

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

MORDOR™ SOURCEBOOK – VERSION 1.3

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 19 – *Gollum*™, Unit Entry

Change to be an Independent Hero.

Page 20 – 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 22 – 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 24 – Shelob, Venom

Change the special rule's effects to read: 'Shelob 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.'

Page 26 & 48 – Kardûsh the Firecaller, Profile

Change Kardûsh the Firecaller's Attacks to 1 and his Wounds to 2.

Page 28 – Black Númenórean Marshal, Options

Add the following option:

Lance.....5 points

Page 29 – Mordor Orc Taskmaster, Whip of the Masters

Change the first sentence of the special rule's effects to read: 'Each time a Taskmaster, or an Evil Hero within 6" of one or more Taskmasters, attempts a Heroic Action, roll a D6.'

Page 29 – Spider Queen, Unit Entry

Change to be an Independent Hero.

Page 37 – Great Beast of Gorgoroth

Add the following rules to the Great Beast of Gorgoroth's entry:
Magical Powers and the Great Beast of Gorgoroth – The Great Beast is immune to the effects of all Transfix, Immobilise, Command and Compel magical power – or indeed any other magical power that would prevent it from moving normally. These spells can, however, be directed at the model controlling the Great Beast – in this case, the Great Beast will be affected instead.

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A Sorcerous Blast can inflict damage on the Great Beast but cannot move it. If a model on the platform is hit by a Sorcerous Blast, it is damaged as normal but not moved. Instead, the controlling player rolls a D6. On a 1-3, the model is Knocked to the Ground on the battle platform. On the roll of a 4-6, the model falls to the ground below – roll on the Thrown Rider chart.

Page 37 – Great Beast of Gorgoroth – Change the Battle Platform entry to read as follows: '**Battle Platform.** The battle platform holds nine *Orc* Warrior passengers (see the main rules manual). *Orc* Warriors on the battle platform can shoot even if the Great Beast has moved its full speed, and can shoot (and be shot at) if the Great Beast is engaged in a Fight. When shooting with or at the *Orc* passengers, measure from the nearest edge of the battle platform. If the passengers are shot at, the firer doesn't need to randomise to see who is hit (as they would normally for passengers) but hits the nearest model instead, though they must treat the battle platform as being In the Way. If the Great Beast's controller is slain, one of the passengers immediately takes his place, abandoning their bow as they do so. Because the *Orc* Warriors on the battle platform are integral models, each time one is slain, use a marker or dice to remind you that there is one less passenger. The Great Beast cannot carry any passengers other than those travelling on the battle platform. If the Great Beast is slain, roll on the Thrown Rider table for the *Orc* Warrior rider and each *Orc* Warrior remaining on the battle platform.'

Page 37 – Great Beast of Gorgoroth – Change the Only Counts as One entry to read as follows: '**Only Counts as One** – The Great Beast of Gorgoroth and its crew count as a single model in a warband, and a single model for the purposes of working out your Break Point and the number of bows in your force. If your army is Broken, unless subject to a friendly Hero's Stand Fast! rule, make a single Courage test using the Great Beast's Courage value to see if the model flees from the battlefield along with its *Orc* passengers or can be moved normally.'

Page 46 – The Death of Kings, Participants – Evil

Change the entry to read: '*The Witch-king of Angmar*[™] from the *Mordor*[™] army list. The Witch-king of *Angmar*[™] begins the game with his full store of Might, Will and Fate (3/20/3) and has a Fell Beast and a flail. No other options may be taken.'

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 Channeling.

Page 31 – Heroes of Mordor[™], Cave Drake, Gaping Maw

At the beginning of the second paragraph, add the following

sentence: 'Gaping Maw is a Brutal Power Attack.'

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 allies warband? (pg 6)

A: Yes.

Heroes of Mordor

Q: What effect does The One Ring have if Sauron suffers a Wound from an attack that automatically slays its target, such as a Dragon's Breathe Fire attack or the King of the Dead's Drain Soul? (pg 17)

A: Sauron is treated as having lost his final Wound, so make a roll for *The One Ring* as normal. If he passes, Sauron remains in play with 1 Wound remaining.

Q: If Sauron has The One Ring and suffers more than one Wound that would otherwise destroy him, how many rolls would he make for The One Ring to sustain him on 1 Wound? (pg 17)

A: You roll for each Wound that Sauron suffers.

Q: Can Sauron use Might for his The One Ring roll? (pg 17)

A: Yes.

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 18)

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 6 Attacks benefit from the Morgul Blade's special rules? (pg 18)

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: 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 20)

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 20)

A: No.

Q: Can Khamûl the Easterling's Essence Leech be used in conjunction with his Fell Beast's Attacks and Strength characteristics? (pg 21)

A: Khamûl the Easterling may expend a single point of Will to increase his own Strength, Fight or Attacks values, not those of his Fell Beast. However, he will recover a point of Will for each Wound caused, even if he did so with the aid of his Fell Beast's characteristics.

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 Wound 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 21)

A: No.

Q: How does the Dwimmerlaik's Sap Fortitude ability interact with the Resistant to Magic special rule? (pg 21)

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: 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 22)

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 22)

A: Yes.

Q: Which takes precedence between the Shadow Lord's Pall of Darkness and Legolas' Deadly Shot? (pg 22)

A: When selecting targets within 6" of the Shadow Lord, Legolas™ can choose either to hit automatically with a single shot or he can fire three times, in which case he will need a score of a 6 to hit with each.

Q: Can Gothmog's Master of Battle special rule be used after Gothmog has already performed a Heroic Action in that same phase? (pg 24)

A: No. A model may only call a single Heroic Action each phase.

Q: Can Gothmog use his Master of Battle special rule to make use of Grinnah's 'Swap With Me' Heroic Action? (pg 24)

A: No.

Q: Does the Taking Multiple Courage Tests rule on page 47 of the main rules manual mean that Shelob only ever has to take a single Courage test for her Hunting Instinct special rule, regardless of how many Wounds she suffers in a single turn? (pg 24)

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

Q: Does Shagrat, War Leader of Cirith Ungol's shield only knock down other infantry (he counts as cavalry on a turn that he charges), or can he knock down cavalry and models above Strength 6? (pg 25)

A: Infantry only.

Q: Can you take Shagrat, War Leader of Cirith Ungol and Shagrat, Captain of Cirith Ungol in the same force? (pg 25)

A: No.

Q: If a Spider Queen spawns broodlings during a Heroic Move, do the broodlings benefit from the Heroic Move? (pg 29)

A: No.

Q: Does the Spider Queen gain the Cavalry Charge bonus when charging whilst in difficult terrain? (pg 29)

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 29)

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 29)

A: No, only during the actual Move phase of the game.

Q: Does the Spider Queen count as a named Hero? (pg 29)

A: Yes.

Q: Can an Orc Taskmaster use its own Might on the roll to ensure that another Hero performs a Heroic Action for free? (pg 29)

A: No.

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 30)

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 31)

A: No.

Q: If you field The Necromancer, can you upgrade the Orc Warriors on the battle platform of the Great Beast of Gorgoroth to be Orcs of Dol Guldur for 2 points per model (so +20 points)? (pg 32)

A: No.

Q: Can The Necromancer's special rule Drain Soul be combined with his Chill Soul magical attack? Drain Soul says that any enemy wounded in close combat is slain outright regardless of the number of Wounds and Chill Soul says that the target suffers 1 Wound as if wounded in close combat. (pg 32)

A: It just causes a single Wound.

Warriors of Mordor

Q: Warg Riders have lost their Crude Throwing Spears rule, so when they are dismounted do they keep their throwing spears as opposed to normal spears? (pg 34)

A: Yes.

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 Spectres combine their Spectral Blades with a special strike? (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: If the Great Beast is involved in a successful Heroic Combat, can it continue to use its Slam rule to inflict further hits if it charges into combat? (pg 37)

A: Yes.

Q: In an objective-based scenario such as Hold Ground!, how many models does a Great Beast of Gorgoroth count as? Are the remaining Orcs on the battle platform counted toward this total? (pg 37)

A: It always counts as one model.

Q: Can a War Drum affect a Mûmak's Trample move, increasing its Movement to 11"? (pg 38)

A: No.

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