

WAR ON THE LONG LAKE

The Lake-town House provides gamers with an exciting new scenery piece for *The Hobbit: An Unexpected Journey™* Strategy Battle Game. Jay from the Middle-earth™ team presents a slew of special rules to add new tactics (and fish-related frivolity!) to your games.



JAY CLARE

The *Middle-earth* team's rules writer Jay is often called 'Mr. Lake-town' by his friends in reference to his impressive collection of Lake-town Guard, Militia and, of course, all of the heroes. With that in mind, Jay seemed the perfect choice to present a selection of rules for playing games in his favourite place in *Middle-earth*.

Jay: The new Lake-town House has been available for a few months now, and here in the Forge World office we've played loads of games using it, even creating our very own Esgaroth with a number of them for our playtest games. On lunch breaks and after work we've played through the scenarios in *The Hobbit: Motion Picture Trilogy™ There and Back Again* set in Lake-town (the Lake-town Chase being a personal favourite of ours), and have even played a selection of Points Match battles using our new board as well – the scenery gave a really exciting and challenging dynamic to our games that was very different to normal Points Match play. Fighting around the houses and on the narrow walkways and piers of Lake-town meant that traditional Shieldwall formations had to split into smaller bands of warriors to get around, and both players were at risk of having their models forced into the freezing waters of the Long Lake once they met the enemy.

With all these games now under our belts, we got to thinking: 'Wouldn't it be cool to create some extra rules for our games on the Long Lake?' The Lake-town House kit contains loads of extra bits, so we're presenting some ideas for using the boats, barrels, baskets of fish and yes, even the outhouse, to make your games all the more exciting. We've even cooked up some rules for fighting in Lake-town as the city is engulfed in flames! Perfect to add that sense of drama to the Fire & Water scenario in *There and Back Again*, or if you're fighting in Lake-town as the great Fire-drake *Smaug™* burns Esgaroth to ash.

So without further ado, here is a selection of new rules that can be used alongside the ones provided in the scenarios in *The Hobbit: Motion Picture Trilogy™ There and Back Again*, as well as in your Points Match games. There's even an extra Points Match scenario at the end of this article for you to try out with your own armies – enjoy!



FIGHTING IN LAKE-TOWN

DOORWAYS

The many houses that are built atop the Long Lake provide a variety of extra pathways and shortcuts for warriors to traverse Esgaroth.

A Man-sized (or smaller) model that starts its Move phase in base contact with a door on a Lake-town House may choose to enter the house instead of moving. The model spends its turn running through the house (no doubt knocking over chairs, tables and various other items as it goes) and is placed in base contact with any other door on the Lake-town House. A model that moves in this way counts as having moved its full Movement allowance. If the model cannot be placed in base contact with another door, for whatever reason, then it cannot move in this way.

BOATS

Many of the folk of Lake-town are fishermen or bargemen. It is therefore commonplace in Lake-town for families to own a boat, which they use to fish or cross the Long Lake.

A model may enter or exit a boat by passing a Leap test. A boat has limited space, and as such only two Man-sized (or smaller) models may occupy a single boat. An unengaged model that is in a boat may row it up to 6" in any direction upon the water; each boat may only be moved this way once per turn. If two enemy models are in the same boat, they count as engaged and will fight each other in the Fight phase. As models in a boat cannot back away, any model that loses a Duel roll whilst in a boat counts as Trapped.

ICE FLOES

The freezing waters of the Long Lake are strewn with numerous ice floes. Although these sheets of ice can provide a cunning warrior with an alternative pathway across Lake-town, even the most surefooted can find themselves upended by the ice's treacherous surface.

At the start of each turn, determine the direction that the current of the lake is flowing. This can be done with a Scatter dice, a roll of a D6 or simply by the player with Priority getting to choose. Each Ice Floe is moved D3" in the chosen direction. Any model that moved during the Move phase and ended their move on an Ice Floe must roll a D6. On a 1, that model loses its footing and falls into the lake. Any model that falls into the freezing waters is removed as a casualty.

BARRELS

Lake-town is constantly littered with barrels containing all manner of exciting things, from fish to ale to countless other goods. A well-timed kick to one of these can knock over any unlucky adversaries as it barrels (pun intended) down the streets of Esgaroth.

A barrel is a Heavy Object. Any model carrying a barrel may choose to kick it D6" towards the enemy, even moving through other models. Any model that the barrel moves through must roll a D6. On a 1-2, the model is immediately knocked Prone and suffers a Strength 1 hit. Place the Barrel where it finishes its movement – it gives your opponent the chance to kick it right back! Barrels that enter the Long Lake are removed from play.

FISH BASKETS

Esgaroth is a fishing settlement, and as such baskets and barrels of produce can be seen on almost every street corner and table. A sharp

slap with a fish will disorientate anyone who is on the receiving end of the slimy makeshift weapon.

If a model that is in base contact with a Fish Basket wins a Duel roll, they may choose to slap one enemy model with a fish instead of making Strikes. Any model that is slapped with a fish suffers a Strength 1 hit. Additionally, they may not move during the following Move phase and are reduced to Fight 1/6+ until the End phase of the following turn.

LANTERNS

When the skies turn dark around the Lonely Mountain, the streets of Lake-town are dotted with lanterns that light up its streets, outlining the edges of the walkways for the townsfolk.

Many of the scenarios in Lake-town take place at night. When this is the case, models can only see other models that are within 12" of them. A model within 3" of a Lantern can be targeted at any distance.

SLIPPERY WALKWAYS

The walkways of Lake-town are constantly wet from the waters of the Long Lake, not to mention the fish that often litter the piers, making them slippery and dangerous for those fighting atop them.

Whenever a model backs away as a result of losing a Duel roll, it must roll a D6. On a 1 that model slips on a particularly wet piece of wood (or potentially a stray fish) and is knocked Prone. Note that this happens before Strikes are made, which means that any model that slips will therefore be Prone when its opponent makes its Strikes!

FENDERS

These lightweight wicker objects prevent Lake-town's boats from crashing into the docks. However, they can also be used to deliver a swift thwack to an enemy in times of desperation.

A Fender is a Light Object. At any point during its Move phase, a model carrying a Fender may use it to hit a single enemy model within 1" of itself. On a 4+, the model hit with a Fender is knocked Prone.

OUTHOUSES

An outhouse can make for a very good, albeit smelly, hiding place (not many people are inconsiderate enough to try to enter an outhouse while its door is shut!) and can conceal its occupant from enemies that traverse Lake-town's walkways.

During the Move phase, a Man-sized (or smaller) model that is in base contact with the door of an unoccupied Outhouse may choose to enter it. Whilst within an Outhouse, a model cannot be targeted or seen by enemy models and has no Control Zone. Models inside an Outhouse cannot draw Line of Sight and therefore may not Shoot, cast Magical Powers or use any special rules that target a specific enemy or friendly model. They may, however, Charge out of an Outhouse as if they did have Line of Sight from the door of the Outhouse.

Each Move phase, a single model may attempt to open the Outhouse door, revealing anyone hiding inside by being in base contact and rolling a D6. On a 6, the model inside has been found and is subsequently charged by the model that found it. As there is nowhere to back away to in an Outhouse, if the model inside loses a Duel roll, it will automatically be Trapped.

I AM FIRE, I AM DEATH!

The coming of Smaug heralded the destruction of Lake-town. The Dragon's wrath was fierce as he rained down huge jets of flame upon the humble fishing settlement, setting the wooden houses and jetties alight. As Esgaroth burned, houses collapsed and the walkways crumbled away, burning and broken remnants of buildings falling into the waters.

Smaug's arrival in Lake-town was a whirlwind of fire and death. The films show the city ablaze and the buildings of Lake-town engulfed in flame. In *The Hobbit: Motion Picture Trilogy™* *There and Back Again*, we presented the Fire & Water scenario that follows those in Lake-town as Smaug takes his revenge. Here are a few extra rules for what happens when a building is on fire, not to mention how to actually set them alight with your own fire-breathing Dragon!

Smaug, or any other fire-breathing creature for that matter, can set a Lake-town House on fire by shooting it with the Breathe Fire special rule as if it were a normal target. Any Lake-town House that is hit by the Breathe Fire special rule is not wounded, but is instead automatically set on fire. Any Lake-town House that is set on fire follows these rules:

Spreading Flames

The house has become completely engulfed in flames, which are spreading fast, endangering anyone closeby.

Any model that is in base contact with a Lake-town House that is on fire is Set Ablaze. At the end of each turn, the player with Priority may place a single 1" (or 25mm) Flame marker anywhere within 2" of a Lake-town house that is on fire, or another Flame marker, but at least 1" away from any model. Any model that touches a Flame marker at any point automatically suffers a Strength 5 hit. Additionally, at the start of each turn, before any dice are rolled, roll a D6 for each Flame marker. On a 1, the flames subside – remove the marker from play.

Modelling Flames: We used some cotton wool to make our Flame markers. This was first sprayed with Mephiston Red then with Chaos Black at the top. Whilst we decided to use cotton wool (it was the closest thing at hand), you could also use teddy bear fur or wire wool to give a very similar effect.

Falling Debris

As the flames devour the buildings of Esgaroth, pieces of the wooden structures splinter and fall upon the walkways below.

During the End phase of each turn, roll a D6 for each model within 2" of a Lake-town House that is on fire. On a 1, that model is hit by falling debris and suffers a Strength 6 hit.



SCENARIO – THE MASTER'S HOARD

WHITE
DWARF
EXCLUSIVE

As Esgaroth burns, both forces seek to retrieve as much of the Master's wealth from the city's remains as possible before the city is reduced to ash and its gold claimed by the waters of the Long Lake.

Scenario Outline

Collect more gold from the ruins of Lake-town than your opponent.

The Armies

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

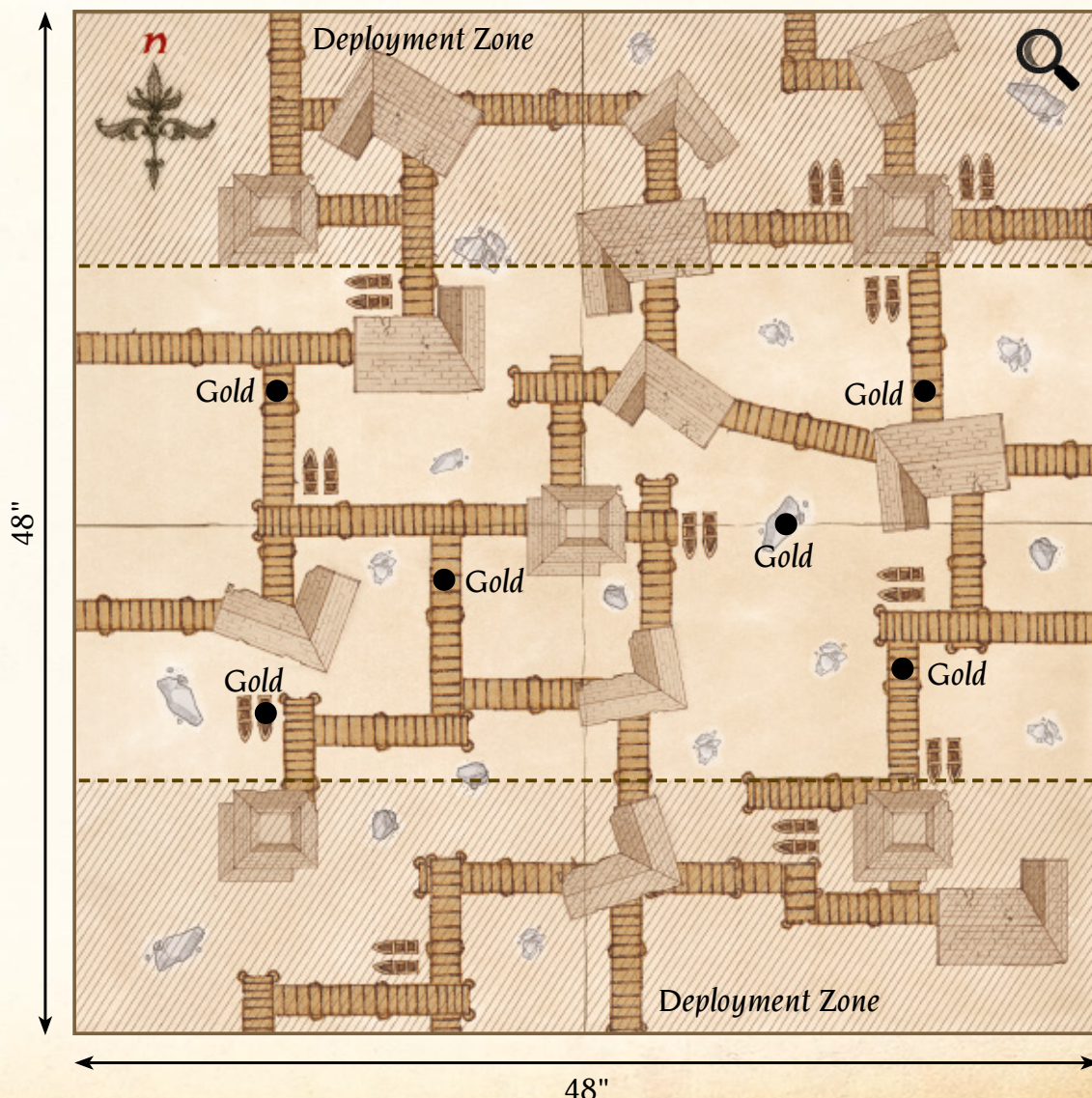
Whilst you can select any models, the scenario works best with only infantry. Cavalry and Monsters may struggle to traverse the thin walkways of Lake-town.

Layout

This scenario takes place across the wooden walkways and jetties of Lake-town. There should be plenty of Lake-town Houses as well as a generous smattering of Ice Floes, Boats, Lanterns, Outhouses, Fish Baskets, Fenders and Barrels to make good use of all the above special rules. One Lake-town House should be right in the centre of the board and start the game on fire. Players then alternate placing six 1" (or 25mm) Gold markers on the board at least 6" away from each other and not in either deployment zone.

Starting Positions

Each player rolls a D6. The player with the highest score picks one of the two deployment zones. Starting with the player who chose their deployment zone, both players take it in turns to place a warband until both have deployed all their warbands on the board.



Objectives

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

Victory Points are scored for the following:

- You score 1 Victory Point for each Gold marker that one of your models is holding at the end of the game.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you have killed the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score 3 Victory Points.

Special Rules

Barrels, Boats, Doorways, Falling Debris, Fenders, Fish Baskets, Ice Flows, Lanterns, Outhouses, Slippery Walkways, Spreading Flames.

Gold Markers: A Gold marker is a Light Object. A model that is carrying a Gold marker may not willingly give it up, pass it onto another model or drop it – the lure of wealth is too strong! A model may only carry a maximum of two Gold markers at any one time.

The Dark of Night: Due to the reduced visibility, models cannot be targeted by shooting, Magical Powers or special abilities over 12" away.

Modelling Treasure

Some spare plastic rod, or some Green Stuff rolled thinly, can be cut up into thin slices to represent a treasure of golden coins – spray them Retributor Armour, wash with Reikland Fleshshade then drybrush with Auric Armour Gold and Stormhost Silver.