

DOMINATION

The battlefield will provide a distinct tactical advantage for whoever holds it for many years to come. Victory can be achieved by forcing the enemy back and securing the key points on the battlefield, failure will not be permitted!

Scenario outline: Players fight to control five objectives scattered across the battlefield.

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. Then, place five objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12" away from the existing objective and 6" away from any board edge. Their opponent then places a third objective at least 12" away from existing objectives and at least 6" away from any board edge. The players then alternate placing the remaining two objectives, according to the restriction noted earlier.

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 24" 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 24" of their board edge as described above. Players then alternate until all warbands have been placed.

Initial Priority

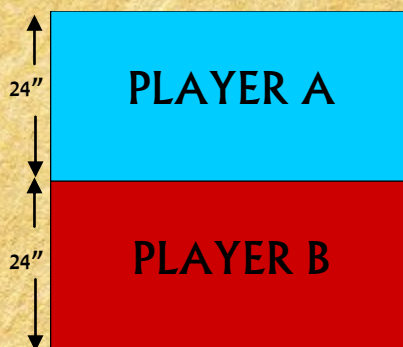
Both players roll a D6. The player with the highest score has Priority in the first turn.

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:

- You score **2 Victory Points** for each objective marker that has at least one of your models, and no enemy models, within 3".
- You score **1 Victory Point** for each objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3".
- 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.



TO THE DEATH!

Once again fate has pitted the forces of Good and Evil against each other and no matter the cost the enemy must be slain. No quarter shall be asked and none shall be given. Only the Valar know who will win the day!

Scenario outline: Victory goes to the force that can crush the foe and slay the enemy leader.

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.

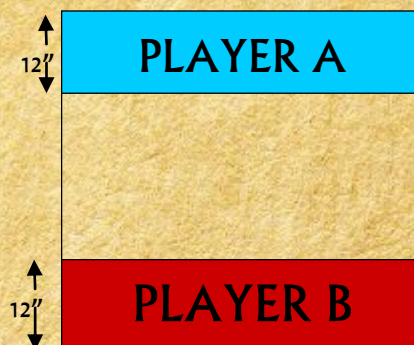
Objectives

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.

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 **3 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**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.

You score **2 Victory Points** if the enemy force is reduced to 25% of its starting models at the end of the game.



HOLD GROUND!

In the swirl of battle it becomes apparent that a certain, normally ordinary, area of the battlefield has become vital to the victory of both sides. Both forces surge towards this new tactical advantage, desperate to control it.

Scenario outline: Control the centre of the battlefield, no matter the cost.

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. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

Starting Positions

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues.

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:

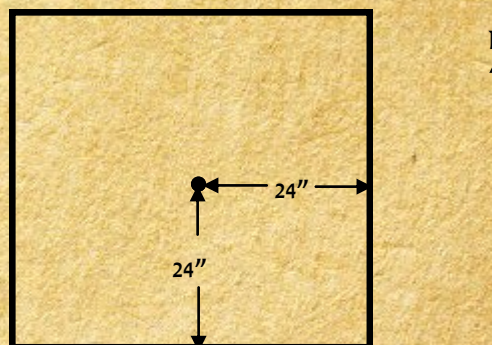
- You score **3 Victory Points** if you have more models within 6" of the objective than your opponent. If you have twice as many models within 6" of the objective than your opponent, then you instead score **5 Victory points**. If you have three times as many models within 6" of the objective than your opponent, or you are the only player to have models within 6" of the objective, 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

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

1. The warband does not arrive yet.
2. Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3. Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4. You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5. You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6. You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.



LORDS OF BATTLE

After weeks of skirmishes and close encounters with the opposing side, it comes down to one final battle to determine which faction will emerge victorious. The more enemies a side can kill, the more it will spur them on to victory.

Scenario outline: A pitched battle where victory goes to the player who inflicts the most carnage.

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 24" of their board edge, but at least 1" away from enemy models. 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 24" 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

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!

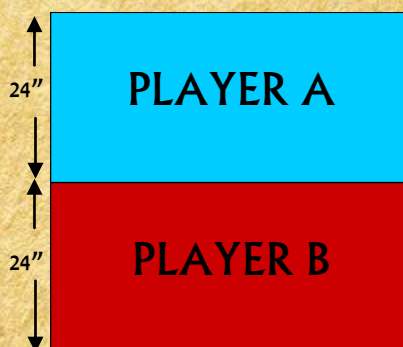
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw.

Victory Points are scored for the following:

- For this scenario you need to keep a track of your 'Wound Tally'. Your Wound Tally is equal to the number of Wounds that your army inflicted upon your opponent's army, plus any Fate points that your opponent spent (Heroes that are removed from the game with unspent Fate points will add 1 to the Wound Tally for each one unspent. Models that flee because their force is broken count towards the Wound Tally, however, mounts that flee do not). You score **3 Victory Points** if your Wound Tally is greater than your opponents. If your Wound Tally is at least twice as large than your opponents, then you instead score **5 Victory points**. If your Wound Tally is at least three times as large than your opponents, or your opponent has no models left on the board, 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

A time of Heroes: Each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a point of Might lost earlier in the battle.





RECONNOITRE

Scouts have been sent out by both forces in order to gather vital information from behind enemy lines. Each force is attempting to sneak past the enemy whilst simultaneously preventing the enemy from doing the same.

Scenario outline: Ensure more of your models escape the battlefield than your opponent.

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

At the battles start, the forces are yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be their board edge – the opposing player has the opposite board edge as their board edge.

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:

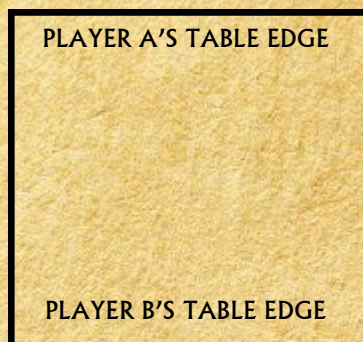
- You score **3 Victory Point** if more of your models have escaped the battlefield than your opponent. If at least two of your models and twice as many models than your opponent have escaped the board, then you instead score **5 Victory points**. If at least three of your models and three times as many models than your opponent have escaped the board, 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**.

Reinforcements - At the end of your Move phase, roll a D6 for each of your warbands not currently on the board and consult the chart below. Models enter the board via the rules for Reinforcements on page xx. Warband's that have still not arrived by the start of the fourth turn will automatically arrive on turn 4.

1-3 The warband does not yet arrive, but receives a bonus of +1 to this dice roll next turn.

4-6 The warband arrives from the controlling player's board edge via the rules for Reinforcements.

Special rules that allow for models to arrive on from any table edge (such as the Goblin Mercenary Captain's Mercenary Ambush) must choose the controlling players table edge for this scenario.



HEIRLOOMS OF AGES PAST

Buried somewhere upon the field of battle is a long forgotten heirloom of ages past. Having narrowed down its location, the two armies now fight for possession of this relic. However the powers that linger upon this mysterious item are easily capable of corrupting those that hold it for too long.

Scenario Outline: A precious relic lies upon the battlefield. He who holds it will win the day.

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. Azog's Legion 700

. Then, place six objective markers on the battlefield. To place the objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 6" away from any board edge. Their opponent then places an objective at least 12" away from the existing objectives and 6" away from any board edge. The players then alternate placing the remaining objectives, according to the restriction noted earlier.

Starting Positions

At the battle's start, the forces are yet to arrive – models are not deployed at the start of the game, but will enter as the game continues.

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 **6 Victory Points** if your force is in possession of the relic at the end of the game. If at the end of the game you are not in possession of the relic but have more models within 3" of the relic than your opponent, then you instead score **3 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 **2 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.

Special Rules

Uncovering the Relic: Only one of the objectives is actually the relic that both sides seek. The first time each turn an unengaged model on foot ends its movement in base contact with an objective, they may search it in an attempt to uncover the relic. When this happens roll a dice, on the score of a 6 the relic has been discovered and the model that discovered it takes possession of it (Might cannot be used to influence this roll). If the roll is a 1-5 then the relic is not there, remove the objective from play. If the first five objectives to be searched do not reveal the relic the last one will automatically be the relic, there is no need to roll for it.

Relic of power: The relic is treated as a Light Object, however the dark powers that lie upon it may yet seep into the mind of its holder. Unwilling to give it up, models carrying the relic may not drop it or pass it to another model. Additionally at the start of each turn, before priority is rolled, roll a dice. On the roll of a 1, the model is Transfixed as described in the main rules manual. Might may not be used to modify this roll.

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll either up or down). Models can't charge in the turn that they arrive but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

1. The warband does not arrive yet.
2. Your opponent chooses a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3. Your opponent chooses a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4. You choose a point on either the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5. You choose a point on either the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6. You choose a point on any board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.

