



FAQ *The Hobbit: There and Back Again*

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Nonostante *Games Workshop* cerchi sempre di assicurarsi che i propri manuali siano perfetti, e le FAQ (Frequently Asked Questions), scaricabili dal sito **www.games-workshop.com**, coprano la maggior parte dei dubbi riguardo le regole, a volte sfuggono alcuni errori. *Il Sito dell'Anello* (**www.sitodellanello.com**) ha deciso fornisce una serie di risposte a tali questioni. Se hai domande a cui non trovi risposta ti consigliamo di scrivere direttamente nella sezione *Regole Lo Hobbit* del Sito.

Le FAQ de *Il Sito dell'Anello* sono divise in **Amendments** e **FAQ**. La prima categoria comporta dei cambiamenti a livello di regole o profili. La seconda invece si occupa di dare la giusta interpretazione ad una determinata regola o a risolvere situazioni inusuali. Quando apporteremo delle variazioni aggiorneremo il mese della versione e l'anno; i cambiamenti rispetto alla versione precedente saranno evidenziati in **rosso**. Eventuali note che apportano modifiche a FAQ ufficiali GW saranno evidenziati in **blu**.

FAQ

Q: Do enemy models that are using spears or pikes to Support models engaged with either Thranduil, King of the Woodland Realm, Tauriel, a Mirkwood Ranger Captain or a Mirkwood Ranger count towards them receiving bonus Attacks as a result of their Bladelord/Blade Mistress/Knife Fighters special rules? (pg 86, 87, 88, 103)

A: No.

Q. Does the second part of the Bladelord special rule for Thranduil, King of the Woodland Realm apply when the hero is on horse/elk, since only in the first part of the special rule it is written that the effect applies while 'fighting on foot'?

A. The second part of the rule applies even on horse/elk.

Q. Can Bard The Bowman be equipped with both horse and Windlance?

A. Yes.

Q. The Eldamar Madrigal, Call Winds and Paralysis would prevent the movement of the Iron Hills Chariot, but the spells can be cast on the driver of the Iron Hills Chariot and in that case 'the Chariot will be affected instead.' It is clear from the Large Machine Special Rule that Call Winds and Paralysis can not knock it on the ground. Do the other effects of those spells still apply?

A. All the other effects normally apply.

Q. Immobilise/Transfix and Command/Compel are spells that have to be directed at the model driving the Iron Hills Chariot because they would prevent it from moving normally. The Large War Machine special rule says that the chariot can not be barged, hurled or Knocked to the Ground but does not say anything about movements. If on one hand it is clear the effect of Immobilise and Transfix, on the other hand, can Command and Compel move the chariot?

A. The chariot can be moved because, differently from the Mumak of Harad and the Great Beast of Gorgoroth, it has a movement value in its profile. However, its special rule Chariot Charge is not working under the effects of those spells because it is an active rule that would require the crew to work cohesively.

Q. The I am the Master special rule states that 'Azog never needs to roll more than a 3+ to score a wound, regardless of their Defence'. From the FAQs it is clear that Azog can wound Defence 3 heroes on a 2+. However, what does it happen against the other heroes: does the rule refers to the wounding chart or to the actual dice roll? To be clear: if Azog wins a fight against Treebeard he wounds him on a 3+, but if I equip Azog with the Stone Flail, that is a two-handed weapon, does he actually wound him on a 2+?

In that case he actually fails only with 1s. He still needs 3+ to Wound, but he gets to add 1 to his dice for using a two-handed weapon, turning the 2s into 3s.

Q. Since there is nothing in the rules stating that they refer to natural 6s, can a Hero use Might to score a 6 in the to hit roll against Smaug, trying to wound him according to his Missing Scale special rule? Similarly, do heroes who used Might to win a Fight against Rumil need to re-roll 6s? Against Rumil, do Heroes who used two-handed weapons and rolled a 6 but it decreased to 5 due to the weapons' special rule need to re-roll the dice? In general, do those rules refer to the modified result or to the original one?

A. Consider both the rules referring to 'natural 6s.'