

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

The fallen Realms SOURCEBOOK Official Update VERSION 1.2

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

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

gamefaqs@gwplc.com

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

ERRATA

Page 17-20 – Heroes of Isengard, Uruk-hai Drummer

Add the following Hero option to the Heroes of Isengard army list:

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

Move	F	S	D	A	W	C	M	/	W	/	F
6"	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" of one **or** more *Uruk-hai* Drummers sounding the advance increase their Movement value by 3" for that turn, though they cannot charge.

Page 27 – Heroes of Harad and Umbar, the Betrayer

Change the Betrayer's Master of Poisons special rule to read: 'All friendly models with the Poisoned Arrows, Poisoned Darts or Poisoned Blades special rule within 6"/14cm of the Betrayer must re-roll failed To Wound rolls on a 1 or 2, rather than a 1.'

Page 28 – Heroes of Harad and Umbar, 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 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.'

AMENDMENTS

Whenever a model's special rule entry states 'See main rules manual', refer to *The Hobbit: An Unexpected Journey*™ rules manual. Any Heroes with magical powers should use the rules for each of their powers as described in *The Hobbit: An Unexpected Journey*™ rules manual. They are also free to expend Might points to cast the more powerful versions of these powers through Heroic Channelling.

Page 33 – Heroes of Harad and Umbar, War Mûmak of Harad, Mûmak in a Fight

Add the following:

'Brutal Power Attacks. The War Mûmak of Harad cannot perform Barge Brutal Power Attacks.'

Page 43 – Heroes of the Eastern Kingdoms, Khandish King, Khandish Chariot

Add a third exception: '3) Khandish Chariots cannot make Brutal Power Attacks.'

FAQs

For all FAQs on the Points Match Game Scenarios, please consult the official FAQs & Errata document for *The Hobbit: An Unexpected Journey™* rules manual.

Optional Upgrades

Q: Can you give models such as Black Númenóreans, 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.

Adding Allies, Stand Fast!

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.

Heroes of Isengard

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

A: No.

Q: In the Hold Ground! or Reconnoitre Scenarios, if Gríma Wormtongue is assigned to an enemy warband that is yet to enter the table, can he use his 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: 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 Wormtongue to be the target of a magical power such as 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?

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.

Warriors of Isengard

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

A: Yes.

Heroes of Harad and Umbar

Q: If the Betrayer is riding a Fell Beast and Hurls a model as part of a Brutal Power Attack, does he re-roll failed rolls To Wound against the hurled model and/or any other models the hurled model passes through as a result of his Bane of Kings special rule? (pg 27)

A: No.

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: 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 28)

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 28)

A: Yes.

Q: Does a model with a blowpipe and a shield get the +1 Defence 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: If a model on a war camel charges into a mounted model, does its Impaler special rule strike the rider, the mount or both? (pg 29)

A: Both

Q: If a model on a war camel charges into a Prone model, does its Impaler special rule cause double strikes? (pg 29)

A: No.

Q: Dalamyr, Fleetmaster of Umbar'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, Fleetmaster of Umbar expend a point of Might to perform a Heroic Channelling and thereby use the rules for the Channelled version of Immobilise/Transfix for his Smoke Bombs? (pg 30)

A: No.

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

A: No.

Q: Is the War Mûmak of Harad 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.

Heroes of the Eastern Kingdoms

Q: If Khamûl the Easterling is riding a Fell Beast and Hurls a model as part of a Brutal Power Attack, does he get a Wound back as part of his Essence Leech special rule if the hurled model and/or any other models the hurled model passes through are slain? (pg 41)

A: No.

Q: Does Amdûr, Lord of Blades benefit from his own banner? (pg 41)

A: Yes.

Q: If Amdûr, Lord of Blades, is involved in a combat that results in the death of an enemy Hero, does he recover a point of Might even if he didn't strike the killing blow? (pg 41)

A: No, so take care with the order in which you make your Strikes if you want Amdûr, Lord of Blades to claim the kill!

Q: As a Khandish Chieftain's axe counts as an Elven Blade, how does this affect dice rolls made to win a Drawn Combat? (pg 43)

A: If the Duel roll is a tie, on the roll of a 1-4, the Khandish Chieftain wins, on the roll of a 5-6, his opponent wins. If both sides have Elven blades, neither receives an advantage.

Q: The rules for the chieftain axes of the Khandish Kings and Khandish Chieftains state that the axe counts as an Elven blade, but as an axe, does it also have the option to make piercing strikes? (pg 43)

A: No. It counts as an Elven blade in all respects, so it may only be used to make the Feint special strike (see page 70 of *The Hobbit: An Unexpected Journey*™ rules manual).

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