “Monsters” for Blackroot Vale Archer’s Dead-eye Shot special rule? (pg. 28)

A: Any model that has the classification “Monster” in parentheses following its name. If only a mount has the “Monster” classification, Blackroot Vale Archers benefits only against the mount, such as a Fell Beast, and not the rider.

Q: What models count as “Monsters” for the King’s Huntsman’s Master Archer special rule? (pg. 34)

A: Any model that has the classification “Monster” in parentheses following its name. If only a mount has the “Monster” classification, the King’s Huntsman benefits only against the mount, such as a Fell Beast, and not the rider.

Q: The King’s Huntsman’s Master Archer special rule means he only fails ‘in the way’ rolls on the roll of a 1. However, when shooting at cavalry or Heroes mounted on monstrous mounts (i.e. Fell Beasts), does he hit his preferred target (rider or mount) on a 2+ as well? (pg. 34)

A: No.

Q: If the King’s Huntsman slays a Hero or Monster in combat, does he still restore his Might to its starting value? (pg. 34)

A: Yes.

Q: Do Westfold Redshields still count as Riders of Rohan for the bow limit rule? (pg. 34)

A: Yes. Westfold Redshields with bow do not count toward the bow limit.

Q: Does a Rohan Outrider still need Line of Sight to a Hero that has passed his Courage test for their Vanguard Stand Fast? (pg. 35)

A: Yes. Vanguard only supersedes the range portion of the Stand Fast rule, all other rules still apply.

Q: Can Might be used to modify a Hero’s roll for the Gift of Foresight rule of Malbeth the Seer? (pg. 37)

A: No. The rules for Might Point list items that Might may be used for, and anything else must specifically state in its rule that Might may be used.

Q: Does Aragorn’s Chieftain of Forgotten Arnor special rule affect Rangers of Arnor? (pg. 38)

A: Yes.

Q: With regards to the Unbreakable Bond special rule, when it says the survivor ‘must do everything he can to charge the model that killed his brother’, does that include calling a Heroic Combat and expending Might points to kill enemies if doing so will enable him to charge his brother’s killer? (pg. 38)

A: Yes.

Q: With regards to the Unbreakable Bond special rule, does the survivor have to call a Heroic Combat if it is impossible to kill all models in the combat, and therefore, he would not be able to move when the enemy that killed his brother is within range? (pg. 38)

A: No.

Q: If Elladan and Elrohir are equipped with Elf bows, are they still able to make use of their Twin Elven Blades special rule? (pg. 38)

A: Yes.

Mordor

Errata

Page 19 – Gollum, Unit Entry.

Change to be an Independent Hero.

Page 22 – Heroes of Mordor, The Knight of Umbar, Combat Mimicry. Change the first sentence of the Combat Mimicry entry to read ‘At the start of the Fight phase, the Knight of Umbar can elect to use the unmodified Fight, Strength and/or Attack values of any single opponent in base contact instead of his own.’

Page 26 & 48 – Kardush the Firecaller, Profile.

Change Kardush the Firecaller’s Attacks to 1, and his Wounds to 2.

Page 28 – Black Numenorean Marshal, Options.

Add the following option:

- Lance..... 5pts

Page 29 – The Spider Queen, Unit Entry.

Change to be an Independent Hero.

Page 31 – Heroes of Mordor, Cave Drake, Gaping Maw.

At the beginning of the second paragraph, add the following sentence: ‘Gaping Maw is a Brutal Power Attack.’

Page 37 – Great Beast of Gorgoroth.

Change the Battle Platform entry to read as follows:

Battle Platform. The battle platform holds nine Orc Warrior passengers (see the main rules manual). Orc Warriors on the battle platform can shoot even if the Great Beast has moved its full speed, and can shoot (and be shot at) if the Great Beast is engaged in a fight. When shooting with or at the Orc passengers, measure from the nearest edge of the battle platform. If the passengers are shot at, the firer doesn’t need to randomise to see who is hit (as he would normally for passengers) but hits the nearest model instead, though he must treat the battle platform as being in the way. If the Great Beast’s controller is slain, one of the passengers immediately takes his place, abandoning his bow as he does so. Because the Orc Warriors on the battle platform are integral models, each time one is slain, use a marker or dice to remind you that there is one less passenger. The Great Beast cannot carry any passengers other than those travelling on the battle platform. If the Great Beast is slain, roll on the Thrown Rider table for the Orc Warrior rider and each Orc Warrior remaining on the battle platform.

Page 37 – Great Beast of Gorgoroth.

Add the following rules to the Great Beast of Gorgoroth entry:

Magical Powers and the Great Beast of Gorgoroth. The Great Beast is immune to the effects of all Transfix, Immobilise, Command and Compel magical powers – or indeed any other magical powers that would prevent it from moving normally. These spells can, however, be directed against the model controlling the Great Beast – in this case, the Great Beast will be affected instead. A Sorcerous Blast can inflict damage on the Great Beast but cannot move it. If a model on the battle platform is hit by a Sorcerous Blast, it is damaged as normal but not moved. Instead, the controlling player rolls a D6. On a 1-3, the model is knocked to the ground on the battle platform. On the roll of a 4-6, the model falls to the ground below – roll on the Thrown Rider table as normal.

Page 37 – Great Beast of Gorgoroth.

Change the Only Counts as One entry to read as follows: **Only Counts as One.** The Great Beast of Gorgoroth and its crew count as a single model in a warband, and a single model for the purposes of working out your Break Point and the number of bows in your force. The Great Beast counts as a single model for establishing your army's Break Point and for Courage tests. If your army is Broken, unless subject a friendly Hero's Stand Fast! rule, make a single Courage test using the Great Beast's Courage value to see if the model flees the battlefield along with its Orc passengers or can be moved normally.

Page 46 – The Death of Kings. Participants – Evil.

Change the entry to read "The Witch-king of Angmar from the Mordor army list. The Witch-king begins the game with his full store of Might, Will and Fate (3/20/3) and has a Fell Beast and a flail. No other options may be taken".

FAQ

Q: What effect does the One Ring have if Sauron suffers a wound from an attack that automatically slays its target, such as a Dragon's Breathe Fire attack or the King of the Dead's Drain Soul? (pg. 17)

A: Sauron is treated as having lost his final Wound, so make a roll for the One Ring as normal. If he passes, Sauron remains in play with 1 Wound remaining.

Q: If Sauron has the One Ring and suffers more than one Wound that would otherwise destroy him, how many rolls would he make for the One Ring to sustain him on 1 Wound? (pg. 17)

A: You only ever roll once, regardless of how many wounds Sauron has suffered.

Q: If the Witch King uses his Morgul Blade on the turn he charges while mounted, do all his attacks that turn count as Morgul Blade attacks? (pg. 18)

A: Yes.

Q: Can the Witch King's Morgul Blade be used in conjunction with his Fell Beast's Attacks and Strength characteristics? If so, when he wins a fight and knocks his opponent over, will all 6 Attacks benefit from the Morgul blade's special rules? (pg. 18)

A: No. If you wish to use the Morgul Blade, you must use the Witch-king's Strength and Attacks values, though he may still double his Attacks if his opponent has been knocked to the ground.

Q: The Betrayer requires a 4+ to cast either Transfix or Compel, is one of these incorrect? (pg. 20)

A: No. Not all Ringwraiths have the same magical ability.

Q: Can Khamul the Easterling's Essence Leech be used in conjunction with his Fell Beast's Attacks and Strength characteristics? (pg. 21)

A: Khamul may expend a single point of Will to increase his own Strength, Fight or Attacks value, not those of his Fell Beast. However, he will recover a point of Will for each Wound caused, even if he did so with the aid of his Fell Beast's characteristics.

Q: How does the Dwimmerlaik's Sap Fortitude ability interact with the Resistant to Magic special rule? (pg. 21)

A: The Resistant to Magic special rule does not require the expenditure of Will points, so the proximity of the Dwimmerlaik will have no effect.

Q: If the Knight of Umbar calls/is involved in a successful Heroic Combat but loses a subsequent Fight in the same phase, does his Armour of the Sundered Land prevent him from having to expend a Will point? (pg. 22)

A: No.

Q: If the Knight of Umbar uses his Combat Mimicry special rule, can he still use the Feint special strike with his sword? (pg. 22)

A: Yes.

Q: If the Knight of Umbar charges an opponent that has been transfixed, could he use his Combat Mimicry to adopt his opponent's original Fight and/or Attacks values, or their current, transfixed values of 1? (pg. 22)

A: The transfixed values.

Q: Does The Knight of Umbar's Combat Mimicry special rule allow him to take any combination of Fight, Strength, and/or Attack values? Such as, can he take just the Strength and Attack values of his opponent? (pg. 22)

A: Yes. Combat Mimicry allows The Knight of Umbar to use any combination of the 3 stat values, and use 0-3 of them.

Q: Which takes precedence between the Shadow Lord's Pall of Darkness and Legolas' Deadly Shot? (pg. 22)

A: When selecting targets within 6"/14cm of the Shadow Lord, Legolas can choose either to hit automatically with a single shot or he can fire three times, in which case he will need a score of a 6 to hit with each.

Q: Does The Tainted's Seeping Decay special rule affect his mount, if he has one? (pg. 23)

A: No. Seeping Decay will not cause The Tainted's mount to take a wound.

Q: Can Gothmog's Master of Battle rule be used after Gothmog has already performed a Heroic Action in that same phase? (pg. 24)

A: No, a model may only benefit from a single Heroic action per Phase.

Q: Can Gothmog use Master of Battle to make use of Grinnah's "Swap With Me" Heroic Action? If so, whom can Gothmog switch with? (pg. 24)

A: No. Grinnah's "Swap With Me" rule says he may swap with any friendly Goblin. Gothmog's Master of Battle rule allows him to mimic the Heroic actions, but he does not have the special rule to call "Swap With Me."

Q: Does Shagrat, War Leader of Cirith Ungol's shield only knock down other infantry (as he counts as cavalry on a turn that he charges), or can he knock down cavalry and models above Strength 6? (pg. 25)

A: Infantry only.

Q: Can you take Shagrat, War Leader of Cirith Ungol and Shagrat, Captain of Cirith Ungol in the same force? (pg. 25)

A: No.

Q: Can a Captain of the Black Guard benefit from an enemy Ringwraith or Sauron for the special rule For the Dark Lord! (pg. 27)

A: No. Only friendly Ringwraiths or Sauron count for this special rule.

Q: If I take multiple Task Masters, can I keep rolling to see if I can get free heroic actions if one of my heroes is within 6" of several of them? (pg. 29)

A: No. For the "Orc Taskmaster: Whip of the Masters" rules, interpret the word 'him' as 'a Taskmaster', eg Each time the Taskmaster, or an Evil Hero within 6"/14cm of a **Taskmaster**, attempts a heroic action. Roll a D6. On the score of 4+, there is no need to expend a point of Might - the heroic action is free.

Q: If a Spider Queen spawns broodlings during a Heroic Move, do the broodlings benefit from the Heroic Move? (pg. 29)

A: No.

Q: Does the Spider Queen gain the cavalry charge bonus when charging whilst in difficult terrain? (pg. 29)

A: No. The Spider Queen's rules state that she moves at full speed through difficult ground, but does not create an exception for charging.

Q: Can Broodlings be launched if the Spider Queen has already been charged that turn? (pg. 29)

A: No, as stated they can be used within her own move.

Q: Can Broodlings be launched during a move following a Heroic Combat action? (pg. 29)

A: No, only during the actual Move phase of the game.

Q: Does a Cave Drake gain the Extra Attack bonus when charging? (pg. 31)

A: No.

Q: Can the Cave Drake choose to be trapped to benefit from Cornered Beast? (pg. 31)

A: No. The rule states that you check to see if you can back away one full inch, and if not then the Cornered Beast special rule takes effect.

Q: If you field the Necromancer, can you upgrade the Orc Warriors on the battle platform of the Great Beast of Gorgoroth to be Orcs of Dol Guldur for 2 points per model (so +20 points)? (pg. 32)

A: No.

Q: Can The Necromancer's special rule Drain Soul be combined with his Chill Soul magical attack? Drain Soul says that any enemy wounded in close combat is slain outright regardless of the number of wounds and Chill Soul says that the target suffers one wound as if wounded in close combat. (pg. 32)

A: It just does a single wound.

Q: Warg Riders have lost their Crude Throwing Spears rule, so when they are dismounted do they keep their throwing spears as opposed to normal spears? (pg. 34)

A: Yes.

Q: Can the A Fell Light Is In Them be used to move an enemy model out of engagement with a friendly model? (pg. 36)

A: No.

Q: Can Spectres combine their Spectral Blades with a special strike? (pg. 36)

A: Yes.

Q: Do Courage bonuses and penalties affect the to wound roll for Spectral Blades? (pg. 36)

A: Yes. Use the Courage value of the target after it has been modified by War Horns, Drain Courage, Harbinger of Evil, Ancient Evil, Moria Goblin Drum, Gundabad Blackshield Drummers, etc.

Q: If the Great Beast is involved in a successful Heroic Combat, can it continue to use its Slam rule to inflict further hits if it charges into combat? (pg. 37)

A: Yes.

Q: In an objective-based scenario such as Hold Ground!, how many models does a Great Beast of Gorgoroth count as? Are the remaining Orcs on the battle platform counted towards this total? (pg. 37)

A: It always counts as one model.

Q: Can a War Drum affect a Mumak's Trample move, increasing its Movement to 11"/26cm? (pg. 38)

A: No.

Moria & Angmar

Errata

Page 22 – Cave Drake, Gaping Maw. At the beginning of the second paragraph, add the following sentence: 'Gaping Maw is a Brutal Power Attack.'

Page 28 – Dweller in the Dark, Murderous Power. At the end of the paragraph, add the following sentence: 'Rend is the only Brutal Power Attack that enables a Dweller in the Dark to regain a wound in this manner.'

FAQ

Q: Can a Bat, Warg, or Spider within 12" of Druzhag use his courage value when attacked by Blades of the Dead or Spectral Blades? (pg. 17)

A: Yes.

Q: If a Goblin Shaman has cast the Channelled version of Fury, will Goblins pass their special Fate saves from Fury on a 4+ if Grôblog is alive due to his Mithril Crown? (pg. 17)

A: No.

Q: What all does a Gundabad Blackshield Shaman's Shatter spell destroy? (pg. 19)

A: Shatter destroys weapons- hand weapons, two-handed weapons, Elven blades, throwing weapons, Staffs of Power, and all types of bows. It does not destroy armour, shields, or banners.

Q: If a Gundabad Blackshield Shaman shatters a model's weapons, can that model now use a shield if they had a bow or two-handed weapon? (pg. 19)

A: Yes.

Q: Can a Hero resist or use Might to adjust a roll for Death Touch? (pg. 19)

A: No. The rules for Might Point list items that Might may be used for, and anything else must specifically state in its rule that Might may be used.

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Q: How many models does the Moria Goblin Drum count as for forming warbands? (pg. 25)

A: 2. The Drum itself does not count as a model for neither the purposes of warband size or for determining if the force has been broken.

Q: If a model is under the effects of a Bat Swarm's "Blinding Swarm" rules Feints, what order are the penalties to Fight Value assessed in? (pg. 26)

A: The fight value is first halved, and then reduced by D3.

Q: If you have Wild Wargs in your army, can an Orc mount one, making it a cavalry model? And if so, can a model mount a Warg Chieftain? (pg. 28)

A: No and no.

Q: If the Witch King uses his Morgul Blade on the turn he charges while mounted on a horse/armoured horse, do all his attacks that turn count as Morgul Blade attacks? (pg. 31)

A: Yes.

Q: Can the Witch-king's Morgul Blade be used in conjunction with his Fell Beast's Attacks and Strength characteristics? If so, when he wins a fight and knocks his opponent over, will all 6 Attacks benefit from the Morgul blade's special rules? (pg. 31)

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Q: Do Brutal Power Attacks count for the Immortal Hunger rule of Gulavhar? (pg. 33)

A: Only the Brutal Power Attack Rend allows Gulavhar to regain wounds.

Q: Can Shades and Spectres combine their respective Blades of the Dead and Spectral Blades special rules with a special strike? (pg. 34/36)

A: Yes.

Q: Do Courage bonuses and penalties affect the to wound roll for Spectral Blades? (pg. 34,36)

A: Yes. Use the Courage value of the target after it has been modified by War Horns, Drain Courage, Harbinger of Evil, Ancient Evil, Moria Goblin Drum, Gundabad Blackshield Drummers, etc.

Q: Can the A Fell Light Is In Them be used to move an enemy model out of engagement with a friendly model? (pg. 36)

A: No.

The Hobbit: Desolation of Smaug

FAQ

Q: Do supporting models count for the Blade Mistress and Knife Fighters special rules? (pg. 53,54,58)

A: No. Only count enemy models in base contact for these special rules.

Q: Do Mirkwood Spiders suffer the penalty for moving and shooting for their Spider Webs special rule? (pg. 61)

A: Yes. They suffer the normal penalties for moving and shooting.