



The Fallen Realms Sourcebook Update Version 1.1

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 the 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 Isengard army list:

<i>Uruk-hai</i> Drummer (<i>Uruk-hai</i>)	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 of more Drummers sounding the advance increase their Movement value by 3" for that turn, though they cannot charge.

Page 28 – Heroes of Harad & 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 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? (p6)

A: Yes.

Heroes of Isengard

Q: Can you take Saruman and Sharkey in the same force? (p17/20)

A: No.

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)? (p18)

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? (p18)

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? (p18)

A: No.

Q: Are Wounds inflicted in combat by Thrydan Wolfsbane doubled before or after Fate rolls are taken? (p18)

A: Before Fate rolls are taken.

Warriors of Isengard

Q: Can an Isengard Troll use the shielding rule? (p22)

A: Yes.

Heroes of Harad and Umbar

Q: Does the Betrayal's Master of Poisons rule apply to Black Númenóreans that have been upgraded to Venomblade Knights? (p27)

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? (p28)

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? (p28)

A: Yes.

Q: Does a model with a blowpipe and a shield get the +1 Defense bonus from the shield? (p29)

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? (p29)

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? (p30)

A: Yes.

Q: Can Dalamyr 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? (p30)

A: No.

Q: Is it possible to Support the Golden King of Abrakhân with a spear or pike? (p30)

A: No.

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? (p32)

A: No.

Q: Does the Mahûd Chieftain benefit from the Sigils of Defiance since he's not in the main part of the howdah? (p34)

A: Yes.

Heroes of the Eastern Kingdoms

Q: Does Amdûr benefit from his own banner? (p41)

A: Yes.

Q: If Amdûr, Lord of Blades, is involved in a combat that result in the death of an enemy Hero, does he recover a point of Might even if he didn't strike the killing blow? (p41)

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

Q: The rules for the chieftain axes of the Khandish Kings and Chieftains state that the axe counts as an Elven blade, but as an axe, does it also have the option to make piercing strikes? (p43)

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).

Last updated April 2013