

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

THE HOBBIT: MOTION PICTURE TRILOGY™ THERE AND BACK AGAIN – 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 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

Shieldwall (p.99) Change to say the following: 'If this model is armed with a shield, whilst in base contact with two or more **non-Prone** models with this special rule that are armed with a shield, this model gains a bonus of +1 to its Defence. This bonus is only available whilst the model is on foot.' Note that this means that if a model is Prone but is in base contact with two or more models with this special rule that are not Prone, the Prone model will still receive the bonus.

Relentless Advance (p.118) Add the following line at the end of the paragraph. 'A model with this special rule cannot be Compelled/Commanded over friendly models if it is forced to Charge as part of that Magical Power. This also applies to the Goblin King profile found on page 188 of *The Hobbit: An Unexpected Journey*™ rules manual.'

FAQS

For all FAQs regarding the Points Match Game scenarios, please consult the official FAQs & Errata document for *The Hobbit: An Unexpected Journey*™ rules manual.

General

Q: *The profiles in The Hobbit: Motion Picture Trilogy™ There and Back Again specify which type of hand weapon a model carries. Can they benefit from a different hand weapon (special strikes, etc.) if it's modeled onto the miniature?*

A: No.

Good Heroes

Q: *Can Kili or Fili use their Combat Synergy special rule if one of them is under the effects of the Immobilise/Transfix Magical Power? (p.78 & 79)*

A: No.

Q: *Do Kili and Fili count as being in base contact whilst they are mounted upon an Iron Hills Chariot? (p.78, 79 & 101)*

A: No.

Q: *Do Wargs, Spiders or any other animal-like models count as being Man-sized for the purpose of special rules that refer to Man-sized models? E.g. Dain Ironfoot's Headbutt. (p.85)*

A: No.

Q: *Thranduil, King of the Woodland Realm does not have a note that his profile replaces all other profiles for him in other current publications. Does this mean that I can still use the Thranduil profile from The Free Peoples™ book in an army from the Lothlórien and Mirkwood army list? (p.86)*

A: Yes. The profile that is in *The Free Peoples*™ book can still be used as part of a Lothlórien and Mirkwood army.

Q: *Does any part of Thranduil's Bladelord special rule apply whilst he is mounted? (p.86)*

A: No. The phrase 'When fighting on foot' refers to the whole rule, not just to the first sentence.

Q: *Can Legolas Greenleaf™, Prince of Mirkwood use his Deadly Shot to hit a Gundabad Troll in its Jambags? (p.87 & 117)*

A: No. A Gundabad Troll doesn't have any Jambags. Note that this is the same for *Ori the Dwarf* when he shoots a Gundabad Troll with his slingshot.

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Q: *The Palace Guard Captain used to have the option of a spear in previous publications. This has now been removed. Was this removal intentional?* (p.88)
A: Yes.

Q: *Do the Palace Guard Captain and the Palace Guard gain +1 to their Fight value if they are within 3" of Thranduil, King of Mirkwood from The Free Peoples™ book?* (p.88 & 103)
A: No. The special rule specifically states 'Thranduil, King of the Woodland Realm' and not 'Thranduil, King of Mirkwood'.

Q: *Can Alfrid the Councillor use his Dubious Counsel rule on himself?* (p.92)
A: No. Alfrid seldom gives good advice as it is, and history has shown that when Alfrid follows his own advice, things don't go well.

Q: *Whilst Beorn is in 'Man-form'; does he count as a Man-sized model?* (p.98)
A: Yes. He is a Man.

Good Warriors

Q: *Iron Hills Goat Riders have the Mountain Dwellers and Devastating Charge special rules. Do these still apply to the model if the War Goat is slain? Do these also apply to other models that may take a War Goat?* (p.99)
A: The Mountain Dwellers and Devastating Charge special rules apply directly to the War Goat itself. This means that the Iron Hills Goat Riders will only gain these benefits whilst mounted. This also means that any other model that may take a War Goat as an option will also get these special rules whilst still mounted.

Q: *Can the Iron Hills Chariot run over friendly models in order to intentionally kill them?* (p.100)
A: Yes. Although this should only be done for the greater good of the Dwarf race, not to try to intentionally break yourself to get the game to end (quite frankly if you wish to play like that then we would recommend picking up a Mordor force at your earliest convenience). Don't forget that if you do decide to run over friendly Dwarves, you will have to explain to poor Mrs Dwarf why it is that Mr Dwarf won't be returning home from battle to a home-cooked meal and a nice cold pint of ale!

Q: *Can any of the Dwarves that ride an Iron Hills Chariot (of any variant) dismount from the Chariot?* (p.100 & 101)
A: No. Once a Dwarf is on the Chariot, it cannot leave the Chariot unless the Chariot is destroyed.

Q: *For the Champions of Erebor on Iron Hills Chariot, can any of the Dwarves call a Heroic Move or only the driver?* (p.100 & 101)
A: Any of the Dwarves that ride the Chariot may call a Heroic Move.

Q: *Can any model riding an Iron Hills Chariot call a Heroic Combat?* (p.100 & 101)
A: No.

Q: *Does an Iron Hills Ballista need to make In The Way rolls as it is a ballista?* (p.102)
A: No. The Iron Hills Ballista follows the rules for Volley Fire found on page 92 and the section on 'Friends in Proximity and In The Way' on page 93 of *The Hobbit: An Unexpected Journey™* rules manual.

Q: *When an Iron Hills Ballista counts as calling its Heroic Shoot, can it also call 'Loose!'?* (p.102)
A: No.

Q: *As it currently stands, Mirkwood Elves cannot be equipped with both an Elven glaive and an Elf bow as they have to swap their Elven blade for both options. Does this mean that Mirkwood Elves cannot be armed with both an Elf bow and an Elven glaive?* (p.103)
A: Correct. A Mirkwood Elf can only have either an Elf bow or an Elven glaive – they cannot have both.

Evil Heroes

Q: *If Azog™ is fighting with the Stone Flail and calls a Heroic Strike, does his Fight value increase before being reduced to 6 or is it reduced to 6 before the Heroic Strike?* (p.106)

A: His Fight value will increase first and then be reduced to 6 (so it is probably better to save your Might for other situations!).

Q: *Does Azog's I am the Master special rule stack with Burly, meaning that he will effectively always wound any Hero on a 2+?* (p.106)

A: No. Azog's I am the Master special rule means he will always wound enemy Heroes on a 3+, regardless of other modifiers.

Q: *Can Flói Stonehand's Loremaster special rule be used to turn off the effects of Azog's Signal Tower? If so, how does this work?* (p.107)

A: No.

Q: *If a multi-wound model suffers more than one wound from Morgul Arrows, at the start of each subsequent turn do they roll a D6 for each wound caused by Morgul Arrows or just one regardless of the number of wounds suffered from this special rule?* (p.108)

A: They will roll one D6, regardless of the number of wounds suffered.

Q: *In the Mordor™ Sourcebook, the Necromancer had the option to upgrade Mordor Orcs to Dol Guldur Orcs, and to upgrade Mordor Orc Shamans to Dol Guldur Shamans. As the new Necromancer of Dol Guldur profile replaces all variations of the Necromancer from other publications, does this mean that these options can no longer be taken?* (p.110)

A: Yes. These options can no longer be taken.

Q: *Can the Nazgûl of Dol Guldur use Might to influence their Unholy Resurrection roll?* (p.112 & 113)

A: Yes, so long as they have Might remaining.

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Q: *The new Nazgûl of Dol Guldur profile, coupled with the named Ringwraiths from older publications, allows for nine Ringwraiths to be fielded without the Witch-king. Is this allowed?* (p.112 & 113)

A: No. A degree of common sense is needed here; we know that there are only nine Ringwraiths – one of which is the Witch-king. Note that this also applies to Khamûl the Easterling.

Q: *Are the new Nazgûl profiles (with the exceptions of the Witch-king and Khamûl) specifically related to the other named Ringwraiths, meaning that certain combinations of new and old Ringwraiths aren't possible?* (p.112 & 113)

A: No. The new Nazgûl of Dol Guldur profiles represent the Ringwraiths at the time of *The Hobbit™*, and as such they have different titles to those they adopt at the time of the War of the Ring. Because of this, there is no definitive way of saying which of the new Nazgûl becomes which named Ringwraith – that is all up to your imagination (and could be a fun exercise to try to work out). When we playtested these, we used The Shadow Lord as the Lingering Shadow, The Betrayer as the Forsaken, The Dark Marshal as the Dark Headsman, The Undying and The Tainted as the two Abyssal Knights, and The Dwimmerlaik and The Knight of Umbar as the two Slayers of Men.

Q: *If a Siege Engine rolls a 6 to hit Smaug™ (benefiting from his Missing Scale rule), does it inflict half of Smaug's wounds (as per the Siege Engine rules) AND a number of wounds equal to the Strength of the weapon?* (p.115)

A: No, it inflicts either half of Smaug's wounds or a number of wounds equal to the Strength of the weapon, whichever is higher.

Q: *If Legolas™ (or anyone else with a similar rule) uses his Deadly Shot special rule to automatically hit Smaug™, does he count as having rolled a 6 for the purposes of Smaug's Missing Scale rule?* (p.115)

A: No, when Legolas™ automatically hits Smaug™ the player must roll the dice to stand a chance of rolling a 6 (note that regardless of the number rolled, Legolas™ will still hit, the roll is simply to determine if Smaug's Missing Scale special rule comes into effect). However, a player may use Might to turn a lower roll into a 6.

Evil Warriors

Q: *If a Gundabad Troll is armed with Scythe Gauntlets, does it still receive its bonus of +1 To Wound when making Brutal Power Attacks?* (p.117)

A: No. A Gundabad Troll with Scythe Gauntlets only gets a bonus of +1 To Wound when making Strikes. Brutal Power Attacks replace a model's Strikes.

Q: *If a Troll Brute loses a Duel roll and is forced to Back Away into contact with another model, does that model suffer a Strength 10 hit as per the Troll Brute's Crushing Blow special rule?* (p.117)

A: No. The Troll Brute only inflicts the Strength 10 hits when it moves, not when backing away.

Q: *If a Gundabad Ogre ends its move on top of a multi-wound model or Hero due to its Relentless Advance special rule, are they instantly slain? If the model is a Hero, can they use Fate to prevent being slain?* (p.118)

A: Any model that a Gundabad Ogre ends its move on is removed as a casualty, regardless of the number of Wounds that it has on its profile. Heroes cannot save this with Fate.

Q: *How does the Goblin Mercenary Captain's Mercenary special rule work in the Reconnoitre scenario? Can I bring them on from my opponent's table edge and then immediately move them off again?* (p.109)

A: In the Reconnoitre scenario, if a Goblin Mercenary Captain has to enter play via a board edge then the controlling player's board edge must be the one that is chosen.

Army Lists

Q: *The Army List section says that army lists in The Hobbit: Motion Picture Trilogy™ There and Back Again replace those found in The Hobbit: An Unexpected Journey™ rules manual that have the same name. Does this mean they also replace army lists of the same name from The Lord of the Rings™ Sourcebooks, such as the White Council?* (p.122)

A: No. The new army lists will only replace the ones found within the main rules manual; you are still able to use the White Council army list from *The Free Peoples™* Sourcebook... for now – who knows what the future holds!

Q: *Do the Army Bonuses apply during the scenarios if the forces contain only models from one army list?* (p.122)

A: No. The Army Bonuses are only designed to be used in Points Match games. The scenarios were written without them in mind. Although if both players wish to use them, feel free to do so.

Appendix

Q: *Are Warriors of Dale supposed to have the option for a banner?* (p.147)

A: No.

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