

THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

play sheet

TURN SEQUENCE

1 Priority phase

In the Priority phase, players roll off to see which player has Priority.

2 Move phase

Both players move their models. First, the player with Priority moves any of his models that he wishes. When he is finished, the other player moves his own models.

3 Shoot phase

Players make shooting attacks with any of their models that are equipped with missile weapons, starting with the player with Priority. Once he has finished with all of his models, the other player makes shooting attacks with his own models.

4 Fight phase

In the Fight phase, all models from both sides that are engaged in hand-to-hand combat fight. The player with Priority chooses the order in which the combats are resolved.

5 End phase

In this phase, resolve any effects that 'remain until the End phase' (such as poison, paralysis and so on), and then clear away any stray tokens and dice before starting the next turn.

CLIMB TABLE

D6 RESULT

1 Fall

The model slips and falls to the ground and is placed Prone at the bottom of the surface it attempted to climb. If the model began its climb at ground level, it suffers no further damage, but if it was higher than this, it may suffer falling damage (see page 28 of the rules manual).

2-5 Continue to Climb

The model climbs until it has moved its maximum move distance, or reaches the top, after which it may move no further this Move phase.

6 Swift Ascent

The model climbs until it has moved its maximum move distance, or reaches the top. It may even complete its move up to its maximum move distance after it reaches the top (minus the distance it has already used climbing up, of course).

JUMP TABLE

D6 RESULT

1 Stumbles

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

2-5 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.

6 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).

missile weapon chart

NAME	RANGE	STRENGTH	SPECIAL
Dwarf bow	18"	3	
Throwing axe	6"	3	Thrown
Slingshot	12"	1	
Thrown stone	8"	1	(Move or Fire)

Thrown – A model that has a Thrown weapon can shoot, even if he has moved his maximum move distance and even when charging a foe (see page 71 of the rules manual).

Move or Fire – Some weapons take some time to prepare or shoot accurately. A weapon with the Move or Fire special rule cannot shoot if it moves at all. Note that turning on the spot is not considered movement.

in the way chart

Obstruction	Score to pass
Purpose built fortifications, large rocky outcrops, windows and doorways.	5+
Walls, rocks, tree trunks, sturdy fences and intervening models.	4+
Flimsy fences, bushes, crops and long grass.	3+

to wound chart

DEFENCE

STRENGTH

	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

Leap table

D6 RESULT

- 1** Stumbles and Fails
The attempt to leap the gap has gone wrong. The model falls to the bottom of the gap, suffering falling damage as described on page 28.
- 2-5** Success
The model manages to leap across safely. Place your model on the other side of the gap, with its base touching it. The model may move no further this Move phase.
- 6** Effortlessly bounds across
The model leaps across without missing a step. Place it on the other side; it may even complete its movement up to its maximum move distance (minus the distance it already used getting across the gap.).



To my father Carlos, the man who "helped to scan this