

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME



YOUR JOURNEY
BEGINS HERE

GAMES
WORKSHOP



INTRODUCTION

Long ago, the proud Dwarven kingdom of Erebor was desolated by the great Dragon Smaug. It seemed for a time that the glorious days of the Kings under the Mountain were at an end.

An Unexpected Journey

Now, many years have passed and a new hope is kindled in the hearts of the Dwarves, for Thorin Oakenshield, heir to the throne of Erebor and King under the Mountain, seeks to reclaim what is his by right. At his side is a band of stalwart companions, Dwarves who would brave Dragon-fire and even death on their quest for glory. Accompanying them is the Wizard Gandalf the Grey. Wise and ancient, Gandalf has seen much and travelled far, and it is his knowledge and cunning that enables the Dwarves to chance their hand at returning to the Lonely Mountain once more. His help is readily offered, with only a simple request; that they take along one extra member in their company; one for whom the journey really will be quite unexpected. The burglar Bilbo Baggins – the Hobbit.

Captured by Goblins

While the quest to Erebor will take the Dwarves far across Middle-earth, over cold mountains and through deep dungeons and caverns, perhaps the most deadly stage of their journey comes as they venture across the Misty Mountains.

When they stop to shelter from a terrible storm in an unassuming cave, they are captured by Goblins and dragged down to a sinister underground realm – Goblin Town. There, confronted by the mighty Goblin King and his hordes of savage followers, the Dwarves and their allies must fight for their lives to escape the wrath of the Goblin King!

WELCOME TO MIDDLE-EARTH

Prepare to enter the fantastic world of Middle-earth and participate in the heroic quest to the Lonely Mountain. Ready yourself for battle, as Goblins and Dwarves clash in deadly combat in a game where you control the destinies of heroes and villains.

Getting Started

This starter manual will introduce you to *The Hobbit: An Unexpected Journey* Strategy Battle Game, present the heroes and villains of the adventure and teach you how to play.

Heroes and Villains

In this game you get to take command of the famous characters from *The Hobbit: An Unexpected Journey*, such as Bilbo Baggins, Thorin Oakenshield and the Goblin King. Your tactics and cunning, and a little bit of luck, will bring you victory (or defeat) in your games.

Good versus Evil

At the heart of the story of *The Hobbit: An Unexpected Journey* is a battle between the forces of Good and Evil. Escape From Goblin Town™ contains two forces: the stalwart members of Thorin's Company and the devious and cruel Goblins of Goblin Town.

What's in this Starter Manual?

Inside this manual you will find a clear, easy-to-follow introductory game, rules for all the models contained in the box, and a series of exciting extra games to hone your skills!

What's in the Box?

No doubt you've already looked through the treasure trove of miniatures, accessories and manuals in your boxed game. Here's a quick guide to how it all works.

1: Citadel Miniatures. These are finely detailed plastic models that bear an amazing likeness to the characters and creatures from the movie. These are the playing pieces we use in the game – we move them about our battlefield and roll dice to see if their actions are successful.

This boxed game includes two forces for you to use: Thorin's Company and the Goblin King's Court. Full details on how to assemble these Citadel miniatures can be found on the separate instruction leaflet.

Thorin's Company: the brave adventurers of Thorin's Company are the heroes of *The Hobbit: An Unexpected Journey* and include the thirteen Dwarves, Bilbo Baggins and Gandalf the Grey.

The Goblin King's Court includes the towering might of the Goblin King, as well as his lieutenants Grinnah and the Goblin Scribe, and a host of Goblin Warriors.



using this manual

This manual will teach you to play *The Hobbit: An Unexpected Journey* by demonstrating an introductory game. To get started, simply assemble the models and scenery contained in the box and give this manual a quick read through. When you are ready to start playing, keep this manual to hand and follow through the introductory game that starts on page 4. This will give you a feel for playing the game, and how it all works. In no time at all, you will be fighting exciting battles in the murky depths below the Misty Mountains.

Throughout the manual, you'll be presented with rules to teach you how the game works. When you play, you'll find that you use these rules over and over again in your games. These rules will all be clearly explained for you, and as you follow the examples, you'll find that you pick them up quite quickly – but feel free to flip back through to a rule you have already learned, to remind yourself how it works, as you progress. A quick reminder never hurt anyone.



2: Scenery. Every thrilling battle needs an evocative location, and the scenery elements contained in *Escape From Goblin Town™* enable you to recreate the Goblin King's platform, complete with his throne and several walkways. During games, models can interact with the scenery, jumping and climbing to gain access to raised areas, and defending walkways against their foes.

3: Dice. The set contains 8 six-sided dice. We use these dice in our games to see whether actions are successful, such as if an arrow hits its target or who wins a fight.

4: Measurer. This ruler enables you to measure out the distance that your models can move and see how far missile weapons can shoot. You will use this time and again as you play.

5: The Rules Manual. This starter manual contains rules and advice to help you play your first games, but the rules manual contains the full rules to the game, to help you join the further adventures of Thorin's Company. The handy, small-format volume has everything you need for many happy hours of wargaming.

INTRODUCTORY game: escape from goblin town

Over the next few pages, we will start our game and teach you how to play along the way.

Before you can begin playing, there are a few things you'll need to do if you haven't already. Firstly, you need to assemble your models and then set up the playing area ready for use. You'll find a small leaflet in the box that explains how to assemble all of the models.

To play, simply follow our instructions. You'll find at first you need to rely on this starter manual quite a lot, and you might need to check the rules manual too – but soon you'll be fine using just the reference section.

Paper & Pens

Many players like to take notes as they play. This can be especially useful if some of your warriors become wounded in the battle – so you can mark down who is hurt and so on.

THE SCENARIO: THE ESCAPE

The game that we are going to play over the next few pages is called a Scenario. A Scenario is a battle with a particular story to it. Scenarios include some guidelines on how to recreate the encounter, how to set up your battlefield and some instructions on how each player can win the game.

In our first game, Thorin's Company have found themselves deep underground in Goblin Town and at the mercy of the vile Goblins.

The Good side wins if twelve models can safely escape from the opposite board edge. The Evil side wins if they can kill more than three of the Dwarves.

SETTING UP

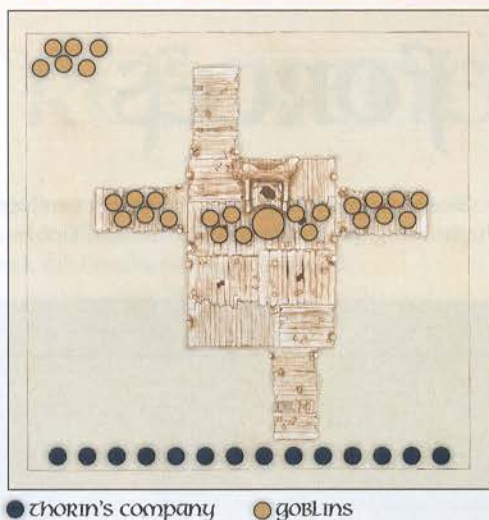
Before you can play, you'll need to set up your playing area ready for the game. Any reasonable-sized playing area, such as a dining room or kitchen table, will do. What you need is a space about 2' by 2', although an area a little smaller should work just fine. You can mark the area out with tape, string or anything else, for that matter.

We've used a tile from the Citadel Realm of Battle Gameboard for our playing area – it looks great and, conveniently, is exactly the right size for the game.

STARTING POSITIONS

We have placed the Goblin King, Grinnah, the Goblin Scribe and 18 Goblins on the Goblin King's Platform, with 6 more Goblins guarding the rear.

Thorin's Company are placed along one board edge, ready to break through the foul ranks of the Goblin throng.



THE TURN

Each turn, both players get to move, shoot and fight with their models. Here's the order things are done in:

1. Priority phase

We work out who goes first for the rest of the turn.

2. Move phase

The player with Priority moves first. Then the other player moves his models too.

3. Shoot phase

The player with Priority shoots with his models. Then the other player takes his shots. Not all models can shoot.

4. Fight phase

All models in base contact with an enemy model fight. The player with Priority chooses the order in which the Fights are worked out.

5. End phase

Both players tidy up the battlefield and get ready for the next turn.

playing the game

In the examples over the next few pages, we'll assume that you're going to copy the instructions we give in this starter manual – this way it's easy to see how the rules work and follow the instructions along. However, when you play further games, you'll adopt the role of general or commander, and you can make all the decisions for the models yourself. If you want to hurl Bifur and Bofur fearlessly into combat, you can. If you want to keep Ori, Nori and Dori together as a group, that's fine too.

Each turn, you can move, shoot and fight with your models. Each model is a courageous warrior (some more so than others), who is determined to help his side win the battle.

The forces

As mentioned earlier, there are two sides to each game. *Escape From Goblin Town™* includes two forces: the daring adventurers (and fellow conspirators) of Thorin's Company, and the cunning, yet scrofulous, denizens of Goblin Town and their leader, the mighty (and terrifying) Goblin King.



Thorin's Company

Thorin has gathered his loyal kinsmen, along with a wise old Wizard and a Hobbit. You can find the profiles and special rules for all of Thorin's Company on page 42.

- | | | |
|-------------------|-----------------------|---------------------|
| 1 Oin the Dwarf | 6 Kili the Dwarf | 11 Gandalf the Grey |
| 2 Gloin the Dwarf | 7 Fili the Dwarf | 12 Bombur the Dwarf |
| 3 Nori the Dwarf | 8 Bilbo Baggins | 13 Balin the Dwarf |
| 4 Dori the Dwarf | 9 Dwalin the Dwarf | 14 Bofur the Dwarf |
| 5 Ori the Dwarf | 10 Thorin Oakenshield | 15 Bifur the Dwarf |



The Goblin King's Court

Savage creatures, willing to steal from anyone unlucky enough to catch their attention, the foul dwellers of Goblin Town are brutal and violent in the extreme. When Thorin and his bedraggled companions found themselves seeking shelter in the mouth of a high mountain cave, they had no idea they would find themselves captured by Goblins and forced to fight for their lives! Find the rules for Goblin Town's foul denizens on page 45.

- | |
|---------------------------------------|
| 1 The Goblin King |
| 2 Grinnah |
| 3 The Goblin Scribe |
| 4 Goblin Captain & 36 Goblin Warriors |

The Reference Section

On page 42 you will find a reference section, detailing all of the rules for the characters in the Escape From Goblin Town™ box. As you play your games, and begin to use more of the Special Rules, you'll find that you refer back to the reference section every now and again to check the details, so keep it to hand.

Characteristic profiles

Some warriors are better at fighting than others. Thorin Oakenshield is a mighty fighter and a skilled leader, for example, while Bilbo Baggins is a peaceful Hobbit. We represent these differences by assigning each model a characteristic profile.



BILBO BAGGINS

Mv	F	S	D	A	W	C
4"	3/3+	2(3)	3	1	2	6

M	W	F
1	3	3

This is Bilbo Baggins' characteristic profile, and from it we learn everything about him that we need to know when playing the game. Don't worry about understanding all of these characteristics straight away – we'll explain them in full as we get to them in our examples. Here's a brief explanation of each, to give you an idea what they mean.

Mv: Move

This value shows how far in inches the model can move in each of his Move phases.

F: Fight value

How skilful the model is in a fight, and how accurate they are with missile weapons.

S: Strength value

How strong a model is, and how hard they strike the foe.

D: Defence value

How tough or well-armoured a model is.

A: Attacks

How many times a model can strike at his foes in combat.

W: Wounds

How many injuries a model can suffer before it is removed as a casualty.

C: Courage value

How brave a model is.

might, will and fate

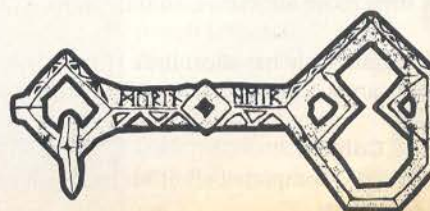
You will notice that many of the models in the game have three additional characteristics on their profile, listed as Might, Will and Fate. These are called Heroic characteristics, and separate ordinary Warriors (such as most of the Goblins) from Heroes. A model with Might, Will and Fate has a greater destiny than these around him, and can do some extraordinary things.

Whilst we won't use these extra characteristics in our first game, we will begin to introduce them in the extra Scenarios later in this starter manual. If you want to know more, you can learn more about them in the rules manual.

GOOD MODELS		GOOD MODELS	
Thorin Oakenshield WARRIOR Great warrior Special Rules The Oakenshield: This is a shield. Additionally, should there ever be one (the Shielding during a fight and he who for your model a single ruler as his shield (covering no less than 10" x 10" x 10" x 10"). Chieftain: This is an Old One. When Chieftain is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Chieftain) can be killed by the Old Ones (the Chieftain) at any time.	Thorin Oakenshield WARRIOR Great warrior Special Rules The Oakenshield: This is a shield. Additionally, should there ever be one (the Shielding during a fight and he who for your model a single ruler as his shield (covering no less than 10" x 10" x 10" x 10"). Chieftain: This is an Old One. When Chieftain is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Chieftain) can be killed by the Old Ones (the Chieftain) at any time.	Bombard the Dwarf WARRIOR Great warrior Special Rules Bombard: This is a bomb. When Bombard is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Bombard) can be killed by the Old Ones (the Bombard) at any time.	Bombard the Dwarf WARRIOR Great warrior Special Rules Bombard: This is a bomb. When Bombard is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Bombard) can be killed by the Old Ones (the Bombard) at any time.
 Fili the Dwarf WARRIOR Great warrior Special Rules Fili: This is a dwarf. When Fili is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Fili) can be killed by the Old Ones (the Fili) at any time.	 Fili the Dwarf WARRIOR Great warrior Special Rules Fili: This is a dwarf. When Fili is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Fili) can be killed by the Old Ones (the Fili) at any time.	 Dwalin the Dwarf WARRIOR Great warrior Special Rules Dwalin: This is a dwarf. When Dwalin is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Dwalin) can be killed by the Old Ones (the Dwalin) at any time.	 Dwalin the Dwarf WARRIOR Great warrior Special Rules Dwalin: This is a dwarf. When Dwalin is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Dwalin) can be killed by the Old Ones (the Dwalin) at any time.
 Kili the Dwarf WARRIOR Great warrior Special Rules Kili: This is a dwarf. When Kili is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Kili) can be killed by the Old Ones (the Kili) at any time.	 Kili the Dwarf WARRIOR Great warrior Special Rules Kili: This is a dwarf. When Kili is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Kili) can be killed by the Old Ones (the Kili) at any time.	 Balin the Dwarf WARRIOR Great warrior Special Rules Balin: This is a dwarf. When Balin is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Balin) can be killed by the Old Ones (the Balin) at any time.	 Balin the Dwarf WARRIOR Great warrior Special Rules Balin: This is a dwarf. When Balin is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Balin) can be killed by the Old Ones (the Balin) at any time.
 Bifur the Dwarf WARRIOR Great warrior Special Rules Bifur: This is a dwarf. When Bifur is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Bifur) can be killed by the Old Ones (the Bifur) at any time.	 Bifur the Dwarf WARRIOR Great warrior Special Rules Bifur: This is a dwarf. When Bifur is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the Bifur) can be killed by the Old Ones (the Bifur) at any time.	 On the Dwarf WARRIOR Great warrior Special Rules On the Dwarf: This is a dwarf. When On the Dwarf is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the On the Dwarf) can be killed by the Old Ones (the On the Dwarf) at any time.	 On the Dwarf WARRIOR Great warrior Special Rules On the Dwarf: This is a dwarf. When On the Dwarf is killed, the model is removed from the game. Additionally, the leader of the Old Ones (the On the Dwarf) can be killed by the Old Ones (the On the Dwarf) at any time.

The Reference Section

The section at the rear of this book is jam-packed with all the rules and characteristics for the models in this boxed game. As you play, refer back to this for the information that you need.



PRIORITY and move phase

Trapped in the Goblin King's domain, Thorin and his stalwart band of Dwarves (and a somewhat afraid Hobbit) realise that there is no escape unless they take up arms and fight against their Goblin captors. With a bellowed warcry, the Dwarves spring towards the savage denizens of Goblin Town.

PRIORITY phase

Each turn, both players can move, shoot and fight with all their models. To work out who acts first in each turn of the game, we have a Priority phase. In the first turn, the Good player has Priority – this means in the first turn the Good player will act first in each phase.

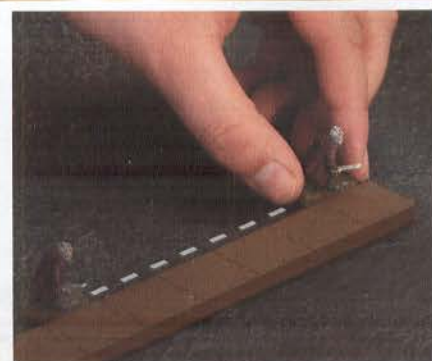
the move phase

To move your models, place your measurer alongside the model to ensure that it moves the correct distance (how far a model can move is listed under "Mv" on the model's characteristic profile). As you move a model, be aware that it cannot move 'through' other models (so you'll have to go around them). If you wish for your model to cross an obstacle, you might need to make a Jump test (see the box on the right).

Move Phase: Measuring Moves

Each model is moved individually. To do this, simply place the measurer alongside the model and then move up to the maximum distance allowed.

To see how far a model can move, take a look at its Move allowance (Mv), shown on the quick reference sheet.



Use your ruler to ensure you move your model the correct distance.

The stages of the move phase:

1. Move Phase: Thorin's Company

Thorin's Company must escape from the opposite board edge. This turn, move all of the models towards that edge, as we show on the picture here.

Models with bows or slingshots can shoot later in the turn, provided they only move half of their move allowance, so only move Kili and Ori 2½".

Remember: Bilbo Baggins only has short little Hobbit legs, so he doesn't move as far as the Dwarves – he has a Move allowance of 4".

2. Move Phase: The Goblins

Once the Good player has completed all of his moves, it's time for the Evil player to move the Goblins!

jumping on and off platforms.

As models move around the board, they will need to negotiate the scenery around them. When going up, a model can automatically clamber up or over something that is up to half the height of the model. If it's taller than that, however, it will need to make a Jump test. To make a Jump test, simply roll a dice and look at the Jump table to see what the result is. To jump down in this game is simple – no roll is needed. There's more on Jumping and Climbing on pages 26-29 of the rules manual.

Example: The Goblins on this platform want to clamber down to get to grips with the Dwarves. To do this, simply move them off the edge. Don't subtract the distance moved down from their Move.



THE GOBLIN SCRIBE

The Goblin Scribe cannot move like other models. In this game, don't move him at all – there simply isn't time for his comrades to come and shift his curious crane around.

To make a Jump test, move your model into base contact with the Obstacle you wish to scale, and then roll on this table – apply the result to your model.

JUMP TABLE

D6 RESULT



Stumbles

The model does not cross the Obstacle, but instead ends its movement for the turn.



Success

The model successfully clambers over the Obstacle and reaches the other side. Place your model on the other side of the Obstacle, with its base touching it. The model may move no further this Move phase.



Effortlessly Bounds Across

The model vaults across the Obstacle with ease, and may even complete its movement up to its maximum move distance (minus the distance it already used getting across the Obstacle, of course).

With a fierce yell, Thorin orders his friends forwards. Hefting his sword, the mighty Elven blade Orcrist, Thorin leads the advance, storming forwards a full 5".



INTRODUCTORY game: turn 1

shoot phase

As the Goblins and Dwarves close in on each other in the flickering gloom of Goblin Town, the Dwarves prepare to unleash their missile weapons upon their foe. Kili readies his sturdy Dwarf bow to fire an arrow and Ori loads his slingshot, while Gloin and Fili clutch vicious-looking throwing axes.

missile weapons

	Range	Strength	Special
Dwarf bow	18"	3	
Throwing axe	6"	3	Thrown
Slingshot	12"	1	
Thrown stone	8"	1	Move or Fire*

* Bilbo Baggins and Bifur can only throw stones at their foes if they have not moved this turn. They need a chance to stop and pick up a suitable rock.

MOVE	F	S	D	A	W	C
5"	3(3+)	3	4	1	2	5

M	W	F
2	2	2



Here you can see Ori's Characteristic Profile. His Shoot value is circled.

In the Shoot phase, models with missile weapons may make a shooting attack against the foe. In this game, they are Kili (Dwarf bow), Ori (slingshot), Fili (throwing axe), Gloin (throwing axe) and Bilbo Baggins and Bifur (thrown stone).

First, the player with Priority (the Good player this turn) makes all of his available shooting attacks. Once he has completed all of these, the Evil player may shoot if he has any available shooting attacks of his own.

1. Can my Model Shoot?

Before shooting with a model, we must check if it can shoot this turn. The shooter must be able to see an enemy model (his target), must not be touching any enemy models, and must not have moved too far this turn.

2. Choose a Target

Carefully stoop down over your model and have a peek to see if he can see any enemy models. If he can, choose one within range of his weapon (see the chart to the left). Measure the range to make sure that the target is close enough.

3. Roll To Hit

When a model makes a shot, we need to see if it hits its target. To see if a shot hits, we roll a dice. If the score is high enough, the shot hits. The number that we need to roll To Hit is equal to or better than the shooter's Shoot value.

Every model with a missile weapon has a Shoot value. This is the minimum score that you must roll to score a hit. Roll a dice. If the score equals or beats the firer's Shoot value, you have hit.

4. Roll To Wound

If the shot hits, we need to see if it does any damage. To do this, we roll To Wound. Compare the Strength of the weapon to the Defence of the target on the To Wound chart. The number shown is the score that you need to equal or beat to cause a Wound.

5. Remove Casualties

Whenever a model is successfully wounded, reduce its Wounds characteristic by one. If a model loses its last Wound, it is slain – remove it from play.



to wound chart

DEFENCE

	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10	3	3	3	3	3	3	3	3	4	4

STRENGTH



As the agile Goblins scramble towards the Dwarves, Ori raises his slingshot and takes aim. With a 'thwup' sound, he looses his stone at a nearby Goblin Warrior.

The Good player rolls a dice to see if Ori's stone hits the target. Ori has a Shoot value of 3+, and he scores a 5 on his dice, which is a hit. The stone easily strikes the Goblin!

Next, the Good player rolls to see if the hit causes a Wound. Checking the To Wound table, he sees that he needs a 5+ to cause a Wound. He rolls a dice and gets a 6; a successful Wound. With a thwack, the stone smacks into the Goblin's skull. Because the Goblin only has 1 Wound on its characteristic profile, it is removed as a casualty.

Following Ori's example, Fili hurls an axe at the closest Goblin. He has a Shoot value of 3+ too, but only scores a 2 on his To Hit roll. His axe flies wide of the mark and clatters to the ground. He can try again next turn.



Because there are no Fights in the game yet, Turn 1 is now over. Turn 2 begins over the page.

priority and move phase

As more Goblins flood onto the Goblin King's platform, Thorin and his band of warriors prepare to battle to the death. With the clash of axes on swords and the piercing ring of blade upon blade, the Dwarves find themselves in a fierce close-quarters battle. Meanwhile, the lumbering Goblin King closes in on the Dwarves, ready to crush all in his path.

PRIORITY

At the start of the turn, both players roll a dice to see who has Priority. The player who scores the highest wins the roll-off, and 'has Priority' throughout the turn. The player with Priority moves his models first in the Move phase, shoots first in the Shoot phase and chooses the

order that Fights are resolved in the Fight phase. If this dice roll is tied, then Priority alternates to the player who did not have Priority in the previous turn. In our example, we assume the Evil player won the Priority roll – meaning that the Goblin King and his minions will act first throughout this turn.

the move phase

This turn, the Dwarves and Goblins will be in range to fight one another. Models that are in base contact with an enemy may fight later – moving into base contact with an enemy is called charging. Any model that can move may make a Charge, as long as he has enough move allowance to reach his foe.

1. **Move Phase: The Goblins.** Because he has Priority, the Evil player moves his models first this turn.
2. **Move Phase: Thorin's Company.** Once the Evil player has moved all of the Goblins that he wants to, the Good player can move Thorin's Company.



making charges

A Charge is the name that we give to a move that takes a model into base contact with an enemy – we imagine that he gives a fearsome war cry and barges into his foe. Once a model has moved into base contact with an enemy, it may not move any further. This is how to make a Charge move.

1. **Choose your foe.** Take a look to see which enemy models your model can see (get down and take a model's-eye-view if you're in doubt). Then, measure the range to its intended foe.
2. **Move into base contact.** If the model can reach the enemy, move it into base contact. Once a model is moved into base contact with an enemy model, they are engaged in combat.

Example: A sneaky Goblin Warrior spies Gloin and decides he will spring an attack on him. Goblins have a Move value of 5. The controlling player measures, and finds the Goblin is just over 3" away from the Dwarf – easily in range. The Goblin screeches a horrible cry and hurls himself at the startled Dwarf. Gloin is now engaged in combat.

A second Goblin Warrior decides to join his comrade and gang up on Gloin. He's a little bit further from the Dwarf than his ally, and must move around the first Goblin to reach his foe. However, when it is measured, he's still within 5" (only just). With a menacing cackle, he charges in too.



REINFORCEMENTS

As the sounds of battle and the clamour of chaos ring through Goblin Town, more and more Goblins will flock to the fight. In this Scenario, once the Evil player has moved all of his models on the board, he can roll for reinforcements. Roll a D6 for each corner of the board – on a 4-6 place a spare Goblin Warrior touching that corner. This model can move and fight as normal next turn.

CONTROL ZONES

There is one big exception to the charging rules that's quite important to note. A model cannot move within 1" of an enemy model that it doesn't wish to Charge (imagine that it's too risky getting close to the weapons of the foe). This space around a model is called its Control Zone.

A model can Charge more than one enemy if his base can touch their bases – although this does mean that he will have to fight them both too!



move phase

Moving your models and charging into combat is a very important part of the rules, and one of the places where tactics and cunning can help you win the battle. Here we explain a few of the finer points, along with some simple examples. Don't be put off – it's all very straightforward really.

Charging Across Scenery

You can Charge enemies that are on the scenery in the same way as those that are anywhere else on the board – bear in mind that you may need to make a Jump test to reach them, however.

If you wish to Charge a model that is near the edge of the Goblin King's platform, you can. Move your charging model as close as he can get to the foe and tell your opponent that you are making a Charge so that he knows. In situations such as this, we imagine that they are in base contact, even though they are a little separated from one another.



splitting off fights

A model may only be in one Fight each turn. This means that sometimes we need to divide the Fights up to work out exactly who will fight who in the oncoming Fight phase – this is called splitting off Fights, and is always done by the player with Priority at the very end of the Move phase.

When you split the Fights off, make sure all models touching an enemy still have a foe, then separate the models slightly, so that they are only touching the enemy that they will fight against in the Fight phase.

Here Oin and Fili are fighting some Goblins. Goblin A is only touching Oin and Goblin C is only touching Fili. Goblin B, however, is touching both, so the player with Priority chooses which Fight he will join and then splits off the Fight.

"follow me quick!" said a voice fierce and quiet; and before Bilbo understood what had happened he was trotting along again...'

- Over hill and under hill



The Evil Goblins are all set to hurl themselves into battle against Thorin's Company. Numbers are definitely on the side of the Goblins, but, with the exception of the Goblin King, they are little match for the Dwarves one-on-one. The trick for the Goblins is to try to outnumber the Dwarves in close combat, splitting the Dwarves up and swamping them one at a time. With this sinister battle plan in mind, the Goblin King directs his minions forwards, ready to smash the best Dwarf fighters while his lackeys take care of the rest!

INTRODUCTORY game: TURN 2

shoot phase

As desperate and bloodthirsty fights begin to break out between Thorin's Company and the Goblins, arrows, axes and stones continue to be unleashed upon the foe. Before the swung axe and thrusting sword can reap their tally, there is a chance that loosed arrows and hurled axes may yet claim more lives.

OBJECTS IN THE WAY

When you want to make a shot but there is something blocking your target, the shot might still be possible. The first thing to do is take a look at your desired target from the perspective of the shooter. As long as the shooter can 'see' his target, he can still attempt a shot.

1) The shot is blocked by scenery.

If part of the target is obstructed by intervening scenery, roll To Hit it as normal. If the roll is successful, you must then make an In The Way roll. Roll another dice: on a 1-3, the shot strikes the scenery and has no effect. On a 4-6, the shot is true, and hits its intended target: roll To Wound as normal.

2) The shot is blocked by an enemy model.

If part of the target is blocked by an enemy model, you can still shoot. Roll To Hit as normal. If the shot hits, then you must make an In The Way roll. Roll another dice: on a 1-3, the shot strikes the model that is blocking the target, and you must roll To Wound against that model instead. On a 4-6, the shot is true, and hits its intended target: roll To Wound as normal.

3) The shot is blocked by a friendly model.

If part of the target is blocked by a friendly model, a Good model may not shoot – there is no way they would risk hitting a friend by accident. Evil models, however, don't really care for their 'friends' and are free to shoot. Roll To Hit as normal. If the shot hits, roll another dice: on a 1-3, the shot strikes the model that is blocking the target, and you must roll To Wound against that model instead. On a 4-6, the shot is true, and hits its intended target: roll To Wound as normal.

4) The target is engaged in combat. If the target is fighting in combat, a Good model may not shoot – even if he can't see his friend when he takes the shot, in the hurly-burly of combat there's still a chance their ally might be hit. Evil models may shoot into combat (see page 34 in the rules manual).

The Shoot phase works just the same as it did in the previous turn. A model that is engaged in combat with an enemy cannot shoot (he's far too busy duelling to the death with his foe).

As the battle begins to increase in pace, there is a chance that, in the hurly-burly of combat, friends or enemies may obstruct shots. There are a few rules to cover this.



Kili is ready to take a shot with his Dwarf bow. Before him he can see several enemies. The Goblin on the left is partially obscured by a wooden post. Kili can attempt to shoot him, but he will need to make an In The Way roll after rolling to hit. The Goblin King, and the Goblin on the right, are fighting in combat with Dwalin and Thorin – although he wants to help his fellow Dwarves, Kili would never dare risk hitting his friends and so that shot is not permitted. He therefore targets the Goblin on the left, but he'll need all his skill to make his shot count on this occasion!



INTRODUCTORY game: TURN 2

fight phase

With a bellowed war cry, the Dwarves and Goblins crash into one another. They are bitter enemies, so this is more than just a battle for survival now; Goblins hate Dwarves and ever wish them harm. For their part, the Dwarves blame the Goblins for a great many of their ills, and thus it is enmity and revenge that drive the fighters into battle.

During the Fight phase, both players work out who wins each of the individual Fights across the board. Resolve each Fight one at a time, using this guide to work them out:

Working out Fights

1. **Choose a Fight.** The player with Priority (the Evil player in our example) chooses a Fight to resolve. Sometimes choosing the Fights in a particular order can give you an advantage, so it's worth taking a moment to look over the options.

2. **Make a Duel Roll.** Each player rolls a dice for each Attack their model has on its profile. If a player has more than one model in the Fight, see the notes on fighting Multiple Combats over the page.

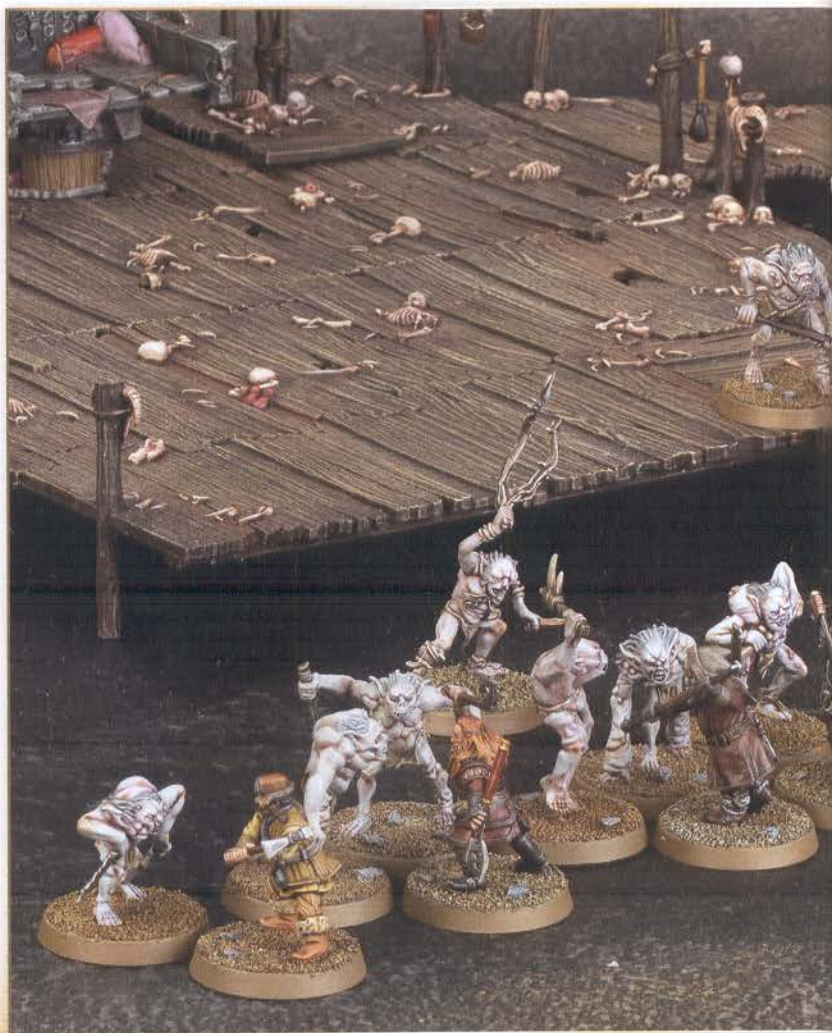
3. **The Winner Is...** Work out the winner of the Duel roll. The model with the highest dice roll wins the Duel roll. If the highest dice rolls are tied, the model with the highest Fight value wins the Fight instead. If this is tied too, the player with Priority rolls an extra dice – on a 1-3, the Evil side wins, on a 4-6, the Good side does.

4. **Loser Backs Away.** The model (or models) that lose the Fight now Back Away 1" from the winner. If you can't Back Away 1", you are Trapped – see page 20.

5. **Winner Makes Strikes.** The winner of the Duel roll (or winners, if there are more than one) rolls one dice for each Attack on his profile to make Strikes against the loser.

MONSTERS IN COMBAT

The Goblin King is classified as a Monster, which means he has a host of extra abilities at his disposal. See page 63 of the rules manual for details of how to unleash the Goblin King's Brutal Power Attacks.



As the Goblins rush to attack the Dwarves, Bilbo Baggins finds himself beset by a foul-looking creature. Drawing Sting, his trusty Elven-wrought blade, he fights for his life.

First, both players make the Duel roll to see who wins the Fight. Both the Hobbit and the Goblin have 1 Attack each, so each player rolls a single dice.

Bilbo Baggins scores a 4, while the Goblin scores a 3. Because his score is higher, the Hobbit wins, so the Goblin, as the loser, backs away 1".

Next, Bilbo Baggins makes a Strike against the Goblin. Because he has 1 Attack, he makes one Strike. Comparing his Strength (3 because of Sting) to the Goblin's Defence (also 3), we see that he needs a score of 4 or better on his To Wound roll to injure the unfortunate Goblin. Bilbo Baggins scores a 5, which is a successful Wound.

Because the Goblin only has a single Wound on its profile, it is slain – and the Evil player removes it from the table.



MULTIPLE COMBATS?

If your combat is more than just a one-on-one duel, there are a couple of extra bits of information you will need – check out how these work on the next page!

fight phase continued

Multiple Combats

Working out who wins a Fight, and resolving Strikes against the loser, become a little more complicated when there are more than two models in a Fight.

Determining the Winner

As with a one-on-one Fight, the winner of a multiple combat is the model whose Duel roll is the highest. If the highest score rolled by each side is drawn, then the winner of the Fight will be determined by which side has the model with the highest Fight value as before.



Oin is fighting against two Goblin Warriors. Oin's dice in the Duel roll is a 4. The Goblins scores a 1 and 4. Because the Goblin's highest score is the same as Oin's, the Duel roll is drawn, so the winner is the side with the highest Fight value. Oin is a doughty Dwarf, and has a Fight value of 4 compared to the Goblins who have a Fight value of 2. This means that Oin wins the Fight, and may Strike against the Goblins.

Winners Make Strikes

Just as in a one-on-one Fight, the winner of the Fight makes Strikes against the loser. If there is more than one winner, then all of the models on the winning side can make Strikes against the loser. Resolve these one at a time in an order chosen by the controlling player. If the side with only a single model wins, that model may Strike against any of the losers. If he has more than one Attack, he may even choose to make Strikes against different models. Do these one at a time, in an order chosen by the controlling player.

Picking Your Fights

Because the player with Priority picks the order in which the Fights are resolved, there are times when this can give you a real advantage. If you have Priority, look for chances to trap enemy models and choose to do these Fights first. After all, a model that is Trapped is in dire circumstances if he loses a Duel roll.

TRAPPED FIGHTERS

Sometimes a model will not be able to Back Away 1" when it loses a Fight. Models can be blocked from moving by other models or scenery – anything that prevents it from moving freely. Models in this predicament are Trapped.

If the model is prevented from backing away by friendly models, a single friendly model may also move up to 1" to Make Way for its friend. If the loser still cannot move 1", however, it is still Trapped.

A model that is Trapped is in deep trouble. Every Strike made against it is immediately doubled to two Strikes – thus a model making one Strike against a Trapped model would make two To Wound rolls.

Once you have resolved the Strikes against the Trapped model, and if it survives, separate it a little from the winners so that it is clear they are no longer in base contact. Do this even if this means moving the winners instead.



Bilbo Baggins has been Trapped against the edge of the platform by two Goblins, and when he loses the Fight, he cannot Back Away 1". Each Goblin has 1 Attack on its profile, so when they make their Strikes against the Hobbit these Attacks double, becoming two Strikes. Poor old Bilbo Baggins has to survive four To Wound rolls!



Here you can see a number of different Fights ready to be resolved. At the rear, the mighty Dwarf Dwalin prepares to duel the Goblin King – this is probably the most exciting Fight to be resolved this turn! Just beside them, Thorin goes toe-to-toe with a Goblin Warrior. Fili and Oin face three Goblins between them – so these Fights will need splitting off by the player with Priority. Gloin and Bofur are also facing off against a trio of Goblins, and a similar decision will be made here.

As the game continues and lots of exciting duels break out, there are a lot of tactics involved in choosing the right Fights and the right time, and splitting them off in a favourable fashion. In your first games though, it's probably best to simply save the most exciting for last.

MOVEMENT & PRIORITY

As the Goblins swarm around the Dwarves, a flash of light in the gloom of Goblin Town announces the arrival of help – Gandalf the Grey has arrived. Using his magical powers to immobilise the foe, and his dread sword Glamdring to hew down Goblins, he brings fresh hope and a sword arm to the fight!

PRIORITY

As before, both players roll to see which side has Priority this turn. Again, if the scores are tied, the player who did not have Priority last turn gets it.

In our example, we assume that the Good player wins Priority this turn.

The Move Phase

As in the previous turns, the player with Priority moves his models first. Once he has moved all of his models, the other player may then move each of his.

This turn, Gandalf will arrive and come to the aid of the Dwarves – he arrives once all the other Good models have moved (see the box on the right).

THE WIZARD!

Gandalf enters play from the opposite edge to the Dwarves and Bilbo Baggins.

THROWING WEAPONS

Something we haven't looked at yet is using throwing weapons in our game as you Charge. A model that has a throwing axe (Gloin and Fili) may make a special shooting attack as it moves, before it charges into combat.

To do this, when you move one of these models, move as normal, but stop just before your model moves into base contact with the enemy and declare you are using your throwing weapon. Then, roll To Hit and To Wound as usual. If the target survives, complete your Charge. If the target is slain, however, your model may use any remaining move, including to Charge a different foe if you wish.

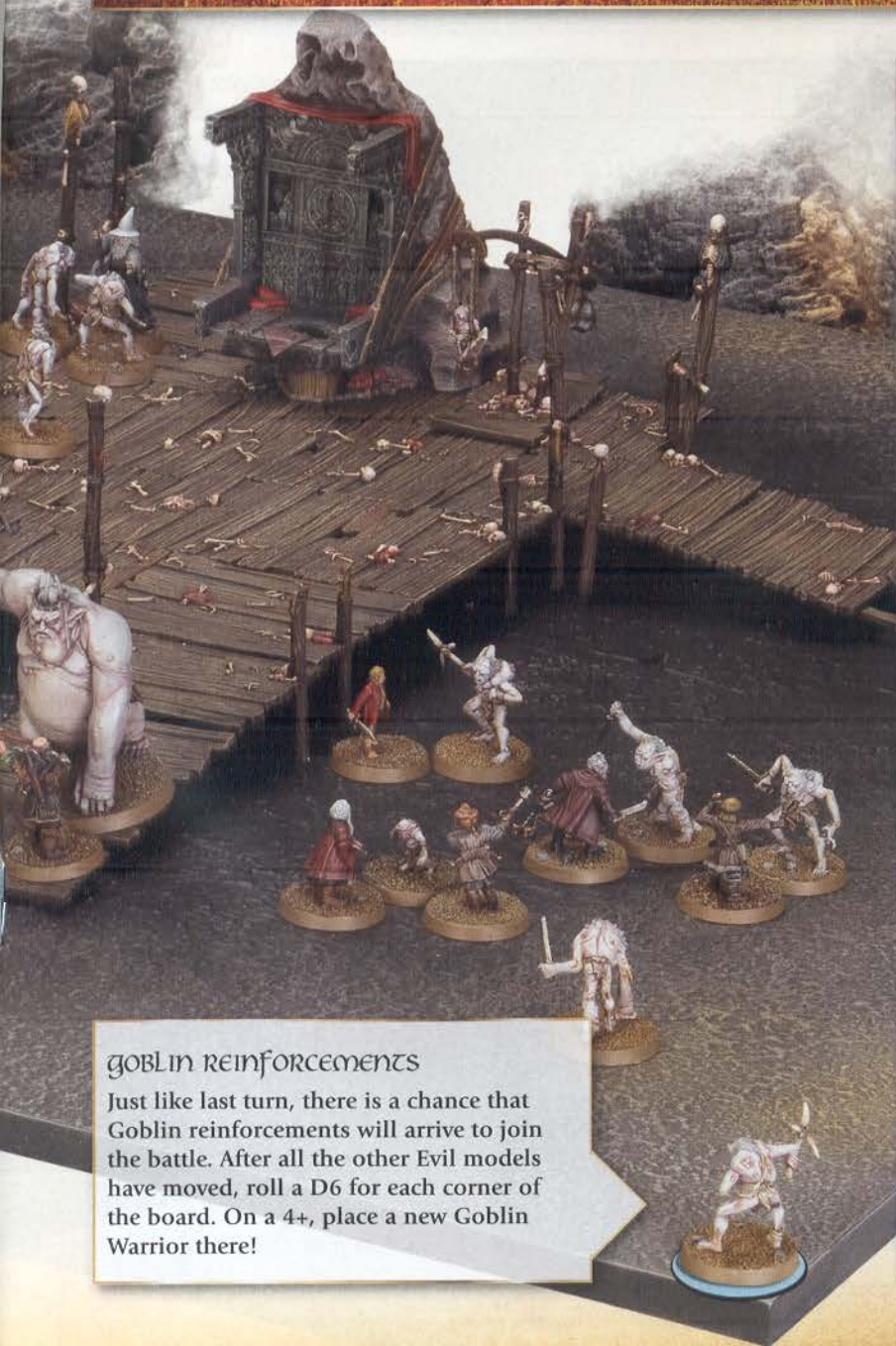
Each model can only throw one weapon per turn – either in the Move phase like this, or in the Shoot phase.



gandalf to the rescue!

In *The Hobbit: An Unexpected Journey*, Gandalf arrives and rescues the Dwarves just when it looked like things were at their most dire. The same is true in this Scenario!

In the Move phase of Turn 3, once he has moved all of his other models, the Good player may bring Gandalf onto the board. In the turn he arrives, Gandalf may even Charge the enemy!



GOBLIN REINFORCEMENTS

Just like last turn, there is a chance that Goblin reinforcements will arrive to join the battle. After all the other Evil models have moved, roll a D6 for each corner of the board. On a 4+, place a new Goblin Warrior there!

magic

Certain models have the ability to use magical powers, and Gandalf is foremost among them. Each turn, when he moves, Gandalf may cast a magical power.

Gandalf may cast *Immobilise* on a single enemy model that he can see within 12". To cast the spell, roll a D6 – on a 3 or more, it is successful.

The victim of the magical power is dazzled and bewildered, unable to think straight, much less battle a determined foe. That model may not move this turn, if it hasn't already, and in the Fight phase it will halve its Fight and Attacks value (rounding up). Finally, if the model somehow manages to win a Fight in the Fight phase, it may not make any Strikes.

If the Goblin King is the target of the power, the Evil player may roll a dice to Resist the effects of the power – if the score equals or beats Gandalf's score, the power has no effect.

the shoot phase

By now, the fighting on the battlefield is really intense. There is a high chance that your models who can shoot will be engaged in combat by now.

If your shooters are not engaged in fights, they will be able to shoot as normal. If you need a reminder on how to do this, flip back to page 10 for details.

INTRODUCTORY game: TURN 3

fight phase

Whilst the Goblins howl and yammer their vicious battlecry, and scream for the blood of the Dwarf intruders, Thorin and Company battle for their lives. Now, more than ever, the Dwarves and their Hobbit friend must fight hard, if they are to escape from the clutches of the Goblin King.

Both players work out the winner of each Fight, with the winners making Strikes against the losers, just as in Turn 2.

The player with Priority chooses the order that the Fights are worked out in. Usually the order that the fights are resolved in doesn't really matter, but occasionally it gives you a tactical

edge and, more importantly, can help to build up a sense of dramatic tension as you get to the most important Fights each turn.

Once all the Fights have been completely resolved, it's time to proceed to the next turn.



Here's what the Fights looked like at the start of the Fight phase.



With the Fights resolved, you can see the results of the different Fights. Arrows show where models have backed away, while models highlighted in red show models that were slain. The Dwarves did well.



*"Biter and Beater!"
they shrieked; and
soon they were all
in confusion..."*

- OVER HILL AND UNDER HILL



Dwalin and Thorin have duelled against the Goblin King – an epic fight, pitting the two best fighters in Thorin's Company against the staggering might of the Goblin King.

Whilst Thorin and Dwalin won the fight, the blubbery resilience of the Goblin King spared him from death.

MORE RULES, MORE Excitement

In our game so far, we have only scratched the surface of what the full game has to offer. As you become more proficient with the rules, you can begin adding more into your games. The rules manual contains everything you need to take it further.

Here are some of the things to keep an eye out for as you study the rules:

Deadly Weapons

So far, we have treated all the weapons in the game the same, regardless of what the models are holding. As you get to grips with the game, check out the rules for weapons and wargear on page 66 of the rules manual – where clobbering your foe with a hammer gives you a different advantage to cutting them down with an axe!

Mighty Magic

We've only seen a fraction of Gandalf's magical power so far – have a look at the Magical Powers section on page 75 to see how formidable Gandalf can be!

Powerful Heroes

As you have looked at the characteristic profiles found in this starter manual, you may have realised that there are three statistics we haven't used yet – these are Might, Will and Fate. These three statistics make the difference between ordinary Warriors and elite Heroes, and enable your characters to cheat fate, resist magical powers and perform incredible feats of heroism. You can learn all about these on page 55.

The Battle Rages on

Having completed our first few turns of the game, you've learned everything you need to know to play the rest of the Scenario. Using what you have learned, you can now play the Scenario to its thrilling conclusion.

Will Thorin and his band of adventuresome Dwarves successfully escape the clutches of the Goblins, or are they doomed to die in the gloomy depths of Goblin Town? Is the quest to the Lonely Mountain already at a perilous end, or can Thorin, Gandalf and their allies win through? The answer lies in your games!

Bilbo Baggins was bested in his fight against a Goblin Warrior, but survived the Strike made against him. Balin and Nori easily beat their lone foe, and killed it into the bargain. Dori, fighting against a lone Goblin, won the Duel roll, but couldn't kill his opponent – having made a poor To Wound roll.



playing MORE Games

With your first game of *The Hobbit: An Unexpected Journey* complete, you're probably itching to play more games and see if Thorin and his brave band successfully escape from the depths of Goblin Town. Over the next few pages, we continue this exciting adventure with five more Scenarios, pitting the Dwarves against Goblins in their daring break for freedom!

These Scenarios start small and simple, so that you can get the hang of playing the game without tackling too many models (and their accompanying rules) at once. As you play through them and gain more experience, however, you should find yourself playing confidently with all of your models at once.



The other thing that these Scenarios do is point out extra rules you can try using, such as Might, Will and Fate points, and things such as magical powers, special weapons and so on. Where it recommends trying these rules, it points you to the relevant section in the rules manual where you can learn about them. Before long, you will find yourself fully accustomed to the rules for the game. Soon you will be playing like an expert.

Each of these Scenarios can be played as a standalone game or, if you wish, you can play them as a fun, linked campaign, and see how far your own Thorin's Company can get. Of course, something we would suggest is taking it in turns to alternate between using the Good and Evil forces – one fun idea is for both players to have a go playing each Scenario as both the Good and Evil sides; that way you can see who can do the best in each!

Replaying the Adventure

By the time you complete all of these games, you will quickly realise that Thorin's Company are incredibly deadly – and once you have got to grips with all of their special rules, they will make short work of their foes.

With that in mind, when you come to replay them, consider increasing the numbers of Goblins available in each Scenario. In our games, we have found that a skilled Good player can handle quite a few more foes than when he played the Scenario for the first time.

Also, don't forget the Goblins (especially the Goblin King) have some special rules of their own. If you think the denizens of Goblin Town need a little more help, make sure to read what they are (page 45) and unleash them on the Dwarves in your games.

'No ponies, and no food,
and no knowing quite
where we are, and hordes
of angry Goblins just
behind!'

- Over hill and under hill

SCENARIO 1

The Breakthrough

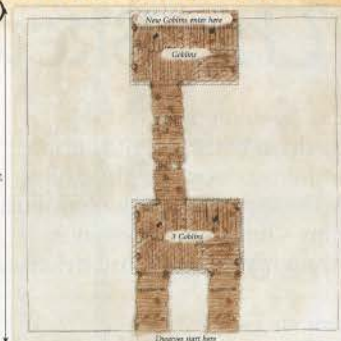
Fili and Kili have been sent ahead of the rest of Thorin's Company, with Oin and Gloin, to scout out the path before them. As they rush through the tunnels, they must keep an eye out for any Goblins – time is of the essence, however, so they cannot delay no matter what obstacles stand in their path.

Fili and Kili are formidable fighters. After years of experience fighting side by side, they are able to quickly change places with each other, confusing the foe with their acrobatic skills.



28 Escape From Goblin Town™

1



2

NEW RULES: Might

Each of the Heroes (by which we mean Oin, Gloin, Fili, Kili and the Goblin Captain – but not the ordinary Goblin Warriors) in this game have at least one Might point.

A model can spend a Might point to change a dice roll that has gone badly for them. For each Might point that you spend, deduct one from the model's Might points total, and increase the dice score by 1.

You can use Might points to:

- Modify a Duel roll
- Modify a To Wound roll
- Modify a Fate roll

As you gain experience and play more games you will find that there are other ways to spend Might points, but they won't come up in this game. See page 56 of your rules manual for more details.

Fate

Each of the Heroes also has at least one Fate point. If your model is wounded, he can spend a Fate point to avoid the wound (at the last second the sword blow clangs against his armour, a gust of wind blows the arrow away or something like that).

When a Hero with a Fate point is wounded, deduct one from the model's Fate points total and

roll a dice. On a 4+, the Fate roll is successful and the Wound is avoided. If the Fate roll is a roll of 1, 2 or 3 it is unsuccessful, and the model still suffers the Wound as described earlier.

For more information on Fate points and how to use them, have a look at the section of the rules describing them on page 61 of your rules manual.

Participants

Good Models:
Fili, Kili, Oin and Gloin.

Evil Models:
Goblin Captain and
12 Goblin Warriors.

Layout

The Dwarves are journeying across a series of walkways and platforms deep in the bowels of Goblin Town. The idea is to set them up so that it will take the Dwarves several turns to negotiate them (see map).

Starting positions

The Good player places the Dwarves so that they are touching one end of the walkway (see map). The Evil player then places his Goblin Warriors. He should place three on the large platforms nearest to the Dwarves. The rest should be placed on the other large platform opposite where the Dwarves start. The Goblin Captain can be deployed with either the three Goblins nearest to the Dwarves or with the other group (Evil player's choice).

Objectives

The Dwarves must escape across the walkway as fast as possible. The Good player wins if three or more Dwarves can reach the opposite end of the walkway within ten turns. If the Goblins can delay the Dwarves, or kill two or more of their number, then the Evil side wins instead.

Initial priority

The Good side starts this Scenario with Priority.

Special Rules

Rickety Walkways

Much of Goblin Town is made up of creaking, poorly made walkways, and if you fall from one, you will likely plummet to your doom. In this Scenario, models can only leave the walkways via the marked entrance and exit (see map).

Knocker and Gonga

A mighty clamour has gone up around Goblin Town. Even now, more Goblins swarm to the scene, hunting for the hated Dwarf intruder. At the end of each turn, the Evil player may attempt to bring three previously slain Goblin Warriors back to the game. Roll three dice. For each score of 4+, place a Goblin Warrior touching the marked area.

Scenario Key

1 Scenario Map

This gives you an idea of what your battlefield should look like when set up, along with a quick reference for where your models will start the game and so on.

The accompanying text explains the story of the Scenario – so that you know who is fighting and why.

2 New Rules

Since these Scenarios are intended to help you discover and get to grips with all the rules and opportunities The Hobbit: An Unexpected Journey offers, we recommend a few new rules to try out in each. These rules are explained in brief here, and also referenced so that you can find them in your rules manual without any trouble.

3 Participants

Before you start your game, it's important to know which models will be involved in the Scenario. Sometimes this will be all the models included in the box, and some Scenarios will only use a portion of them.

4 Layout

This describes the playing area. Perhaps the Scenario will invite you to set up your scenery in a different way or include unusual features.

5 Starting Positions

Where do your models begin the game? Are they all on the battlefield when the game starts, or do they gradually enter play as the game continues?

6 Objectives

While winning is less important than having fun – there's always a way to win the game. Under the Objectives heading we explain how each player can win the game, as well as the conditions under which it will end.

7 Initial Priority

In most Scenarios, the Good side begins the game with Priority, but this isn't always the case. If the game is recreating an ambush or other unusual situation, then the Evil side may have Priority, or both players may roll off.

8 Special Rules

Are there any special rules that govern how the Scenario works? Does either side get reinforcements during the game? Are there any strange environmental conditions at play? Here you will find the many important details that help to turn each Scenario into a unique and exciting challenge.

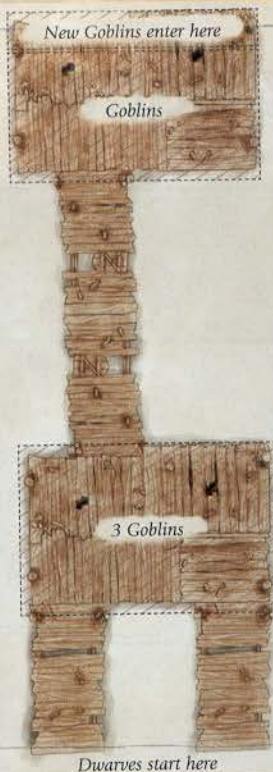
SCENARIO 1

The Breakthrough

Fili and Kili have been sent ahead of the rest of Thorin's Company, with Oin and Gloin, to scout out the path before them. As they rush through the tunnels, they must keep an eye out for any Goblins – time is of the essence, however, so they cannot delay no matter what obstacles stand in their path.

Fili and Kili are formidable fighters. After years of experience fighting side by side, they are able to quickly change places with each other, confusing the foe with their acrobatic skills.





PARTICIPANTS

Good Models:

Fili, Kili, Oin and Gloin.

Evil Models:

Goblin Captain and
12 Goblin Warriors.

Layout

The Dwarves are journeying across a series of walkways and platforms deep in the bowels of Goblin Town. The idea is to set them up so that it will take the Dwarves several turns to negotiate them (see map).

Starting positions

The Good player places the Dwarves so that they are touching one end of the walkway (see map). The Evil player then places his Goblin Warriors. He should place three on the large platforms nearest to the Dwarves. The rest should be placed on the other large platform opposite where the Dwarves start. The Goblin Captain can be deployed with either the three Goblins nearest to the Dwarves or with the other group (Evil player's choice).

Objectives

The Dwarves must escape across the walkway as fast as possible. The Good player wins if three or more Dwarves can reach the opposite end of the walkway within ten turns. If the Goblins can delay the Dwarves, or kill two or more of their number, then the Evil side wins instead.

Initial priority

The Good side starts this Scenario with Priority.

Special Rules

Rickety Walkways

Much of Goblin Town is made up of creaking, poorly made walkways, and if you fall from one, you will likely plummet to your doom. In this Scenario, models can only leave the walkways via the marked entrance and exit (see map).

Knocker and Gongs

A mighty clamour has gone up around Goblin Town. Even now, more Goblins swarm to the scene, hunting for the hated Dwarf intruders. At the end of each turn, the Evil player may attempt to bring three previously slain Goblin Warriors back to the game. Roll three dice. For each score of 4+, place a Goblin Warrior touching the marked area.

NEW RULES:

Might

Each of the Heroes (by which we mean Oin, Gloin, Fili, Kili and the Goblin Captain – but not the ordinary Goblin Warriors) in this game have at least one Might point.

A model can spend a Might point to change a dice roll that has gone badly for them. For each Might point that you spend, deduct one from the model's Might points total, and increase the dice score by 1.

You can use Might points to:

- Modify a Duel roll
- Modify a To Wound roll
- Modify a Fate roll

As you gain experience and play more games you will find that there are other ways to spend Might points, but they won't come up in this game. See page 56 of your rules manual for more details.

fate

Each of the Heroes also has at least one Fate point. If your model is wounded, he can spend a Fate point to avoid the wound (at the last second the sword blow clangs against his armour, a gust of wind blows the arrow away or something like that).

When a Hero with a Fate point is wounded, deduct one from the model's Fate points total and

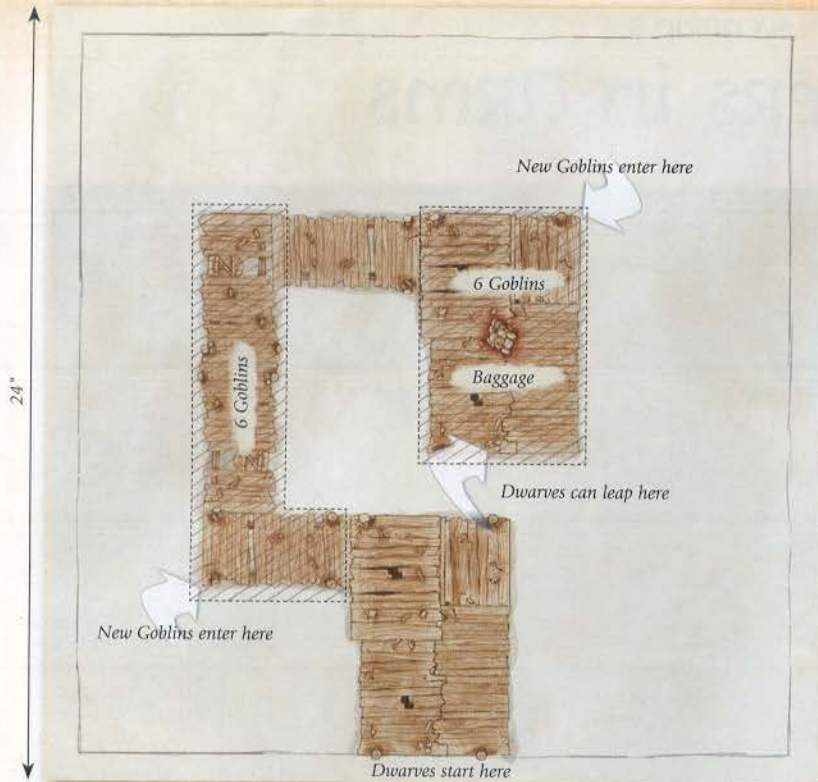
roll a dice. On a 4+, the Fate roll is successful and the Wound is avoided. If the Fate roll is a roll of 1, 2 or 3 it is unsuccessful, and the model still suffers the Wound as described earlier.

For more information on Fate points and how to use them, have a look at the section of the rules describing them on page 61 of your rules manual.

scenario 2

Rescue the Baggage





PARTICIPANTS

Good Models:

Bifur, Bofur and Bombur.

Evil Models:

Grinnah and 12 Goblin Warriors.

Layout

The battlefield represents an area of Goblin Town with meandering walkways. Place the large platforms close enough together for a model to leap across. Finally, place the baggage marker on the board (see map).

Starting positions

The Good player places his Dwarves so that they are on the platform, touching the edge of the board as shown on the map. The Evil player then positions six Goblins on the long walkway and six more on the other platform. He may then choose to place Grinnah with either group.

Objectives

The Dwarves must recover their baggage, before escaping from the battlefield via their starting position. The Evil player wins if two of the Dwarves are slain before they can do this.

Initial priority

The Good player starts this Scenario with Priority.

Special Rules

Rickety Walkways

Much of Goblin Town is made up of creaking, poorly made walkways, and if you fall from one, you will likely plummet to your doom. In this Scenario, models can only leave the walkways via the marked entrance and exit (see map).

Knocker and Gongs

A mighty clamour has gone up around Goblin Town. Even now, more Goblins near, hunting the intruders. At the end of each turn, the Evil player may attempt to bring two previously slain Goblin Warriors back to the game. Each turn roll two dice – for each score of 4+, place one Goblin touching the marked entry point.

Carrying the Baggage

The Dwarves must rescue their property as fast as possible. To do this, move a Dwarf into base contact with the baggage marker. Remove the baggage marker – the Dwarf now carries it. If he dies, place the marker where he is slain.

NEW RULES

Leaping

To get to their kit, the Dwarves will either need to leap a chasm or travel a long way around. To attempt a Leap test, move your model up to the edge of the gap you wish to leap and roll a dice, consulting the Leap table to see what happens. For more on Leaping, check out the reference sheet in this box or see page 27 of your rules manual.

Models with Might points can use their Might points to improve the score of their Leap test.

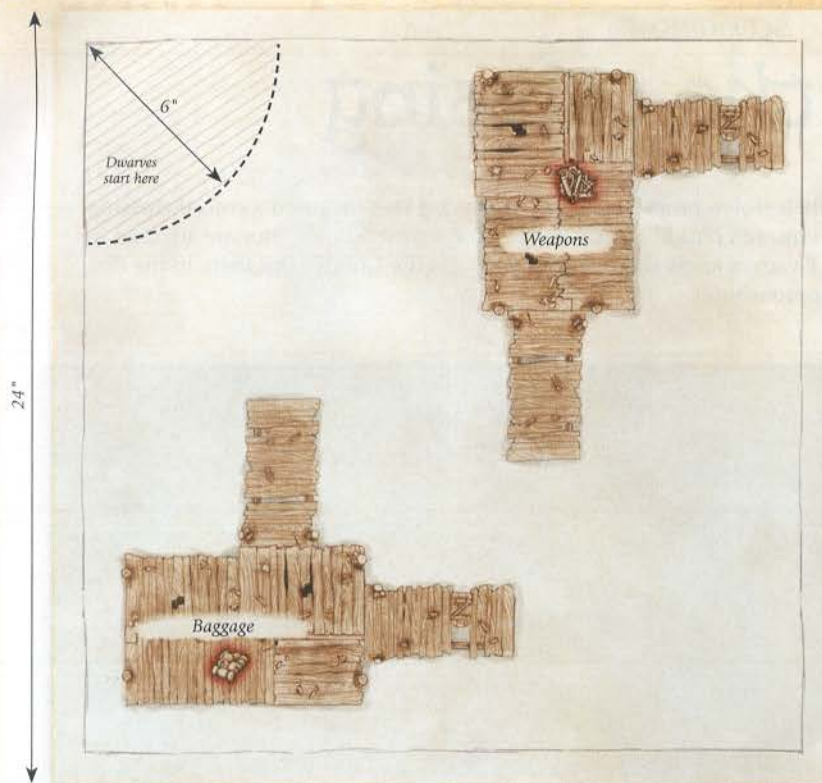
‘...and there were all the baggages and packages lying broken open, and being rummaged by goblins.’

- Over hill and under hill

scenario 3

BROTHERS in ARMS





PARTICIPANTS

Good Models:

Ori, Nori and Dori.

Evil Models:

The Goblin Scribe and 12 Goblin Warriors.

Layout

Here the battlefield is a large cave with two platforms in it. On each platform is a pile of the Dwarves' possessions; the bundle of baggage on one and the pile of weapons on the other.

Starting positions

The Dwarves are placed in the corner of the battlefield as shown on the map. The Goblin Scribe is then placed within 6" of the opposite corner of the battlefield. Finally, the Goblin Warriors are placed anywhere that is more than 10" from any of the Dwarves.

Objectives

Before the game, the Evil player should decide whether the missing weapons are in the weapon pile or the baggage (and make a note of it). When a Dwarf moves into base contact with either pile, he must take a Courage test. If he passes, the Evil player must tell him whether it is the correct pile. If it is, then the Dwarves have the items! To win, they must escape with the items before they suffer two casualties.

Initial priority

The Good side starts this Scenario with Priority.

Special Rules

Always More Where They Came From

The Goblin Scribe has a special rule on his profile that enables him to bring more reinforcements to the battle, which works as follows:

At the end of each Evil Move phase, the Goblin Scribe takes a Courage test. If he passes, you may move D3 (+1 for each point that he passed his test by) extra Goblin Warriors onto the board from any edge chosen by the controlling player.

Escaping the Battlefield

To escape the battlefield, a Dwarf only needs to move into base contact with a table edge – it is immediately removed from play and has escaped. Once all the Dwarves escape the battlefield (or are slain), the game ends.

Ori, Nori and Dori have been tasked with searching for some of the Dwarves' missing weapons, taken when the Goblins plundered their supplies. They quickly identify a vast cave where some of their missing baggage and equipment has been placed, and rush to recover it. Even as they approach their property, however, they find themselves beset by Goblins! Can they find what they are looking for before time runs out?

NEW RULES

Courage tests

When a feat of particular bravery or cunning is called for, models will be required to make a Courage test. To take a Courage test, roll two dice and add them together (this is called rolling 2D6). Next, add this total to the Courage value of the model – if the total is 10 or higher, then the model has passed. If it is less than 10, it has failed.

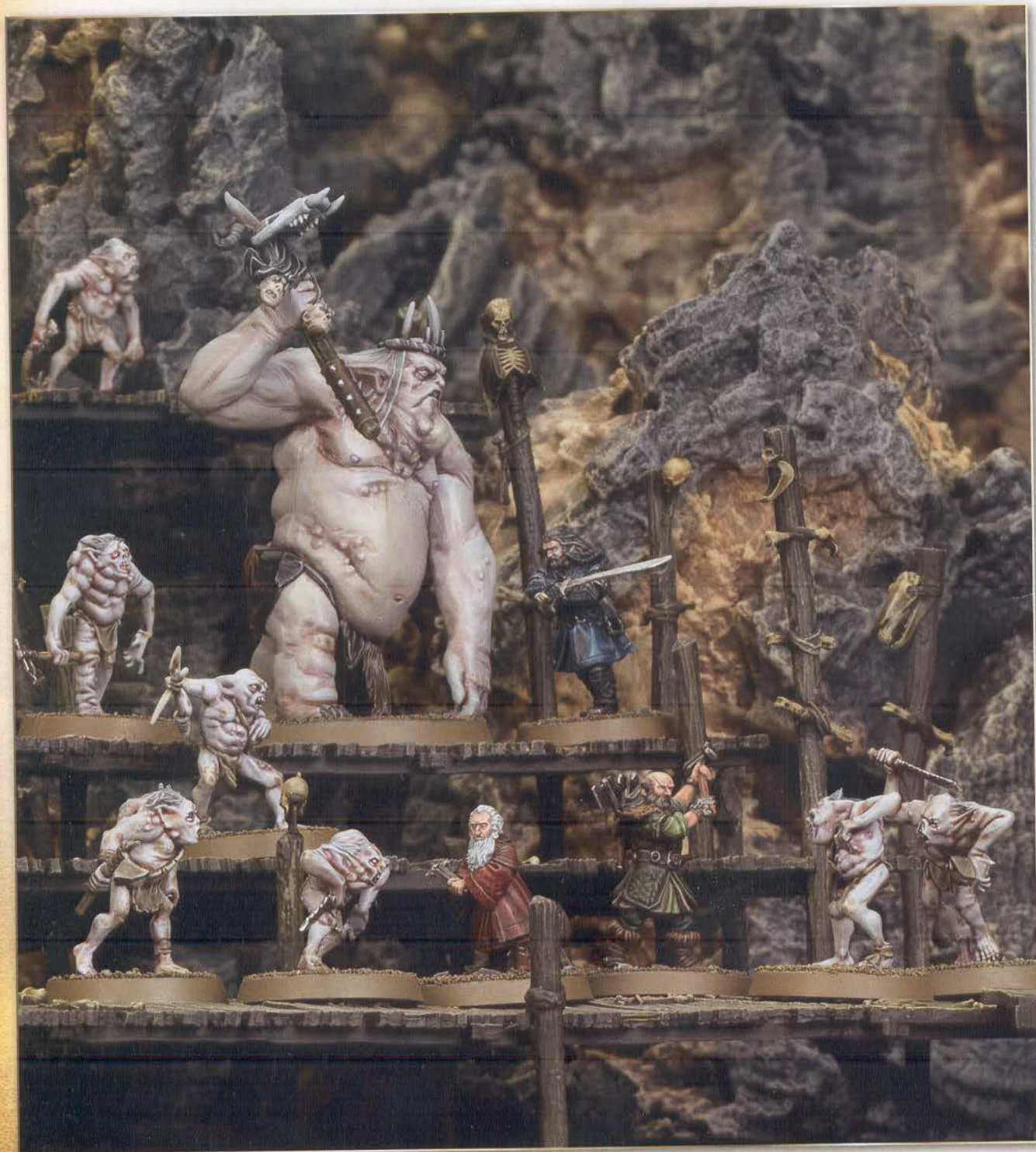
The Goblin Scribe wishes to summon reinforcements using his 'Always More Where They Came From' special rule. His player rolls 2D6, scoring 8. Adding this to the Goblin Scribe's Courage value of 3 gives a total of 11 – a pass.



SCENARIO 4

Guard the Crossing

While their comrades search Goblin Town for their stolen property, Thorin, Balin and Dwalin guard a crucial crossing point, protecting it until their comrades and kinsmen return. Even as they wait for their fellows, they are attacked by a horde of Goblins. Hefting their weapons, the three Dwarves know they can easily handle the Goblins but then, in the dim light, they see the hulking form of the Goblin King approaching!





PARTICIPANTS

Good Models:

Thorin, Balin and Dwalin.

Evil Models:

The Goblin King and
12 Goblin Warriors.

Layout

The battlefield in this Scenario is limited to two platforms and two walkways joining them.

Starting positions

Thorin, Balin and Dwalin are all placed on the bottom platform. The Good player may choose where on the platform they start. Twelve Goblin Warriors are then positioned anywhere on the opposite platform. The Goblin King does not start in play, but will enter as the game goes on.

Objectives

The Evil player wins if he can move ten models off of the far edge of the opposite platform before ten turns are over (see Escaping the Battlefield below).

Initial priority

The Goblins are flooding the area in a chattering tide. The Evil side starts with Priority in this game.

Special Rules

Rickety Walkways

In this Scenario, any model that is pushed off a walkway or fails a Leap test will fall to their doom (remove them from play as a casualty).

Escaping the Battlefield

The Goblins are trying to rush past the Dwarves and hunt down the rest of the intruders. Any Goblin may move off of the platform simply by moving into base contact with the edge shown (see map). This Goblin has then escaped – make a note of how many escape like this. If the number reaches 10, the Evil player wins.

The Swarm

More Goblins are clambering up the scaffolds and woodwork. At the end of each Evil Move phase, the Evil player should roll a D6 – place this many Goblins touching the marked area. The first time that the score is a 1, place the Goblin King touching the marked area instead.

NEW RULES

Heroic Actions

So far in our games we've looked at using Might points to enable our Heroes to adjust dice rolls. Heroes can also spend their Might points to perform Heroic Actions. These Heroic Actions enable our Heroes to fight harder and move quicker than ordinary warriors.

Here we will detail two such Heroic Actions, and how to use them. When you have tried them see page 57 of the rules manual for more.

Heroic Move

A Heroic Move enables a Hero to move first, even if he doesn't have Priority. To perform a Heroic Move, declare which Hero is going to do so at the start of the Move phase, and reduce his Might points by 1.

Move the Hero immediately, before other models. He can also shout 'With me!', enabling any friends within 6" to move too. First, move the Hero who is using the Heroic Action, then move his friends (see page 57 in the rules manual).

Heroic Combat

A Heroic Combat is a powerful action. It enables a Hero to fight twice in one turn – if he is lucky. To perform a Heroic Combat, declare which Hero is going to do so at the start of the Fight phase, and reduce his Might points by 1.

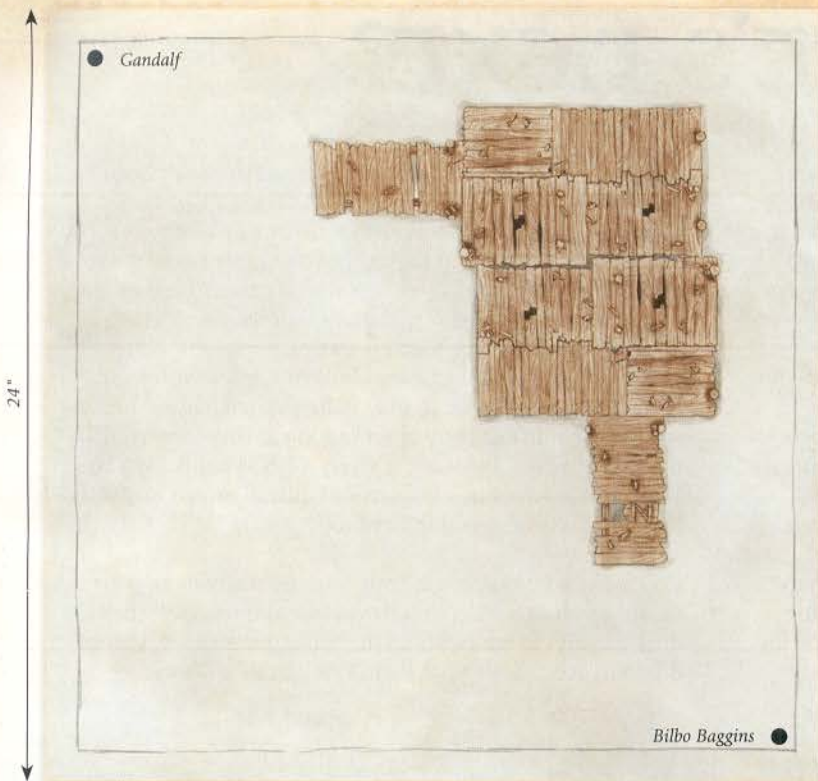
Resolve this Fight before you do any of the others. If the Hero wins, and all of the enemy models in the same Fight were slain, then he (and any friends in the same Fight) may immediately move again. They may even Charge new enemy models, in which case they will fight them in the Fight phase, in an order chosen by the player with Priority.

What if both players want to use the same Heroic Action?

This situation is quite common – all we need to do is work out who goes first. If both players decide to perform the same Heroic Action (a Heroic Move, for example) both reduce the Might points of their relevant Hero. The player with Priority then rolls a dice to see who acts first. On a 1-3, the Evil player may resolve his Heroic Action first. On a 4-6, the Good player does instead. Players then alternate their Heroic Actions.

The Wizard and the BURGLAR





participants

Good Models:

Gandalf the Grey and Bilbo Baggins.

Evil Models:

The Goblin King, Grinnah and 6 Goblin Warriors.

Layout

In this Scenario the battlefield represents another large cavern somewhere deep inside Goblin Town. The battlefield has a large platform at one end and a pair of walkways extending from it (see map).

Starting positions

Gandalf is placed at one side of the board and Bilbo Baggins is placed at the other. The Evil player may position his models anywhere on the battlefield that is at least 6" from both models.

Objectives

Gandalf is looking for Bilbo Baggins and has been attacked by the Goblins. The Good player wins if Gandalf and the Hobbit finish any turn in base contact with one another. If either Good model is slain, the Evil player wins.

Initial priority

Gandalf wasn't expecting to encounter quite so many Goblins as he searched for his friend. The Evil player starts this game with Priority.

Special Rules

The Swarm

At the end of each Evil Move phase, the Evil player rolls a D6 – place this many Goblin Warriors within 3" of any corner of the board.

Death in The Dark

The Goblin King and his followers aren't keen on getting locked into a bloody confrontation right now, and want to quickly kill the old Wizard and go back to plundering their property. As you play, keep a count of how many Evil models are slain. If that number reaches ten or more, then each turn, the Evil player must test to see if the resolve of the Goblins fails. Before you move any Goblin model, make a Courage test for it. You must test for each Goblin, even if you don't wish to move it. If the test is failed, then the model immediately flees from the battlefield – remove it from play.

Bilbo Baggins has found the One Ring in the depths of Goblin Town, and he has out-riddled the cunning Gollum. Now, he rushes to rejoin his friends. Meanwhile, Gandalf, who is anxiously searching for his friend in the darkness, has been beset by the Goblin King and a small band of his followers. The Hobbit must conquer his fear and be brave if he is to rush to the aid of the old Wizard.

new rules

Using Magic

Gandalf has a variety of magical powers at his disposal, and if he is going to survive against his foes he will need to use them. In the introductory game we looked at the very basics of using magical powers, but there's more to it than that. Before you begin this Scenario, have a good look at the section on magical powers (pg 75).

The One Ring

Bilbo Baggins has the One Ring now, and when he wears it he becomes far more dangerous than normal.

The full rules for using the Ring are found on page 73 of the rules manual, and at first they will seem quite complex. Give them a read through to unlock Bilbo Baggins' awesome potential.



Gandalf and Bilbo Baggins are not the toughest of combatants – you will need wits and cunning to keep them alive!

What's next?

Now you have played through the introductory game and had a go at the Scenarios in this booklet you are ready to explore the wider world of Middle-earth. With the Citadel miniatures from this boxed game, you can refight the Scenarios again and again, as well as invent new scenarios of your own.

There is also the chance to expand your collection with the further range of Citadel miniatures that are available. The *Hobbit: An Unexpected Journey* range continues to expand and enables you to collect models in two distinctive ways. Firstly, you can collect models to recreate more scenes from the movie and book. With so many fantastic scenes, such as the battle against the three Trolls, the frantic encounter with the Spiders in Mirkwood and the helter-skelter chase as the Wargs pursue the Dwarves upon the slopes of the Misty Mountains, there is plenty of scope for more great adventures.

Another way to expand your collection is to build up an army to play Points Match games. In these games, rather than recreating a historical encounter or other famous scene, you and your opponent each choose an army based on your favourite models, and agree to a size of game. You then do battle to see whose army will be victorious. Games such as this are fantastic for pick-up-and-play sessions. Many hobbyists who attend gaming clubs or Games Workshop Hobby Centres arrange to play Points Match battles, because any army could fight any other as long as they have roughly the same value. Obviously, it's best if Good fights Evil, but you could even arrange a 'practice battle' between two sides that are the same if you wanted to.

Collecting a Points Match army lets you really hone your tactics – you can collect your favourite models and work out the best ways to win with them, trying them out in a range of different Scenarios to put them through their paces.





This is a great example of a Points Match force, ready for battle. It's made up mostly of Goblin Warriors from Goblin Town, along with the Great Goblin and his lieutenants, but also includes the Trolls as allies (giving it some real heavy hitters). These models have a total points value of 750 points, a fairly typical size for a Points Match game.

With the force worked out and collected, you could expect to fight any of a number of Good armies – perhaps you will face the Dwarves of Erebor or some of the members of the White Council? Maybe you will fight against the Elves of Mirkwood or even some of the models from The Lord of the Rings range – all of which are fully compatible.

finding out more

This booklet is really only the start of your journey into the game. There is a fantastic hobby just waiting to be discovered that involves far more than just playing games – the Games Workshop hobby.

As well as playing with your Citadel miniatures, the Games Workshop hobby encompasses collecting fantastic models and books, assembling miniatures and painting your models. All of these aspects are equally appealing and each offers its own sense of satisfaction.

Our advice to get you started is to head to your nearest Games Workshop Hobby Centre and chat to the friendly staff there. All of our staff are already keen and knowledgeable hobbyists in their own right. They will be able to give you

tips on assembling and painting your models, as well as offer you tactical advice and even an introductory game to get you started off if you want it.

If you're not lucky enough to have a Games Workshop Hobby Centre near where you are, don't despair. There are many great Games Workshop stockists around the world. You can find out the location of these (and there are lots of them) with our store finder at Games-Workshop.com.

Speaking of Games-Workshop.com, our dedicated website is an awesome resource for any hobbyist. Through it you can order the complete range of Citadel products worldwide, as well as keep abreast of the latest news, and see fantastic images of our amazing products. Check it out right now!



Left: A typical Games Workshop Hobby Centre. This one is in Nottingham, England, but we have stores around the globe, in places such as Indianapolis, USA, Melbourne, Australia and Tokyo, Japan.

Right: Sample pages taken from the excellent Games Workshop website – it's updated every weekday with great new content.



White Dwarf

Every month Games Workshop publishes its monthly magazine, White Dwarf. This stalwart hobby publication has run for more than 20 years and offers a monthly dose of articles, tips and fantastic content to Games Workshop hobbyists across the globe.

Each month you can expect to see all the latest new releases laid out in all their glory. There are also painting articles, offering tips, techniques and often entire stage-by-stage guides for you to follow as you paint. Miniatures showcases display the Studio's own Citadel miniatures, whilst Armies on Parade and other segments show the collections of talented hobbyists from every corner of the world.

There is also great gaming content, such as articles that offer tactical advice to get you winning your games, and battle reports that show real games played out on stunning battlefields. In these, you can see how the new units fare on the tabletop, and get ideas for how you can use your own collection in battle.

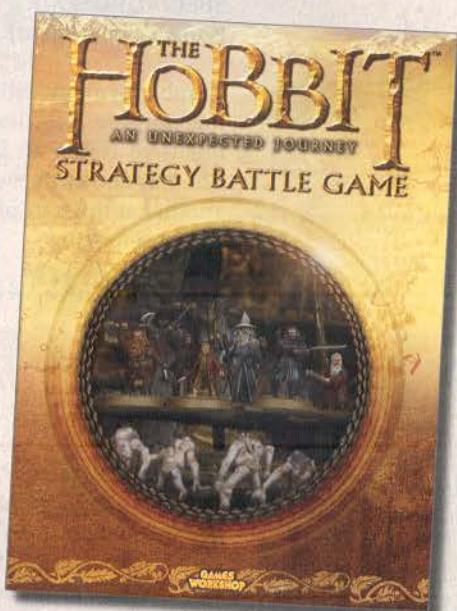
White Dwarf is available from most places where you can buy magazines, but if you want to ensure you get your copy first, make sure you go into your local Games Workshop Hobby Centre or take out a subscription.



RULES MANUAL

The small-format rules manual in the box contains all the rules you need to play The Hobbit: An Unexpected Journey, and along with this booklet, will provide you with many hours of enjoyment.

Also available is the large, hardback rules manual. This monster 288-page book contains all the rules, along with the profiles for all of the models in the range and lots more Scenarios for you to try your models out in.



There is also a massive Gallery of Middle-earth, featuring hundreds of models from the Studio's 'Eavy Metal collection and a section of the book dedicated to fighting many of the other famous battles that have taken place in Middle-earth.

If you want to take your adventures in Middle-earth further, fully immerse yourself in The Hobbit: An Unexpected Journey and have access to all of the characters, profiles and scenarios to continue your journey in the Games Workshop hobby, this is one accessory that you cannot be without!

The Lord of the Rings Rules Supplements

Before The Hobbit: An Unexpected Journey Strategy Battle Game, there was The Lord of the Rings Strategy Battle Game, which used many of the same rules and featured a huge range of spectacular Citadel miniatures based on the characters and heroes of the books and films. The Lord of the Rings range is still available, complete with a collection of five impressive rules supplements detailing the armies available to collect.

These are the Kingdoms of Men, the Free Peoples, Mordor, Moria and Angmar, and the Fallen Realms. Within each of these books you will find new profiles and Scenarios for you to use alongside the rules and models in this game. With these, you can take your adventure further than ever before, pitching the creatures and monsters of all Middle-earth into battle.



GOOD MODELS

Thorin Oakenshield



Mv	F	S	D	A	W	C
5"	6/4+	4	7	3	3	6

WARGEAR
Dwarf armour.

M	W	F
3	3	3

The Oakenshield. This is a shield. Additionally, should Thorin opt to use it for Shielding during a Fight and he wins, he may make a single Strike at his Strength (receiving no bonuses from any weapons).

Orcrist. This is an Elven blade. When Orcrist causes a Wound on an Orc, Goblin or Uruk-hai, it causes not 1 Wound but D3 Wounds instead. Additionally, the bearer of Orcrist has the Terror (Goblins, Orcs & Uruk-hai) special rule.

Fili the Dwarf



Mv	F	S	D	A	W	C
5"	5/3+	4	5	2	2	5

WARGEAR
Throwing axes.

M	W	F
2	1	1

SPECIAL RULES
Bodyguard (Thorin).

Combat Synergy. Fili and Kili fight with one purpose, effortlessly coordinating their offensive. If they are in base contact, Fili and Kili may choose to swap places with one another at the start of any phase – this does not count as moving.

Kili the Dwarf



Mv	F	S	D	A	W	C
5"	5/3+	4	5	2	2	5

WARGEAR
Dwarf bow.

M	W	F
2	1	1

SPECIAL RULES
Bodyguard (Thorin).

Combat Synergy. Fili and Kili fight with one purpose, effortlessly coordinating their offensive. If they are in base contact, Fili and Kili may choose to swap places with one another at the start of any phase – this does not count as moving.

Bifur the Dwarf



Mv	F	S	D	A	W	C
5"	4/3+	4	5	2	2	5

WARGEAR
Boar spear. This weapon can be used as either a spear or a two-handed axe.

M	W	F
2	1	1

SPECIAL RULES
Throw Stones.

Battle Damaged. Once Bifur is reduced to 1 Wound he may use a single Heroic Action each turn without reducing his store of Might – however only Bifur may benefit from this Heroic Action.

Bofur the Dwarf



Mv	F	S	D	A	W	C
5"	4/4+	4	5	2	2	5

WARGEAR
Mattock. This is a two-handed weapon, which can be used as either a hammer or an axe.

M	W	F
2	1	1

SPECIAL RULES

Steadfast. Each time Bofur is targeted by a magical power or special ability he may try to ignore its effects. Roll a D6; on the score of a 2+ its effects are ignored. This roll may be modified by Might. If you wish to try to Resist a magical power you must do so before making Bofur's Steadfast roll.

GOOD MODELS

BOMBUR the Dwarf



Mv	F	S	D	A	W	C
5"	3/4+	4	4	2	3	5

M	W	F
2	1	1



SPECIAL RULES

Beefy. When Bombur makes Strikes, he may choose to use the Bash Special Strike, just as if he if he were using a mace.

Lumbering. When making Jump or Climb tests Bombur must re-roll scores of 6. Additionally, he may not call Heroic Moves or Heroic Marches.

Raising Spirits. Once each turn, at any point in his Move phase, choose a friendly model in base contact with Bombur and roll a D6. On a score of 4+, the chosen model regains a point of Will spent earlier in the battle.

Dwalin the Dwarf



Mv	F	S	D	A	W	C
5"	6/4+	5	6	3	2	6

M	W	F
2	2	2

WARGEAR

Two-handed hammer.

SPECIAL RULES

Burly, Fearless.

Weapon Master. Dwalin is never considered to be unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

Balin the Dwarf



Mv	F	S	D	A	W	C
5"	4/4+	3	5	1	2	6

M	W	F
1	3	2

WARGEAR

Sword-mace. This weapon may use the Feint or Bash Special Strikes.

SPECIAL RULES

Longbeard. In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.

Oin the Dwarf



Mv	F	S	D	A	W	C
5"	4/4+	4	4	1	2	6

M	W	F
1	4	1

WARGEAR

Two-handed staff.

SPECIAL RULES

Healing Herbs. In the Move phase, instead of moving, Oin may attempt to heal a friend in base contact. Roll a D6. On a 1-3 there is no effect. On a score of 4 or 5, the model regains a Wound lost previously in the game. On a 6, the model regains all its lost Wounds.

Prognostication. Once per turn, in the Fight phase, Oin can expend a Will point to enable a friendly model within 3" to re-roll a single dice in a Fight.

GOOD MODELS

Gloin the Dwarf



Mv	F	S	D	A	W	C
5"	6/4+	4	7	3	2	6

M	W	F
2	1	1

SPECIAL RULES

A Warrior Born. Gloin must re-roll scores of 1 To Wound in combat.

WARGEAR

Dwarf armour and throwing axes.



Ori the Dwarf



Mv	F	S	D	A	W	C
5"	3/3+	3	4	1	2	5

M	W	F
1	3	1

SPECIAL RULES

Chronicler. Any time a member of Thorin's Company slays an enemy Hero or Monster within 3" of Ori, that model immediately regains a point of Might, Will or Fate (your choice) that has previously been spent in that game.

WARGEAR

Slingshot.

Deadeye. If Ori scores 6 when rolling To Hit with his slingshot, do not take any In The Way tests, and do not roll To Wound. His target automatically suffers a single Wound.

Dori the Dwarf



Mv	F	S	D	A	W	C
5"	5/4+	4	5	3	2	5

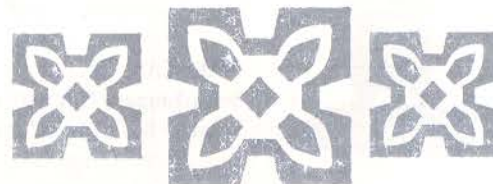
M	W	F
2	1	1

SPECIAL RULES

A Good Sort Really. If Bilbo Baggins is within 3" of Dori, he may spend Dori's Might, Will and Fate points as if they were his own.

WARGEAR

Flail.



Nori the Dwarf



Mv	F	S	D	A	W	C
5"	5/4+	4	5	2	2	5

M	W	F
2	1	1

SPECIAL RULES

Weapon Master. Nori is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

WARGEAR

Two-handed mace.

GOOD MODELS

Gandalf the Grey



Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7

M	W	F
3	6*	3

MAGICAL POWERS

	Range	Casting
Cast Blinding Light	self	2+
Command	12"	4+
Immobilise	12"	3+
Sorcerous Blast	12"	5+
Strengthen Will	12"	4+
Terrifying Aura	self	2+

WARGEAR

Staff of Power (two-handed staff), and Narya.

Glamdring. Glamdring is a sword. When Gandalf fights with Glamdring (instead of his staff), he adds +1 to his Strength characteristic, giving him a Strength of 5.

SPECIAL RULES

***Staff of Power.** Gandalf may expend a single Will point each turn without reducing his own Will store.

Narya. Gandalf can re-roll his dice when using Fate points.

Bilbo Baggins



Mv	F	S	D	A	W	C
4"	3/3+ 2(3)	3	1	2	6	

M	W	F
1	3	3



WARGEAR

Sting. The bearer of Sting has +1 Strength.

SPECIAL RULES

Resistant to Magic, Throw Stones.

It Has Not Yet Awoken. The Ring is yet to return to its full malice. Bilbo Baggins ignores the My Precious and Sauron's Will sections of the Ring's rules (see page 73 of the rules manual).

EVIL MODELS

Goblin Warrior



Mv	F	S	D	A	W	C
5"	2/5+	3	3	1	1	2

SPECIAL RULES

Cave Dweller (see rules manual, page 82).

Chittering Hordes. Goblins are so eager to get to grips with their enemy that they will clamber over one another, poking blades around the bodies and over the shoulders of their comrades to stab at the foe. Models with this rule can Support as if they had spears, with the exception that they can only ever Support another model with the same rule.

Goblin Captain



Mv	F	S	D	A	W	C
5"	3/5+	4	4	2	2	3

M	W	F
2	1	1

SPECIAL RULES

Cave Dweller (see rules manual, page 82), Chittering Hordes.

EVIL MODELS

The Goblin King



Mv	F	S	D	A	W	C
6"	6/5+	5	5	3	3	3

M	W	F
3	2	1

WARGEAR
Two-handed pick.

SPECIAL RULES
Terror, Burly, Cave Dweller, Resistant to Magic.

Relentless Advance. When the Goblin King Charges into combat, he can pass 'through' friendly Goblins when he moves. Each Goblin he moves through suffers a Strength 3 hit. Any Goblin that he ends his move upon is automatically removed from play as a casualty.

Blubbery Mass. Every time the Goblin King is wounded, roll a D6. On a 3+, the Wound is ignored. Magical powers, Glamdring, Orcrist and Sting ignore this ability.

Goblin Projectile. In the Shoot phase, if there is another Goblin in base contact with the Goblin King (and neither are engaged in combat), the Goblin King may make a special shooting attack with a range of 12". Remove the Goblin, roll To Hit and take any In The Way tests for the shooting attack. The shot is resolved at Strength 8 and will automatically knock Prone any model that it hits.

Grinnah



Mv	F	S	D	A	W	C
5"	3/5+	4	4	2	2	3

M	W	F
3	1	1

WARGEAR
Scourge. This is a throwing weapon with a Range of 2" and a Strength of 2.

SPECIAL RULES
Cave Dweller (see rules manual, page 82), Chittering Hordes.

Swap With Me. Swap With Me is a special Heroic Action that Grinnah can use at the start of any phase. Using Swap With Me enables Grinnah to swap places with a friendly Goblin within 3". This does not count as moving.

The Goblin Scribe



Mv	F	S	D	A	W	C
0"	1/5+	2	2	1	1	3

M	W	F
0	1	1

WARGEAR
The Goblin Scribe is unarmed.

SPECIAL RULES
Always More Where They Came From. At the end of his Move phase, the Scribe may opt to take a Courage test. If he passes, you may move

D3 (+1 for each point that he passed his test by) extra Goblin Warriors onto the board – from an edge chosen by the controlling player.

Immobile. The Goblin Scribe is withered and feeble and cannot move under his own steam.

The Goblin Scribe is automatically Trapped if he loses a Fight. In the Move phase friendly models may move the Goblin Scribe and his frame, in which case he is treated as a Heavy Object.

© Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s12)

All quotations from J.R.R. Tolkien's literary trilogy *The Lord of the Rings* (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

© 2012 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc.

Copyright © Games Workshop Limited 2012. All rights reserved. Games Workshop, the Games Workshop logo, 'Easy Metal', Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd. 2000-2012, variably registered in the UK and other countries around the world. All Rights Reserved. All other materials, including specific game rules, strategy and augmented materials, copyright © Games Workshop Limited 2012. All Rights Reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line Productions. British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures are used for illustrative purposes only. Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.



ENGLISH LANGUAGE
Printed in China

games-workshop.com



603114990078