

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

The free peoples 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

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 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 19 – Elladan & Elrohir, Unbreakable Bond Change the second sentence of Elladan's and Elrohir's Unbreakable Bond rule to read: **To represent this, the surviving twin's Strength is increased by +1 and his Defence is reduced by -1.**

Page 20 – Gildor Inglorion, Options

Change Gildor Inglorion's Options entry to read as follows:

'If your army includes Gildor Inglorion, 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 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 not usually permitted.

Page 36 – Warrior's of Durin's Folk, Vault Warden Team Change the Foe Spear's Defence 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.

Eregion and Rivendell™

Q: Can Erestor use his Noldorin Throwing Daggers in a Fight? (pg 18) A: Yes. This is a special exception where his daggers count as both throwing weapons and hand weapons.

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. Choose which is riding Asfaloth and 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.

Q: Can a Stormcaller cast the Call Winds Magical Power on a friendly model? (p.20 & 26)

A: No.

Lothlórien and Mirkwood™

Q: In Scenarios where models move onto the board, how are stationary models such as the Mirror of Galadriel™ deployed? (p.23)

A: When Galadriel has moved onto the board, deploy the Mirror of Galadriel anywhere within 6" of her.

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 a Hero uses Might to score a 6 when fighting Rúmil, does Rúmil's Swift Parry special rules require it to be re-rolled? (p.24)

A: No. Swift Parry only comes into effect if the roll itself is a 6, not if it is modified by the use of Might.

Q: If a model uses a two-handed weapon when fighting Rúmil and rolls a 6, are they required to re-roll the dice as the result suffers a -1 penalty? (p.24)

A: Yes, as the roll on the dice was a 6.

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 Cirklet 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 Cirklet 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 a 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.

Q: Can a Wood Elf Sentinel use 'Eldamar Madrigal' to force a model to lie down, dismount or anything else that could be considered as a complex action? (pg 28)

A: No.

Durin's Folk

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

A: Yes.

Q: Can Flói 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: Can Flói Stonehand use his Loremaster special rule to negate Tom Bombadil's Tom is Master special rule or Goldberry's River-Daughter special rule? (p.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 Flói Stonehand uses his Loremaster special rule to negate a Fell Beast's Feral special rule, and the Ringwraith mounted upon the Fell Beast is slain, will the Fell Beast test to see if it flees like a normal mount? (p.32)

A: Yes, although quite why you would choose to do this is beyond us.

Q: Can Flói Stonehand use his Loremaster special rule to negate Gûlavhar's Stength of Body, Strength of Will special rule? (p.32)

A: No.

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/no – it depends on how and why they are separated. Should the models be moved out of base contact due to exterior effects (eg: Sorcerous Blast, being hurled, making way after a lost Duel roll or similar) then they will immediately lose their bonus. If they are separated because players are making clear which models are in which fight (as per page 23 of the main Rules Manual) they will retain their bonus – this tiny adjustment is to make it clear which models are actually fighting each other, and not to gain some undue advantage

Q: Is the King's Champion a named Hero, meaning that you can only take one instance of him in your army? (pg 35)

A: No.

Q: If I have multiple King's Champions in my force, can a King's Champion benefit from the special rules of the Heralds from another King's Champion? (p.35)

A: Yes for The Herald's Duty special rule, no for The Life Guard special rule. Be sure to mark which Heralds are with each King's Champion.

Q: Are Iron Guard armed with swords, axes and throwing axes or just swords and throwing axes? (p.36)

A: Just swords and throwing axes, therefore they cannot use the Piercing Strike Special Strike.

The Fellowship

Q: Can Gandalf™ the White from the Fellowship and Saruman the White from the White Council warband 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.

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Q: If I chose Gandalf™ the Grey from *The Free Peoples Sourcebook*, can I still buy him the cart? Does his profile in *The Hobbit: An Unexpected Journey™* rules manual replace his one in *The Free Peoples Sourcebook*? (pg 43)

A: If you take *Gandalf the Grey* from *The Free Peoples Sourcebook*, you may still take his cart. However, if you take the one from *The Hobbit: An Unexpected Journey™* rules manual then you may not.

Q: If Aragorn is armed with Andúril, will he still Wound Siege targets such as Siege Engines, doorways and buildings on a 4+? (p.44)

A: Yes.

Q: Do Frodo Baggins and Bilbo Baggins™ (and anyone else for that matter) still use the rules for *The Ring* published in *The Free Peoples Sourcebook*? (pg 45)

A: No. The rules for *The Ring* in *The Hobbit: An Unexpected Journey™* rules manual replace those found in *The Free Peoples Sourcebook*.

The Wanderers in the Wild

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

A: No.

Q: Woses Warriors cannot move and shoot with their poisoned blowpipes, but Mahúd 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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