

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

Moria™ and Angmar™ 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 24 – Spider Queen, Venom

Change the special rule's effects to read: "The Spider Queen must re-roll any failed To Wound rolls when making Strikes in the Fight phase. Note that this does not apply to Brutal Power Attacks."

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 22 – Cave Drake, Gaping Maw

At the beginning of the second paragraph add the following sentence: 'Gaping Maw is a Brutal Power Attack'

Page 28 – Dweller in the Dark, Murderous Power

At the end of the paragraph, add the following sentence: 'Rend is the only Brutal Power Attack that enables a Dweller in the Dark to regain a Wound in this manner.'

Page 33 – Gûlavhar, Immortal Hunger

At the end of the paragraph, add the following sentence: 'Rend is the only Brutal Power Attack that enables Gûlavhar to regain a Wound in this manner.'

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 Noldorian 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 allies' warband? (pg 6)*

A: Yes.

Moria™

Q: *Are Giant Spiders considered to be Spiders as defined in Drúzhag the Beastcaller's Master of the Wild special rule and the Enrage Beast and Bestial Fury special rule? (pg 17)*

A: Yes.

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Q: Bestial Fury 'works exactly as described for Fury in the main rules'. Does this mean it can be Heroically Channeled? (pg 17).
A: Yes.

Q: If a Goblin Shaman has cast the Channeled version of Fury, will Goblins pass their special Fate saves from Fury on a 4+ if Grôblog is alive due to his Mithril Crown? (pg 17)
A: No.

Q: If a Gundabad Blackshield Shaman shatters a model's weapons, can that model now use a shield if they had a bow or two-handed weapon? (pg 19)
A: Yes.

Q: If a Gundabad Blackshield Shaman casts the Tremor Magical Power, from which part of the base is it cast and how wide is the line that extends outwards? (p.19)
A: The Gundabad Blackshield Shaman's controlling player may choose the point on the Shaman's base for the line to extend from. Count the line as being 1mm wide.

Q: Does the Shatter Magical Power break items such as bows, banners and named wargear such as the Horn of Gondor? (p.19)
A: The Shatter Magical Power will break all of a model's weapons, including missile weapons such as bows and crossbows. However, it cannot break other wargear such as banners, mounts or horns.

Q: Does the 'Taking Multiple Courage Tests' rule on page 47 of the main rules manual mean that a Dragon only ever has to take a single Courage test for their Survival Instinct special rule, regardless of how many Wounds they suffer in a single turn? (pg 21)
A: No. They must take a Courage test for each Wound suffered.

Q: Does a Cave Drake gain the Extra Attack bonus when charging? (pg 22)
A: No.

Q: If the Spider Queen spawns broodlings during a Heroic Move, do the broodlings benefit from the Heroic Move? (pg 24)
A: No.

Q: Does the Spider Queen gain the Cavalry Charge bonus when charging whilst in difficult terrain? (pg 24)
A: No. The Spider Queen's rules state that she moves at full speed through difficult ground, but does not create an exception for charging.

Q: Can broodlings be launched if the Spider Queen has already been charged that turn? (pg 24)
A: No, as stated, they can be used within her own move.

Q: Can broodlings be launched during a move following a Heroic Combat action? (pg 24)
A: No, only during the actual Move phase of the game.

Q: Does the Spider Queen count as a named Hero? (pg 24)
A: Yes.

Q: If a model is under the effect of a Bat Swarm's Blinding Swarm special rule and the model also Feints, how does this affect the model's Fight value? (pg 26)
A: The model's fight value is halved by the Blinding Swarm special rule, then reduced by a further D3 for using the Feint special strike.

Q: How is a Warg Marauder affected by the Panic Steed Magical Power? (p.27)
A: A Warg Marauder is unaffected by the Panic Steed Magical Power.

Q: How is a Warg Marauder affected by the Nature's Wrath Magical Power? (p.27)
A: A Warg Marauder will be knocked Prone by the Magical Power, however, as the rider and mounts do not separate like normal mounts, the whole model will be knocked Prone as one.

Q: If you have Wild Wargs in your army, can an Orc mount one, making it a cavalry model? If so, can a model mount a Warg Chieftain? (pg 28)
A: No to both questions.

Q: If a Dweller in the Dark Hurls a model as part of a Brutal Power Attack, does he get a Wound back as part of his Murderous Power special rule if the Hurlled model and/or any other models the Hurlled model passes through are slain? (pg 28)
A: No.

Angmar™

Q: If the Witch-king of Angmar uses his Morgul Blade on the turn he charges while mounted on a horse/armoured horse, do all his attacks that turn count as Morgul Blade attacks? (pg 31)
A: Yes.

Q: Can the Witch-king of Angmar's Morgul Blade be used in conjunction with his Fell Beast's Attacks and Strength characteristics? If so, when he wins a Fight and knocks his opponent over, will all six Attacks benefit from the Morgul Blade's special rules? (pg 31)
A: No. If you wish to use the Morgul Blade, you must use the Witch-king of Angmar's Strength and Attacks values, though he may still double his Attacks if his opponent has been Knocked to the Ground.

Q: How does the Dwimmerlaik's Sap Fortitude ability interact with the Resistant to Magic special rule? (pg 32)
A: The Resistant to Magic special rule does not require the expenditure of Will points, so the proximity of the Dwimmerlaik will have no effect.

Q: When a Hero spends multiple points of Might, Will or Fate within 12" of The Dwimmerlaik, how many times does The Dwimmerlaik roll for his Sap Fortitude special rule? (p.32)

A: The Dwimmerlaik will roll one dice for each point of Might, Will or Fate spent. However, the Hero may spend these one at a time and wait to see the results of The Dwimmerlaik's Sap Fortitude roll before committing to spending any more.

Q: If Gûlavhar, the Terror of Arnor Hurls a model as part of a Brutal Power Attack, does he get a Wound back as part of his Immortal Hunger special rule if the Hurlled model and/or any other models the Hurlled model passes through are slain? (pg 33)

A: No.

Q: Can Shades and Spectres combine their respective Blades of the Dead and Spectral Blades special rules with a special strike? (pg 34 & 36)

A: No.

Q: Can the 'A Fell Light Is In Them' rule be used to move an enemy model out of engagement with a friendly model? (pg 36)

A: No.

Q: Can a Dead Marsh Spectre use 'A Fell Light Is In Them' to force a model to lie down, dismount or anything else that could be considered as a complex action? (pg 36)

A: No.

Q: Can a Dead Marsh Spectre target a Cavalry model's mount when using their A Fell Light is in Them special rule. (p.36)

A: No.

Last updated November 2017.