

NEW RULES

WARG CHASE IN THE WILDERNESS

Can the Company of Thorin Oakenshield™ escape the Hunter Orcs? Can Yazneg evade Elrond™ and his Rivendell Knights? Having rewatched *The Hobbit: An Unexpected Journey™*, the Middle-earth™ team gives a fresh take on these events with two exciting new scenarios.



The benefit of hindsight is a beautiful thing and this month the Middle-earth team brings us two narrative scenarios depicting events as found in *The Hobbit: An Unexpected Journey™*. We'll hand over to Jay Clare to explain everything.

Jay: One of the universal constants here in the Middle-earth team, is that we spend plenty of time watching, and also chatting about, *The Lord of the Rings™* and *The Hobbit™* trilogy. Having only recently re-watched all three of *The Hobbit™* films, and with the benefit of 20/20 hindsight, we decided that we'd like to have a little tinker with one of the scenarios found in *The Hobbit: An Unexpected Journey™* rules manual to make it more closely match the scene in the movies, and then also pen a brand-new scenario to add to your adventures. Both of these narrative scenarios depict the events on the borders of Rivendell. The first is a reprise of

'The Chase', recreating the Company of Thorin Oakenshield as they desperately race to reach the safety of the Hidden Valley (ably assisted by Radagast™ and his rabbits). The second scenario is a reverse of the first as Yazneg and his Orcs, who until now have been the hunters, suddenly find themselves the hunted – for Elrond of Rivendell and his riders will brook no intrusion on his domain.

You can play each of these scenarios on their own if you wish, or you can include them all as part of the campaign that spans the main rules manual and *The Hobbit: Motion Picture Trilogy™: There and Back Again*. If you use them in the campaign, they replace 'The Chase' found on pages 114–115 of *The Hobbit: An Unexpected Journey™* rules manual. Think of them as scenarios 2 and 2.5 – so both of should be played before 'The Capture'. Good luck, and happy hunting!



JAY CLARE

When Jay isn't day dreaming of the green hills of the Shire or the shores of Esgaroth, he's usually playing games set in exactly those same places. This month, his obsession with *The Hobbit™* took him back to *Rivendell™* ... he says it was all work, but we reckon it was just a chance to re-watch the movies!

THE CHASE

Having escaped the Trolls, the company of *Thorin Oakenshield™* soon encounters *Radagast™* the Brown – an eccentric Wizard who brings news of the goings-on in *Dol Guldur to Gandalf™*. Yet as the company stop for a rest, they hear the howls of *Wargs* growing closer – they cannot

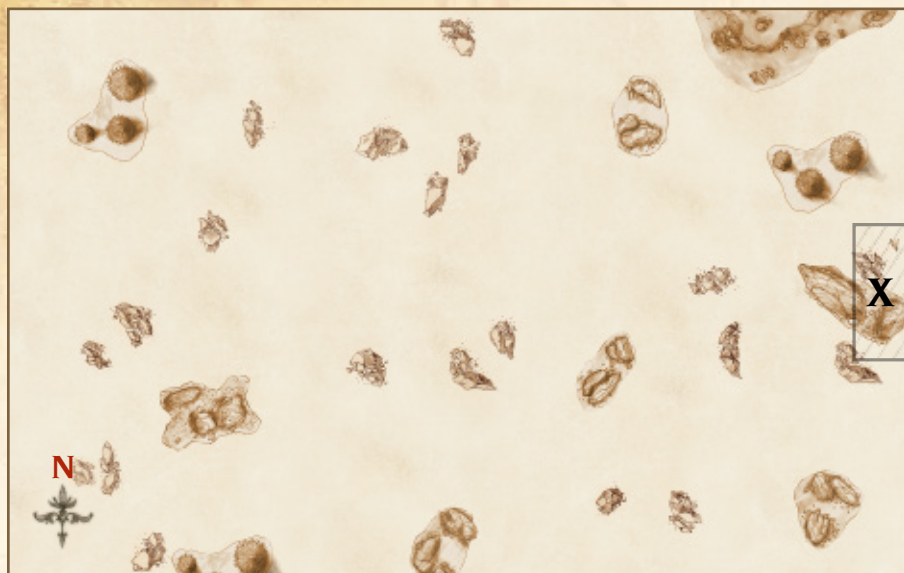
risk staying in the open. *Radagast* hops aboard his rabbit-drawn sled to divert the nearing *Orc* pack as *Gandalf* leads the Dwarves in a desperate sprint for safety in the hidden valley.



“These are Gundabad Wargs, they will outrun you.”

“These are Rhosgobel Rabbits. I’d like to see them try.”

- Gandalf the Grey and Radagast the Brown, *The Hobbit: An Unexpected Journey™*



Layout (6'x4')

This scenario takes place upon the rocky plains near to Rivendell. The board should be densely packed with large rocks, rock piles and hills, giving plenty of cover for Thorin's Company to utilise. In the centre of the eastern board edge there should be a rock pile which houses the entrance to the Hidden Valley, the place where the Dwarves must reach in order to get to safety – marked X.

Participants

Good:

Thorin Oakenshield; *Kili*; *Fili*; *Balin*; *Dwalin*; *Bifur*; *Bofur*; *Bombur*; *Ori*; *Nori*; *Dori*; *Oin*; *Gloin*; *Bilbo Baggins*™; **Gandalf the Grey**; **Radagast** the Brown on sleigh.

Note that *Thorin* and *Bilbo* have now retrieved *Orcrist* and *Sting* from the Troll hoard so they will have them from this scenario onwards. *Bilbo* has not yet discovered The Ring and so cannot use it yet.

Evil:

Yazneg on Fell Warg; 12 Hunter Orcs on Fell Warg; 12 Fell Wargs.

Starting Positions

The Good player deploys Radagast in the centre of the board; they then deploy Thorin's Company within 3" of the centre of the western board edge. The Evil player deploys their models anywhere within 48" of the eastern board edge, but at least 10" away from Radagast.

Objectives

The Dwarves must reach the safety of the Hidden Valley if they hope to survive. The Orcs have been sent by Azog™ to slay the Dwarves and return with the head of Thorin. The game lasts until there are no members of Thorin's Company left on the board. The Good player wins if at least 9 members of Thorin's Company manage to escape the board by moving off it through the entrance to the Hidden Valley – the point marked X; the Evil player wins if they can prevent this. Additionally, the Good player must endeavor to keep Radagast alive; if the Good player completes their objective but Radagast is slain, the game is a Draw.

Special Rules

Radagast – Atop his sleigh, Radagast has provided Thorin's Company with a decoy, distracting the pursuing Wargs from their true purpose.

Evil models must move as fast as possible towards Radagast's sleigh, charging it if they can. This stipulation ends immediately if one of the following situations arises:

- An Evil model is targeted by a shooting attack or Magical Power made by any member of Thorin's Company.
- An Evil model is charged by any member of Thorin's Company.
- Radagast's sleigh is slain or removed (they're dogs chasing rabbits after all!).

Additionally, *Radagast* may choose to move off the board via any board edge during any of his Move phases – if he does this, the above stipulation will end immediately. Whilst having *Radagast* on the board is desirable, there may be situations where having him leave the board is the best course of action – he may be badly wounded, for example. The Hunters Gather – The Orc pack has been searching far and wide for the trail of *Thorin Oakenshield*, and the commotion made by the Orcs' encounter with the Dwarves will likely draw even more of their allies to the fray.

Each time an Evil Warrior is slain, place it to one side. At the end of each Evil Move phase, roll a D6 for each model placed aside in this manner. On a 4+, it may re-enter the battle as reinforcements – roll on the table below to see where it enters:

D6	Result
1	Anywhere along the northern board edge.
2	Anywhere along the southern board edge.
3	Anywhere along the eastern board edge.
4-6	Anywhere along the northern, southern or eastern board edges.

As soon as any member of Thorin's Company escapes the board via the Hidden Valley, the Evil player's reinforcements stop immediately.

Scenario Bonus

If you are playing this scenario as part of the campaign laid out in *The Hobbit: An Unexpected Journey*™ rules manual, this scenario should be treated as scenario 2 instead of the one presented. Furthermore, if the Good side wins, then all Good models automatically receive all of their Might, Will and Fate back. If the Evil side wins, no Good model may receive the Most Audacious Fellow bonus.

Designer's note

This scenario re-enacts the scene where Radagast leads the Orcs on a wild goose chase (or more accurately a wild rabbit chase), buying Thorin's Company enough time to reach the safety of the hidden valley. In this scenario, the Good player needs to keep the Brown Wizard on the board for as long as possible so as to keep the Orc pack distracted. However, Radagast cannot provide a distraction for too long, for should he fall to Yazneg's followers, victory will be out of the Good player's grasp.

NEW RULES

HUNTING PARTY

The Dwarves have managed to escape, finding safety within the rocks that hide the entrance towards Rivendell. Before Yazneg's pack can pursue their prey into the secret passageway, Elven arrows signal the arrival of the

knights of Rivendell, led by lord Elrond™. For having seen the Orc pack patrolling the borders of their land, the Elves set about engaging their foe in a skirmish, in an attempt to drive them away from Rivendell.



“Strange for Orcs to come so close to our borders. Something, or someone, has drawn them near.”

Elrond, The Hobbit: An Unexpected Journey™



Layout (4'x4')

This scenario takes place upon the rocky plains near the Hidden Valley. The board should be scattered with large rocks, rock piles and hills. In the centre of the board there should be a rock pile that houses the entrance to the Hidden Valley.

Starting Positions

The Evil player deploys their models anywhere within 6" of the centre of the board. The Good player then deploys their models anywhere more than 10" away from any Evil model.

Participants

Good:

Elrond with heavy armour and horse; 12 Rivendell Knights with shield.

Evil:

Yazneg on Fell Warg; 12 Hunter Orcs on Fell Warg; 12 Fell Wargs.

Objectives

Having noticed the Orcs on his borders, Elrond has led the knights of Rivendell against them in an attempt to drive them from his land. With the pursuit of his prey having failed, Yazneg must now escape to bring a report of the situation to his master; although the news of failure may not be something that the Pale Orc wishes to hear...

The game lasts for 10 turns. The Good player wins if they can slay 50% of the Evil force. The Evil player wins if Yazneg manages to escape the board via any board edge. If both players (or neither) manage to achieve their objective, the game is a Draw.

Special Rules

Elven Assault – With the Orcs distracted by their pursuit of the Dwarves, the Elves are able to take them completely by surprise.

The Good player has Priority in the first two turns of this scenario.

Scenario Bonus

If you are playing this scenario as part of the campaign laid out in *The Hobbit: An Unexpected Journey*™ rules manual, this scenario should be treated as scenario 2.5 and follow straight after The Chase scenario. Furthermore, if the Good side wins, the Good player has Priority on the first turn of the Out of the Frying-pan scenario. If the Evil side wins, the Evil player has Priority on the first turn of the Out of the Frying-pan scenario.

Designer's note

This scenario depicts a scene we have never written one for previously, that of the Elves engaging Azog's Hunters in a skirmish around the entrance to the Hidden Valley. For the Elves to achieve victory, they must keep moving and target Yazneg; for if he is able to escape, the best the Elves can achieve is a Draw.

