

Ill-met by Moonlight

Two opposing forces have happened upon each other in the dead of night thrusting them into an impromptu battle. The darkness makes for an unusual battle, providing both forces with protection from arrows and greater options for stealth.

Scenario outline: A battle to the death in the dark of night.

The Armies

Players choose their force, as described on pages 100-101 of *The Hobbit: An Unexpected Journey*™ rules manual, to an equal points value before the game.

Layout (4'x4')

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey*™ rules manual.

Starting Positions

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge as described above. Players then alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest score has Priority in the first turn.

Objectives

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

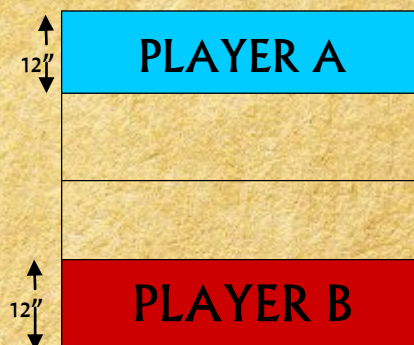
Models that have escaped the board count as being on the board for the purpose of determining if a force is broken.

Victory Points are scored for the following:

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **2 Victory Points**.
- You score **3 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **3 Victory Points** if you have at least one Hero remaining at the end of the game. If you have at least one Hero remaining and your opponent has none remaining, then you instead score **5 Victory Points**.

Special Rules

The Dark of Night: Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 12" away. However as it is much harder to avoid a shot in the dark, all shooting attacks gain a bonus of +1 when rolling To Wound. Siege Engines may still target enemy models more than 12" away, however in this situation they will only ever hit on the roll of a 6.





Seize the Prize

Seize the Prize

Within *Middle-earth*™ an ancient and mysterious artefact has awoken, its power drawing two opposing armies to come and claim it, hoping to use its secrets for their own ends. Both forces will stop at nothing to possess it.

Scenario outline: Recover a precious item and carry it through the enemy force to victory.

The Armies

Players choose their force, as described on pages 100-101 of *The Hobbit: An Unexpected Journey*™ rules manual, to an equal points value before the game.

Layout (4'x4')

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey*™. Place a 25mm marker in the centre of the board to represent the artefact.

Starting Positions

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge as described above. Players then alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest score has Priority in the first turn.

Objectives

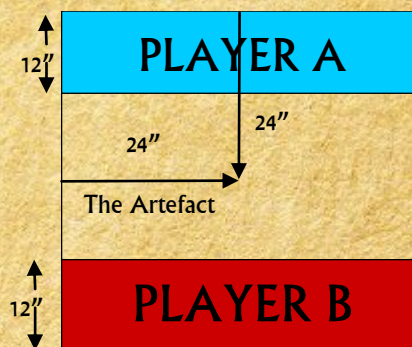
The game lasts until either a model carrying the artefact carries it off the board via their opponent's board edge, or both forces have been reduced to a quarter (25%) of their starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Victory Points are scored for the following:

- You score **3 Victory Points** if one of your models is carrying the artefact within your own board half. If one of your models is carrying the artefact within your opponent's board half, then you instead score **5 Victory points**. If one of your models is carrying the artefact and manages to move off the board via your opponent's board edge, then you instead score **7 Victory points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **2 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

Special Rules

The Artefact: The artefact must be dug out of the soil before it can be carried anywhere. A model on foot who is in base contact with the artefact marker at the end of its Move may attempt to free it – roll a D6; on a 4+, the artefact has been freed, the artefact is treated as a Light Object – see page 85 of *The Hobbit: An Unexpected Journey*™ rules manual. Might cannot be used to influence this roll. Only one model from each side may attempt to pick up the artefact each turn.



Contest of Champions

Rallying their troops with the promise of glory, the leaders of both forces head into battle to inspire their followers to great deeds. It is upon the field of battle that the two army's generals must fight to outshine each other to spur on their troops and to break the spirit of their enemies.

Scenario outline: A trial of heroes, the Leader who inflicts the most carnage will rise triumphant.

The Armies

Players choose their force, as described on pages 100-101 of *The Hobbit: An Unexpected Journey*™ rules manual, to an equal points value before the game.

Layout (4'x4')

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey*™.

Starting Positions

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They place their leader within their deployment zone and within 3" of the centre of the board and then deploy their leader's warband in their deployment zone and within 6" of the leader. Their opponent then does the same.

Players then take it in turns (starting with the player who rolled highest) to select a warband in their force and rolls a D6. On a score of 1-3, all models in that warband must be deployed in the deployment zone and within 12" of the centre line of the board.

On a score of 4-6, the models can be deployed anywhere in the deployment zone.

Models may not be placed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the captain of its warband.

Players alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest score has Priority in the first turn.

Objectives

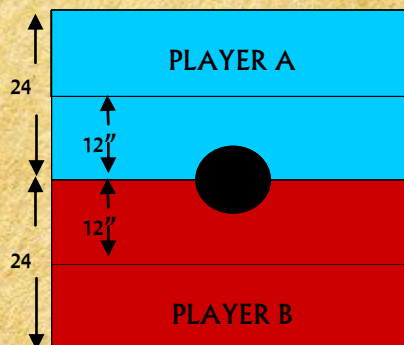
The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Victory Points are scored for the following:

- Keep a count of how many kills your leader scores in combat throughout the course of the battle. Note, kills caused by shooting, Magical Powers or the Hurl Brutal Power Attack do not count towards your leader's score. You score **3 Victory Points** if your leader has killed more models than your opponent's leader. If your leader has killed at least two models and at least twice as many as your opponent's leader, then you instead score **5 Victory points**. If your leader has killed at least three models and at least three times as many as your opponent's leader, then you instead score **7 Victory points**.
- You score **3 Victory Points** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **5 Victory Points**.

Special Rules

The Last Stand: Each time either leader kills a Hero or a multi-wound model, they immediately regain a point of Might spent earlier in the battle.



Capture and Control

By holding key strategic points, both armies believe they can control the field of battle and use these points to force their enemy into defeat. Whoever controls the battlefield will have gained an important foothold for the many battles yet to come.

Scenario outline: Control areas of the battlefield and deny them to your foe.

The Armies

Players choose their force, as described on pages 100-101 of *The Hobbit: An Unexpected Journey*™ rules manual, to an equal points value before the game.

Layout (4'x4')

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey*™. Then, place five objective markers on the battlefield; one is automatically placed in the centre of the board. One objective is placed exactly halfway between the centre of the board and the centre of the northern table edge. The other three objectives are deployed in the same way in relation to the east, south and west board edges respectively (see map).

Starting Positions

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force and roll a dice.

Players then take it in turns (starting with the player who rolled highest) to select a warband in their force and rolls a D6. On a score of 1-3, all models in that warband must be deployed in the deployment zone and within 12" of the centre line of the board. On a score of 4-6, the models can be deployed anywhere in the deployment zone. Models may not be deployed within 1" of an enemy model. Regardless of the dice roll, models may not be deployed further than 6" from the captain of its warband.

When this has been done the opposing player chooses one of their warbands and rolls to place it as described above. Players alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest score has Priority in the first turn.

Objectives

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On the result of 1-2, the game ends – otherwise, the battle continues for another turn!

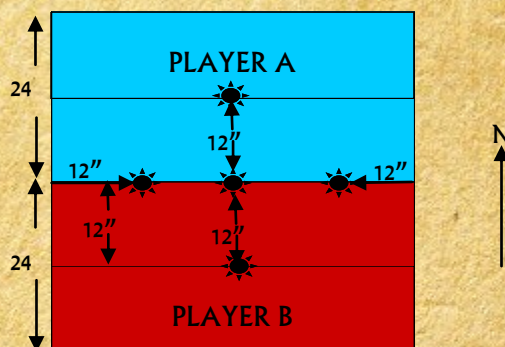
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Victory Points are scored for the following:

- You score **2 Victory Points** for each objective marker that is under your control at the end of the game.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count) or if you kill the enemy leader.
- You score **1 Victory Point** if the enemy force is broken at the end of the game.

Special Rules

Controlling Objectives: At the start of the game all of the objectives are considered to be neutral and do not belong to either side. If during the End phase of any turn, one or more of your models are in base contact with an objective, then that objective comes under your control. If during the End phase both sides have models in base contact with an objective, then that objective returns to being a neutral objective.



The Fog of War

Amidst the torrent of the battle that rages on all sides, the two forces clash in an endless swirl of shields and swords. Battle plans constantly change and the two generals become locked in a battle of wits, both trying to work out the aims of their adversaries.

Scenario outline: Outwit your opponent by concealing your true objective.

The Armies

Players choose their force, as described on pages 100-101 of *The Hobbit: An Unexpected Journey*™ rules manual, to an equal points value before the game.

Layout (4'x4')

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey*™.

Starting Positions

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. They then select a warband in their force to deploy within 12" of their board edge. Models may not be deployed further than 6" from the captain of its warband. When this has been done, the opposing player chooses one of their warbands and deploys it within 12" of their board edge as described above. Players then alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest score has Priority in the first turn.

Objectives

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

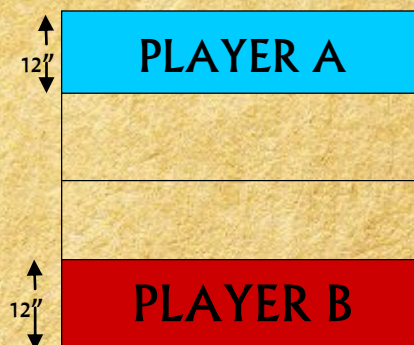
Victory Points are scored for the following:

- At the start of the game secretly note down one of your own Heroes (This may not be your leader unless you only have one Hero). You score **1 Victory Point** if the nominated Hero is still alive at the end of the game. If the nominated Hero is still alive and has suffered no wounds, you instead score **3 Victory Points**.
- At the start of the game secretly note down one of your opponent's Heroes (This may not be your opponent's leader unless they only have one Hero). You score **1 Victory Point** for causing one or more Wounds on the nominated Hero (Wounds prevented by a successful Fate roll do not count). If you kill the nominated Hero, you instead score **3 Victory Points**.
- At the start of the game secretly note down a single terrain piece in your opponent's half of the board. You score **1 Victory Point** if at the end of the game you have more models than your opponent completely within your selected terrain piece. If your opponent has no models completely within your selected terrain piece and you have at least one, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

Special Rules

Keep it Secret, Keep it Safe: At the start of the game both players must write down which objectives they are trying to accomplish on a piece of paper, and fold it in half. The two pieces of paper must then be placed somewhere next to the playing area that both players can easily see, but so that the information contained on them cannot be seen – partially under your rules manual is a good place. These pieces of paper should remain untouched until the end of the game when they are revealed.

Designer's Notes: In this scenario you should not reveal to your opponent any of your objectives, even if you successfully complete them during the game. Part of the skill of this scenario is trying to work out what your opponent is trying to accomplish, whilst simultaneously trying to mislead them into thinking that you are trying to accomplish something that you aren't.



Storm the Camp

Both armies desire the land before them for its strategic position within *Middle-earth*. Setting up encampments, both forces seek to outlast their opponents and claim the land for their own. However, with neither side willing to yield its stake in the land, war befalls these two opposing sides. It is now time to decide the dominant force by seizing the other's camp and scattering its defenders.

Scenario outline: Oust the enemy from their camp, while keeping yours secure.

The Armies

Players choose their force, as described on pages 100-101 of *The Hobbit: An Unexpected Journey™* rules manual, to an equal points value before the game.

Layout (4'x4')

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey™*.

Starting Positions

Both players roll a D6. The player who scored the highest may choose one of the four table corners as their camp. They then deploy their army (including any Siege Engines) entirely within 12" of their chosen table corner. Any models that cannot be deployed within 12" of the chosen corner will move onto the board via the controlling player's corner at the end of their first Move phase. Their opponent then sets up their army entirely within 12" of the table corner diagonally opposite.

Initial Priority

Both players roll a D6. The player with the highest score has Priority in the first turn.

Objectives

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Victory Points are scored for the following:

- You score **3 Victory Points** if your force managed to capture your opponent's camp. If your force managed to capture your opponent's camp and your camp is not captured, you instead score **6 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

Special Rules

The Campsite: The campsites are the deployment areas of the two armies. A campsite is captured if during the End phase of any turn you have more models entirely within your opponent's campsite than they do.

Models that are within their own campsite will defend it at all costs. Any model that is within its own campsite at the start of a turn will automatically pass any Courage tests it is required to make for the remainder of that turn.

