

# THE HOBBIT™

AN UNEXPECTED JOURNEY

## STRATEGY BATTLE GAME

### The fallen Realms sourcebook – version 1.4

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](mailto:gamefaqs@gwplc.com)

Although you can mark corrections directly into 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:

<b>Uruk-hai Drummer</b>							<b>40 points</b>		
<b>Mv</b>	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	<b>M</b>	<b>W</b>	<b>F</b>
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" 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 from the Eastern Kingdoms army list, have a Bow Limit of 1/2 rather than 1/3.

#### AMENDMENTS

Whenever a model's special rule 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 free to expend Might points to cast the more powerful versions of these powers through Heroic Channeling.

**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.

### 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 its 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? (pg 18)

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.

### Isengard

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

A: Yes.

Q: If a Demolition charge is detonated in range of a cavalry model (or any other form of mount for that matter), are the D6 wounds shared between the mount and the rider? (pg 24)

A: No. When you roll the D6 for the number of Wounds, apply the result to both the mount and the rider.

### Harad and Umbar

Q: If the Betrayer is riding a Fell Beast and Rends a model as part of a Brutal Power Attack, does he re-roll failed rolls To Wound against the rended model as a result of his Bane of Kings special rule? (pg 27)

A: No.

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 Hurlled model and/or any other models the Hurlled 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: If The Knight of Umbar is in a fight with a model that can increase their Attack value, such as Gimli or Thranduil, will The Knight of Umbar use their base Attack value or their increased Attack value for the purpose of his Combat Mimicry special rule? (p.28)

A: The Knight of Umbar always uses a model's base characteristic value in all situations.

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: If a model on a War Camel charges into a model and kills it with its Impaler rule, can the model Charge a different target? (pg 29)

A: No.

Q: If a model with the Impaler special rule charges an infantry model and kills it meaning it is no longer in base contact with an enemy model, then is subsequently charged by another infantry model, does it still receive the bonuses for charging in the ensuing Fight phase? (pg 29)

A: Yes

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 Abrahân with a spear or pike? (pg 30)

A: Yes.

Q: Is the Golden King of Abrahân counted as a man-sized (or smaller) model? (p.30)

A: Yes, as he is of a man and is therefore the size of a man.

Q: Is the Golden King of Abrahân counted as a model on foot? (p.30)

A: As there are no rules for a model on a chair, treat the Golden King of Abrahân as a model on foot.

Q: Can I model the Golden King of Abrahân onto an oval base instead of the two 25mm bases he comes supplied with? (p.30)

A: No, for gaming purposes models must always be based upon the base size they are supplied with. However, if you are placing him on a different base for the purpose of painting and displaying, that is completely fine.

Q: Can a Harad Taskmaster use its own Might on the roll to ensure that another Hero performs a Heroic Action for free? (pg 31)

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 'Taking Multiple Courage Tests' rule on page 47 of the main rules manual mean that a Mûmak only ever has to take a single Courage test for its Stampede! special rule, regardless of how many Wounds it suffers in a single turn? (pg 32)

A: No. They must take a Courage test for each Wound suffered.

Q: If the commander of a War Mûmak of Harad is affected by the Immobilise/Transfix Magical Power, does that prevent the Mûmak from moving? If the commander of a War Mûmak of Harad is affected by the Command/Compel Magical Power, can the Mûmak be moved half of its Move value? (p.32-34)

A: Yes to both questions.

Q: If a War Mûmak of Harad is moved by the effects of the Command/Compel upon the commander, can it still Trample? (p.32-34)

A: Yes.

Q: If two models that cannot be moved and do not Back Away are engaged in a Fight, which model Backs Away when the Fight is resolved? (p.32-34)

A: The smaller model Backs Away. This means that a War Mûmak of Harad would back away from Smaug™ – he is a rather mighty Dragon after all! If both models are the same size, roll a D6. On a 1-3 the Evil player Backs Away, on a 4-6 the Good player Backs Away.

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.

### 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 Will point back as part of his Essence Leech special rule if the Hurlled model and/or any other models the Hurlled 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: *If Amdûr, Lord of Blades, is mounted and gets knocked off his horse then subsequently passes his roll for Unyielding Combat Stance, does he remain on his horse? (pg 41)*

A: No. Amdûr will stay stood up but his horse will have already fled.

Q: *Can an Easterling War Priest channel Fury? (pg 42)*

A: Yes.

Q: *What exactly does an Easterling War Priest's Fury affect? Does it affect mounts? (pg 42)*

A: It will affect everything in the Eastern Kingdoms army list, whether this is Warriors, Heroes, mounts or even Ringwraiths.

Q: *If Khamûl the Easterling dismounts from his Fell Beast while in range of an Easterling War Priest that has cast the Fury Magical Power, will the Fell Beast stay on the board due to Fury, or flee due to its Feral special rule? (p.42)*

A: It will flee as the Feral special rule will take precedence.

Q: *If an Easterling War Priest casts the Bladewrath Magical Power on a Cavalry model, do they now count as a Monstrous Mount as they are a Cavalry model with a Strength of 6? If so, does this allow them to use Brutal Power Attacks? (p.42)*

A: No to both.

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).

Last updated November 2017.