

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

The free peoples 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 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, Lord of the West's entry.

Page 20 – Gildor Inglorien, Options

Change Gildor Inglorien'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".'

Page 25 – Thranduil, King of Mirkwood, Cirklet of Kings

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

'The **Cirklet of Kings**. This crown allows *Thranduil, King of Mirkwood* to cast the Magical Powers *Aura of Dismay* and *Nature's Wrath* once each game. The spell is automatically cast (counting as if *Thranduil, King of Mirkwood* had rolled a 6 to cast it) and no Will points need to 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..... 15 points'

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"	4+

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

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 and 64 – Woses Warrior, Profile

Change the Woses Warrior's Move to 6".

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.

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 Eregion and Rivendell

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: 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.

Warriors of Lothlórien and Mirkwood

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 utilise a special strike with this attack? (pg 24)

A: No to both questions.

Q: If Haldir, Defender of Helm's Deep, makes Strikes as part of his One Final Blow special rule, can he use Might to affect these rolls? (pg 24)

A: Yes

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

A: Yes.

Q: Aura of Dismay is an Exhaustion magical power. Does this mean that if Thranduil, King of Mirkwood 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' Deadly Shot special rule mentions shooting into combat. Does that mean he can fire into 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: If Legolas™ uses his Deadly Shot rule to automatically hit a mounted model, does he still have to roll to determine whether he hits the mount or the rider? (pg 25, 44)

A: No. The player controlling Legolas chooses.

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

A: No.

Heroes of Durin's Folk

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

A: Yes.

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

A: No.

Q: Can Flói Stonehand's Loremaster special rule be used to negate the effect of the Dark Lord Sauron's The 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 Flói Stonehand's Loremaster special rule be used to negate the effect of Gríma 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 Flói Stonehand's Loremaster special rule? (pg 32)

A: The model still retains its Move value of 12", but it 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. If they are in base contact with each other but are subsequently separated into separated Fights, for example, they will not gain the defence bonus for that Fight.

Wizards

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, although you should refer to the Ages of the World box-out on page 6.

Heroes of the Wanderers in the Wild

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

A: No.

Warriors of the Wanderers in the Wild

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

A: Yes.

The White Council

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.

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