

ARMIES OF THE HOBBIT™

OFFICIAL DESIGNERS' COMMENTARY – AUGUST 2025

The following designers' commentary is intended to complement *Armies of The Hobbit*. It is presented as an FAQ and an Errata. The FAQ is 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. These 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'). The Errata covers any direct changes to the rules.

Our designers' commentaries are updated regularly; when changes are made any changes from the previous version of the designers' commentary 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, and are assessed regularly. However, we are always happy to consider more questions, so please send any queries you may have to: middle-earthfaq@gwplc.com

FAQ

Q: If Bard or Girion are upgraded to take a Windlance, and also have a Warband, how does the Warband deploy in Scenarios that use the Maelstrom of Battle special rule? (p.43 & 53)

A: The **Siege Engine** will be deployed first following the normal rules for deploying a **Siege Engine** in a Scenario using Maelstrom of Battle. The Warband will then be deployed within 6" of either Bard or Girion; however, every model in the Warband must be wholly within 6" of the edge of the board.

Q: In Legolas' Deadly Shot special rule, does the 'so long as he has the **Infantry** keyword' caveat apply only to the 'not suffering the -1 penalty To Hit for Moving and Shooting' part of the rule, or also to the 'being allowed to make shooting attacks whilst Engaged in Combat' part of the rule? (p.64)

A: This caveat only applies to the not suffering the -1 penalty To Hit for Moving and Shooting. Legolas may still make shooting attacks whilst Engaged in Combat if he is mounted.

Q: If, in an Erebor Reclaimed army, Bofur is upgraded with a Troll Brute, can the army still benefit from the "To the King!" special rule? (p.89)

A: No – it no longer includes only **Infantry Hero** models, so does not meet the requirements.

Q: Do Gwaihir or a Great Eagle **Mount** for Radagast count towards the number of Great Eagles in your Army when working out how many Fledgling Great Eagles you can take? (p.109)

A: Gwaihir does not count towards the number of Great Eagles as he does not use the Great Eagle profile. If Radagast takes a Great Eagle as a **Mount**, this will count towards the number of Great Eagles taken.

Q: If a Nazgûl of Dol Guldur is resurrected via their Unholy Resurrection special rule, do any Might, Will and Fate Points that were spent remain spent? (p.130)

A: Yes.

Q: If a Nazgûl of Dol Guldur is slain by an Elf bow, do they suffer a -1 penalty when rolling for the Unholy Resurrection rule? (p.130)

A: Yes.

The rules for Elven weapons (page 106 of *The Middle-earth Strategy Battle Game Rules Manual*) state that "Any weapon with the word 'Elf' in its name is automatically considered to be an Elven weapon." As an Elf bow has the word Elf in its name, it is an Elven weapon, which applies the -1 modifier.

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Q. Is the Three Trolls Campfire Open Ground, Impassable or something else? (p.157)

A. The Campfire is treated like an Objective Marker, though it doesn't actually count as one for Scenario objectives (see p.157 of the *The Middle-earth Strategy Battle Game Rules Manual*).

Q. What rules are affected by Bofur's Steadfast special rule?

A. If a model is directly affected by a special rule, then they can attempt to ignore its effects via Steadfast. These can be special rules that directly target Bofur, such as the War Bat's Pluck special rule. It can also be rules that indirectly target them, such as the bonus of +1 To Wound effect from a War Bat's Piercing Talons or the ability for Azog To Wound on a natural 3+ via his I am the Master special rule.

It does not ignore rules that benefit an enemy model but don't directly affect the model. For example, Steadfast cannot ignore a Hunter Orc Warriors' Savage Hunters special rule, even if that model will be making Strikes against a model benefiting from Steadfast – only the Hunter Orc is affected, even if the end result is more dice rolled against your model! Similarly, rules such as The Three Trolls Kitchen Utensils cannot be ignored, as it is the Trolls that are re-rolling any dice of a natural 1.

The Steadfast Roll is made when a special rule is triggered. For example, you would only test if Steadfast allows a model to ignore the Harbinger of Evil (X) rule when they take a Courage Test while within range. The benefits of Steadfast only apply for that test as well – the next Courage Test would require another Steadfast Roll.

The Steadfast rule does not negate a special rule – it simply means the model ignores its effect. So a War Bat would still make To Wound Rolls against the model, just without the +1 To Wound Roll if Steadfast applied, and the War Bat would get the bonuses against models not benefiting from Steadfast.

Similarly, it only allows a model to ignore the parts of a rule that affect them, not the entire rule. For example, Steadfast will allow a model to attempt to ignore the part of the Pits of Dol Guldur Surprise Attack which stops models from declaring Heroic Moves. If the Steadfast Roll is successful, that model can declare Heroic Moves but it does not stop Azog's controlling player from winning Priority; all other models you control must have each separately passed a Steadfast Roll to be able to declare Heroic moves.

Lastly, Steadfast does not apply to every rule – for example, it cannot be used against Strikes. If in doubt, look for a big header that says 'Special Rules' above the rule you are hoping to negate.

ERRATA

Page 66 – Mirkwood Elf Warrior

Change Strength characteristic to 3.

Page 72 – Radagast the Brown – Magical Powers

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

Page 93 – Survivors of Lake-town – Master Burglar

Remove the first sentence which reads:

Whilst Bilbo is holding an Objective Marker in Scenarios where this is relevant, he increases his Attacks to 2.

Page 111 – The White Council – Army Composition

Change Elrond, Master of Rivendell's points to 170 points.

Page 120 – Fell Warg

Change base size to 40mm.

Page 138 – Goblin Captain

Change the **Warrior** keyword to **Hero**.