

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

Rules Manual 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 two sections: Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book. 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

Note that some of the profiles in *The Hobbit: An Unexpected Journey*™ rules manual will vary from those in the five sourcebooks: *Mordor*™, *The Fallen Realms*, *Moria*™ & *Angmar*™, *Kingdoms of Men* and *The Free Peoples*. When picking a force, you should use the rules and points values featured in *The Hobbit: An Unexpected Journey*™ rules manual in place of those found in the sourcebooks.

Page 49 – Characteristics for Mounts, Hunter Orc Profile

Change the Hunter Orc's Fight Value to '3/5+', and Strength Value to '4'.

Page 52 – Cavalry and Fights, Hunter Orc Profile

Change the Hunter Orc's Fight Value to '3/5+' and Strength Value to '4'.

Page 53 – Cavalry, Cavalry Knocked Prone

At the bottom of the page, add the following paragraph:

'Cavalry Knocked Prone

The riders of any Cavalry models that have been knocked Prone are automatically Thrown, counting as having rolled a Knocked Flying result (see page 52). The mount is treated exactly like a mount whose rider has dismounted or been killed (see page 51), except that it is also knocked Prone.'

Page 57 – Heroes, Heroic Actions

Change the first sentence of the fifth paragraph (below the three bullet points) to read: 'A model may only perform a single Heroic Action in each phase, though he can still benefit from Heroic Actions performed by other Heroes.'

Page 63 – Monsters, Brutal Power Attacks

At the end of the second sentence of the second paragraph, add: 'Brutal Power Attacks ignore In the Way tests.'

Page 100 – Wargear and Bow Limit, 4th Paragraph.

Change the start of the first sentence to: 'Your army can have one third (rounding fractions up) of its Warriors equipped with any type of bows or crossbows – usually, this means that one Warrior in every three can carry a bow.'

Page 113 – Objectives

In the second sentence, replace: '...(see the Trolls' special rules on page 189 for details)' with: '...(see the Trolls' special rules on page 187 for details).'

Page 123 – Breakout, Special Rules, Kill Them All!

At the end of the paragraph, add: 'The Goblin King arrives in Turn 3 at the end of the Evil Move phase, from any point on any board edge, chosen by the Evil player.'

Page 171 – Oin the Dwarf, Special Rules, Prognostication

Change the last sentence of this rule to: 'Once per turn, in the Fight phase, Oin the Dwarf can expend a Will point to enable a friendly model within 3" to re-roll a single dice when making a Duel roll.'

Page 178 – *Thror*, Wargear

Change entry to read: 'Dwarf heavy armour and sword.'

Page 185 – *Azog*[™], the *White Warg*

Change the last sentence of the Raging Beast special rule to read: 'Additionally, it will automatically pass all Courage tests for the rest of the battle.'

Page 185 – *Azog*, the *White Warg*

Furthermore, add the following special rule:

'Deadly Union. *Azog* and his fearsome mount share an iron bond as the most powerful of their kind.

As long as *Azog* is mounted upon the *White Warg*, you can expend either *Azog*'s or the *White Warg*'s stores of Might, Will and Fate as if they shared the same profile (though you should still mark down which of the two actually expended each point).'

Page 185 – *Narzug*, Lethal Aim.

Change the first sentence of the second paragraph to read: 'Each turn, when making a shooting attack, *Narzug* may spend a single Might point without having to reduce his store...'

Page 187-188 – Profiles, Evil Heroes, *William the Troll*, *Bert the Troll* and *Tom the Troll*, Special Rules

Replace the 'Throw Stones' entry with the following:

'Throw Stones. Trolls may throw stones (see page 83). However, when a Troll throws a stone, it has a range of 12" and a Strength of 8.'

Page 189 – Profiles, Evil Heroes, The *Goblin Scribe*, Always More Where They Come From

Add a third paragraph to this section that reads as follows: 'In the Reconnoitre Scenario, any additional Goblins summoned in this way must move on from the same board edge as the *Goblin Scribe*.'

Page 194 – *Elrond*'s Household.

Add the following special rule:

'*Elrond*'s Household Warband Rules

Rivendell Knights in warbands led by *Elrond*[™], *Lindir of Rivendell*, or *Rivendell* Knight Captains do not count towards your force's Bow Limit.'

Page 195 – *Azog*'s Hunters, Bow Limit.

Add the following special rule:

Azog's Hunters Warband Rules

Hunter Orcs in warbands led by *Azog*, *Bolg*, *Fimbul the Hunter*, *Narzug* or Hunter Orc Captains have a Bow Limit of 1/2 (rounding up) instead of the usual 1/3.

Page 281 – Game Summary, Monsters & Brutal Power Attacks, Hurl

Change the second bullet point to read: 'Roll a D6 and add the difference between the two models' Strength values. This is the Hurl Distance'.

Page 284 – Game Summary, Magical Powers, Chill Soul

Change the Channelled Effect to read: 'All models within 3" of the target take a Strength 5 hit'.

FAQS

Move Phase

Q: Normally, if a model is engaged with an enemy model, it cannot move in that Move phase, but what happens if one of the models is killed before the end of the Move phase? For example, Good has priority. A Warrior of Minas Tirith[™] charges an Orc. In the Evil player's Move phase, he uses a Ringwraith to cast Black Dart on the Warrior of Minas Tirith, killing him. Can the Orc then make his move as the Move phase is not yet over? (pg 21)

A: Once a model has moved into base contact with an enemy, neither it nor the enemy model can move further in that Move phase, so the Orc in the example above cannot move in that Move phase.

Q: Can a Prone model charge an enemy model in its Move phase? (pg 29)

A: Yes, but to do so, it must first stand up at the cost of half its Move value.

Shoot Phase

Q: One of my Evil models equipped with a missile weapon is in base contact with a friendly model that is, in turn, in combat with an enemy model. Can my model with a missile weapon use the Shooting from Behind Friends rule to target the enemy model in combat without having to make an In the Way roll? (pg 33, 34)

A: No.

Q: Can a Good model target an enemy model that is supporting another if it has a clear Line of Sight? (pg 34, 69)

A: Yes.

Fight Phase

Q: If a model Supporting a Fight with a spear or pike is Knocked Prone before the Fight begins, can he still Support from the Prone position? (pg 29, 40, 69)

A: No.

Q: If two opposing models in a Fight are both Knocked Prone before the fight begins, do they still Fight in the Fight phase? (pg 40)

A: Yes.

Q: If a model's Fight value has been halved (for example, whilst in combat with a model wearing The One Ring, or the subject of Bert the Troll's Lingering Cold special rule), are fractions rounded up? (var.)

A: Yes.

Cavalry

Q: Do loose Fell Wargs, who have lost their rider, count towards Break tests or scenario victory conditions – i.e. do they count towards the number of models? (pg 50)

A: The important thing is to always count the number of models. As defined in the rules manual, a cavalry model is one model, consisting of mount and rider. Normally, if the Fell Warg of a mounted Hunter Orc (or the horse of a Rivendell Knight) is killed, then one cavalry model is replaced by one model on foot, so the number of models on the table remains the same. If the rider of a Fell Warg is killed and the Fell Warg fails its Courage test and runs away, then one cavalry model has been lost, so there is one less model on the table. If however the Fell Warg passes its Courage test and remains on the table, then one cavalry model has been replaced by one loose Fell Warg model, and the number of models on the table hasn't changed, just the same as in the case where a rider loses his mount. If neither mount or rider is killed, but they are still separated (because the rider chose to dismount and the mount passed its Courage test to stay on the battlefield, for example), then the Break point is still unaffected because it is based on the number of models that were in the army at the start of the game.

Heroes

Q: If a Hero in a broken force making a Heroic Move passes his Stand Fast! roll, will all warriors within 6" of him when he passes the roll benefit from his Stand Fast! rule? (pg 47, 57)

A: No. The warriors must be within 6" when it is their turn to move to benefit.

Q: Must the Hero making a Heroic Move complete his move before the Warriors in range of his With Me! can move? (pg 57)

A: Yes, unless the Hero chooses not to move.

Q: How far do models such as unridden Fell Wargs, Giant Spiders and Great Eagles add to their Move value when moving At the Double!? (pg 58)

A: 3". Only Cavalry and Monstrous Cavalry benefit from a 5" move.

Q: If a Hero calls a Heroic Strike and calls/is involved in a successful Heroic Combat, do the effects of his Heroic Strike continue during any subsequent combat in the same phase? (pg 59)

A: Yes. The Fight value bonus from a Heroic Strike is retained for the whole of the Fight phase.

Q: Does a model that is making a Supporting attack into combat with a spear or pike count as being part of the combat for purposes of moving after a successful Heroic Combat? (pg 59, 69)

A: No.

Monsters

Q: If a Monstrous Cavalry model charges a Cavalry model and wins the combat, the Cavalry model is Knocked to the Ground and the rider instantly Thrown. If the Monstrous Cavalry model then chooses to Hurl instead of Striking, which model is hurled – the mount, or the newly-dismounted infantry model? (pg 50, 52, 53, 63, 64, 65)

A: The Monster can choose, though if the separated mount fails its Courage test (or automatically flees), the Monster can only choose to Hurl the newly-dismounted infantry model.

Q: If a Cavalry model is passed through by a Hurlled model, who takes the Strength 3 hit – the rider, the mount or both? (pg 52, 63)

A: Both.

Q: If a Monster chooses to Rend the rider of a mount, can the target model use the Strength of the mount instead of the rider to act as its Defence value? (pg 52, 63)

A: Yes.

Q: When a Monster makes a Hurl attack, do you measure the distance hurled from the base of the Monster making the Hurl attack or the target model's base? (pg 63)

A: Measure from the Hurling Monster's base.

Q: If a Monster chooses to Hurl, can it Hurl from any point on its base or only where its base touches the target model's base? (pg 63)

A: Any point on the Monster's base.

Q: How do you measure which models are knocked Prone by a model that a Monster has Hurlled? (pg 63)

A: Any model whose base is touched by a Hurlled model's base as it passed through it knocked Prone and suffers a Strength 3 hit. The only exception are models with Strength 6 or above, who suffer a Strength 3 hit, but are not knocked Prone, as the hurled model stops after making contact with them.

Q: Can Monsters make special strikes? (pg 63, 70)

A: Yes, but any Monster doing so cannot then also make a Brutal Power Attack.

Weapons & Wargear

Q: Do Models that do not (or cannot) carry weapons such as Great Eagles or Fell Wargs still count as being armed with a single-handed weapon? If so, can they make special strikes? (pg 67)

A: Yes, they count as being armed with a single-handed weapon, but they cannot make special strikes.

Q: If the profile of a model states that it is armed with a two-handed weapon, such as an Uruk-hai Berserker or Clansman of Lamedon, do they count as being armed with a single-handed weapon as well? (pg 67)

A: Yes. Many of these models will have a secondary weapon that is clearly visible on the model for the purposes of determining which special strikes they can make with their hand weapon. However, if it is unclear which single-handed weapon a model is equipped with, it cannot make a special strike.

Q: A model that carries more than one hand weapon can choose which weapon to use during each Fight (including their appropriate special strikes). Does this mean that if I model a selection of different hand weapons onto a model, I will be free to pick and choose my choice of hand weapon? (pg 67)

A: No. Models only carry a single hand weapon unless they are upgraded to carry additional weapons (such as a spear), or wield more than one weapon as part of a special rule (as with the Hunter Orcs' Many Blades special rule, for example).

Q: If a model is armed with a spear or pike and is in base contact with a friendly model, ready to make a Support attack, does it still retain its Control Zone? (pg 69)

A: Yes.

Q: Can a model Support a friendly model with a spear or pike if it made a shooting attack earlier in the same turn? (pg 69)

A: No.

Q: Can a model making a Whirl special strike hit enemy models that were using a spear or pike to support a model in the Fight? (pg 70)

A: No.

Q: If a Defence 3 model such as a Goblin makes a Piercing Strike with an axe or pick and loses the Fight, what happens if the D3 penalty to its Defence reduces the Goblin to Defence 0? (pg 70)

A: Treat the model as having a Defence value of 1 instead.

Q: Can unique weapons with their own special rules (such as Durin's Axe, Aeglos, Sting™, Glamdring etc.) also make special strikes? (pg 70, var.)

A: Yes.

Q: If a combat is in range of more than one friendly banner can it still only re-roll one dice? (pg 72)

A: Yes.

Q: If a model is equipped with a banner or a war horn can it still be upgraded with other equipment such as spears and shields? (pg 72)

A: Yes.

Q: If a model wearing The One Ring is mounted, is the mount invisible as well? (pg 73)

A: Yes

Q: If a model wearing The One Ring is involved in a combat, can that combat be targeted with a shooting attack? (pg 73)

A: No.

Magical Powers

Q: Can Might points be used to modify Resist test dice rolls? (pg 77)

A: Yes.

Q: Should there be rules for a Channelled version of spells that are unique to certain Heroes such as the Elven Stormcallers' Call Winds, Elrond's Wrath of Bruinen, or Kardûsh the Firecaller's Flameburst? (pg 77)

A: No.

Q: Can you Command/Compel your own models? (pg 78)

A: No.

Q: Can a model with the Command/Compel magical power use it to make a model dismount? (pg 78)

A: No

Q: Can a model with the Black Dart, Drain Courage, Chill Soul, Command/Compel, Curse, Immobilise/Transfix, Panic Steed, Paralyse, Sap Will, Sorcerous Blast and/or Your Staff is Broken! magical powers cast them on a friendly model? (pg 78-80)

A: No.

Q: Can a model that is the victim of either the Command/Compel or Immobilise/Transfix Magical Powers be supported by another model with a spear or pike? (pg 79)

A: Yes. Supporting models can also make Strikes if they win the Duel roll, even though the model in combat cannot.

Q: The rules for Immobilise/Transfix no longer state that the victim can do nothing further that turn. How does this affect the Shielding rule or Rúmil's Swift Parry special rule? What about Boromir's Horn of Gondor? (pg 79)

A: Special rules and items of wargear can still be used as normal.

Q: The rules for Nature's Wrath state that all enemies within 6" of the caster are knocked to the ground, but does this spell affect the War Mûmak of Harad or the Great Beast of Gorgoroth? (pg 79)

A: No.

Q: Does Panic Steed affect the War Mûmak of Harad or the Great Beast of Gorgoroth in any way? (pg 79)

A: No.

Q: When working out who can attempt to resist a Sorcerous Blast, does it count as hitting multiple models? (pg 80)

A: No. It only hits the initial target and as such only he can attempt to Resist it.

Q: If a Cavalry model is blasted by the Sorcerous Blast magical power or in the path of a model blasted by Sorcerous Blast, who is knocked Prone and suffers the hit – the rider, the mount or both? (pg 80)

A: Both.

Q: Can a model with the Renew magical power cast it on himself or his mount? (pg 80)

A: Yes.

Q: Can a model with the Strengthen Will magical power cast it on himself? (pg 80)

A: No.

Q: Can the Strength 7 hit inflicted by the Channelled version of the magical power Your Staff is Broken! affect any other models apart from Gandalf™ the Grey/Gandalf the White, Saruman the White and Radagast™ the Brown? (pg 80)

A: Yes.

Special Rules

Q: If, for example, you require a 6/4+ To Wound with an attack that benefits from the Poisoned Arrows special rule (or another similar ability), do the re-rolls for any dice rolls of a 1 apply to both rolls? (pg 83)

A: Yes.

Q: Does a mounted model with the Woodland Creature special rule treat areas of wood to be open ground and do they still gain the Cavalry bonuses when charging through a wood? (pg 83)

A: Yes to both questions.

Siege Engines

Q: Can the crew of a siege engine move away from their siege engine? (pg 94)

A: Yes, but they can only move up to 6" away from the siege engine unless it is destroyed.

Points Match Games

Q: An army with 3 models or less cannot be Broken during the course of play. If such an army is wiped out, does its opponent gain Victory Points for breaking the enemy in a Points Match Game? (pg 47, var.)

A: Yes

Q: For the purposes of playing Points Match games, what is the recommended size for the battlefields used in the six Scenarios? (pg 104-109)

A: 72" x 48".

Q: Player A's force suffers casualties that cause it to exceed its Break Point in the final turn of the game, but it is not technically Broken during the battle, as casualties are calculated at the beginning of a turn. Does Player B earn Victory Points for the enemy force being Broken when calculating who has won? (var.)

A: Yes.

Bow Limits

Q: If my force comprises warbands from army lists that feature unusual Bow Limits (such as Azog's Hunters, Harad & Umbar and the Eastern Kingdoms, with a 50% Bow Limit; or Rohan™ and Elrond's Household that feature Warriors that ignore the Bow Limit), and pick the remaining warbands from another army list, how will this affect my overall Bow Limit? (pg 100)

A: In this situation, half of the Warriors in your Azog's Hunters, Harad & Umbar and the Eastern Kingdoms warbands (according to the army list) can be armed with bows, and a third (rounding up) of the remaining models in your force can be armed with bows. In the case of the Rivendell Knights and Riders of Rohan, simply ignore them entirely for the purposes of determining Bow Limits, so a third (rounding up) of the remaining Warriors in your force can be armed with bows.

To the Death! Scenario

Q: Do models that count as a banner, such as The Dark Marshal, Corsair Bo'suns and the Golden King count as a banner for the purposes of claiming Victory Points in the To the Death! Scenario? (pg 104)

A: No, only models carrying banners count.

Lords of Battle Scenario

Q: In the Lords of Battle Scenario, if a Cavalry mount suffers a Wound but the rider is unharmed, does the opposing player gain a Victory Point for inflicting a Wound on the mount? (pg 51-53, 107)

A: Yes.

Q: In the Lords of Battle Scenario, do Wounds prevented due to special rules or wargear (such as Malbeth the Seer's Gift of Foresight or Durin's Crown of Kings), as well as the Undying/Castellans of Dol Guldur/The Necromancer of Dol Guldur's way of spending Fate points, award Victory Points? (pg 107)

A: No, only Fate points expended from a Hero's profile award Victory Points.

Q: If one of my Heroes successfully recovers a Wound as a result of the Renew magical power or Oin the Dwarf's Healing Herbs, or a Fate point from the Mirror of Galadriel™ or Bill the Pony, is my opponent denied the Victory Point he earned? (pg 107)

A: No.

Reconnoitre Scenario

Q: In the Reconnoitre Scenario, do models that exit the board via your opponent's table edge count towards reducing a force to 25%? (pg 108)

A: No

The High Ground Scenario

Q: In the High Ground Scenario, does the Gusting Winds special rule prevent every kind of shooting attack, even throwing weapons/stones and siege engines, when the priority roll is a tie? (pg 109)

A: Yes.

Good Heroes

Q: Can Ori the Dwarf recover a point of Might, Will or Fate if he slays an enemy Hero or Monster? (pg 171)

A: Yes.

Q: There are certain characters, such as Gandalf the Grey and Radagast the Brown, that have different wargear options in the profiles listed in the sourcebooks than they do in the rules manual for *The Hobbit: An Unexpected Journey™*. Should they not have the same options? (pg 173, 174)

A: No.

Q: Can Gandalf the Grey take his Cart or Shadowfax if taken in a White Council Warband alongside Elrond on horse, Radagast the Brown on sleigh or any other equipment combination from *The Hobbit: An Unexpected Journey™ Strategy Battle Game rules manual?* (var.)

A: No, models that feature in army lists from the five sourcebooks can only use options and wargear shown in those books. Models that feature in army lists from either *The Hobbit: An Unexpected Journey™*, *The Hobbit: The Desolation of Smaug™* or *The Hobbit: The Battle of the Five Armies™* can only use options and wargear shown in the *The Hobbit: An Unexpected Journey™*, *The Hobbit: The Desolation of Smaug™* or *The Hobbit: The Battle of the Five Armies™*.

Evil Heroes

Q: Can the 3+ To Wound roll for Azog's I am the Master special rule be modified by any means? (pg 185)

A: No.

Q: When Azog dismounts from the White Warg, it automatically passes all Courage tests. Does this mean that all other Warg types within Stand Fast! range will automatically pass their Courage tests as a result of the White Warg's Pack Master special rule? (pg 185)

A: Yes.

Q: If Bolg's The Bringer of Death special rule is nullified by Floi Stonehand's Loremaster special rule, are kills inflicted by Bolg still counted during the time this rule is disabled? (pg 186)

A: No. However, any special rules earned thus far as a result of the special rule will still work. Alternatively, Floi Stonehand can choose to nullify one of the rules earned by Bolg's The Bringer of Death special rule (for example, Harbinger of Evil), but if he does so, any further kills Bolg makes during this period still count.

Q: Are there any other weapons or forms of damage (such as falling damage) that ignore the Goblin King's Blubbery Mass special rule other than those stated? (pg 188)

A: No.

Q: If the Goblin Scribe is affected by the Fury magical power, will he automatically pass his Courage test to summon Goblin reinforcements? If so, how many will arrive? (pg 189)

A: Yes, but he can only ever summon D3 Goblins this way.

Q: Which point of the model do you measure to when charging or targeting the Goblin Scribe? (page 189)

A: Any part of the Goblin Scribe or his frame.

Q: Can any Goblin Warriors summoned by the Goblin Scribe be equipped with two-handed axes? (pg 189, 190)

A: Yes, providing you have spare models that are appropriately armed.

Q: Does the Goblins' Chittering Hordes special rules enable them to use special strikes when supporting one another? (pg 190)

A: No.

Armies

Q: Can Heroes from *The Hobbit: An Unexpected Journey™ rules manual*, such as Thorin Oakenshield™, lead appropriate warbands of Warriors from the five sourcebooks? Similarly, can Heroes from the sourcebooks, such as Gothmog, lead appropriate warbands of Warriors from *The Hobbit: An Unexpected Journey™ rules manual?* (pg 194, 195)

A: No to both questions.

Q: In the White Council army rules, you may select Elrond as a member of the White Council. Which version of Elrond is this – the version from *The Hobbit: An Unexpected Journey™ rules manual* or one of the two versions from the *Free Peoples™ sourcebook?* (pg 195)

A: The version of Elrond on page 176 of *The Hobbit: An Unexpected Journey™ rules manual*.

Q: Are Heroes without a specific name, such as the Goblin Scribe, the Spider Queen, the King of the Dead and the Balrog™ still considered to be Named Heroes, meaning you can only have one in your army? (var.)

A: Yes.

Good vs. Good and Evil vs. Evil

Q: If two Good armies or two Evil armies are playing against each other, how do you resolve roll-offs to see who wins a combat or goes first with a Heroic Action? (pg 100)

A: At the start of a game where two Good or Evil forces are fighting each other decide which force will win such roll-offs on a 1-3 and which will win such roll-offs on a 4-6.

Q: Some special rules and abilities affect all Good or all Evil models. If two Good or two Evil armies are playing against each other should such abilities be considered to affect all friendly or enemy models instead? (pg 100)

A: Yes. For example: an ability in a Good force that affects all Good models would affect all friendly models instead, whilst an ability in an Evil force that affects all Good models would affect all enemy models instead.

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