



Presents

War in the West 2017

THE
HOBBIT
AN UNEXPECTED JOURNEY
STRATEGY BATTLE GAME

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

**Southern Hemisphere Open
Day 1
Saturday 23rd September 2017**

On the pages that follow you'll find details of how this tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

Welcome to War in the West!

War in the West is the featured event for Games Workshop's "The Hobbit: Strategy Battle Game" at the 2017 SHO. This event is a Single day event designed to allow the Perth Hobbit: Strategy Battle Game community to play and show off the game to other tabletop enthusiasts.

Venue and Cost

War in the West is taking place at the 2017 SHO – being held at Ascot Race Course, 71 Grandstand Road, Perth, Western Australia. War in the West takes place on day 1 on Saturday the 23rd of September 2017.

TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played in a 1v1 format using the Points Match Games rules on Page99 of the "The Hobbit: An Unexpected Journey" main rulebook. You will have no more than **1.75 Hours per game**. During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the tournament database.

ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from Games Workshops official game publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. This pack also features a **Rules Interpretations, Terrain and Disputes Guide** to pre-empt the some of the most common rules disputes in The Hobbit: Strategy Battle Game and these are considered final rulings for the duration of the event. Any updates or clarifications to the event will be published on the Objective Secured Facebook page and Event page.

CONTACTS

If you have any questions about the event, then either e-mail: obsec@optusnet.com.au or post your questions on the Facebook Event page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

Saturday 23rd September 2017

8:00am	SHO – Earliest Entry and Check-in
8:30am - 9:00am	War in the West -Registration -Welcome -Day Overview
9:00am - 10:45am	Round 1 -To The Death! (Modified)
10:45am - 11:15am	Intermission
11:15am - 1:00pm	Round 2 -Domination
1:00pm - 2:00pm	Hobby Scoring -Players Present Armies for Judging -LUNCH
2:00pm - 3:45pm	Round 3 -Clash of Champions
3:45 – 4:15pm	Intermission
4:15 - 6:00pm	Round 4 -Race to the Prize
6:00 – 6:30pm	Awards -Event Close

REMEMBER!

Remember to bring any gaming material you require to play including:

- Your 650pt painted army
- Five Objective Markers mounted on 40mm bases.
- At least 2 copies of your army roster
- This Player Guide
- The Hobbit Rulebook as well as any Sourcebooks and FAQs relevant to the profiles in your army roster
- Pens and a notepad/paper
- Dice (and of different colours)
- Tape measure
- Super glue (for emergency repairs)
- Spending money for food and drinks

WEEKEND INFO

What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organisers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

EMERGENCY CONTACT:

0403 268 714

SPECTATORS

The event will be open for any spectators who have paid entry to the SHO to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Generalship points (randomly in game 1). They will automatically receive a 20 point win for this round. No player will be asked to have more than 1 Bye Round.

ARMY ROSTER

ARMY LISTS SUBMITTED TO
anthonymair@hotmail.co.uk

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values

You will require a copy of the roster for each of your opponents and a copy for yourself that you should keep with you when you are playing. All copies of the roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any relics or similar that you decide to take. Please put your full name on all copies of the list.

Though the judges will be scrutinising rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using.

- Armies which are found to be illegal on the day will be required to make on the spot adjustments, be it removing equipment or models so it's rules compliant.
- Models which are found on the day to be being illegally played or not rules compliant will either lose all purchased upgrades or be removed from play entirely.
- All models must be **What You See Is What You Get (WYSIWYG)**. This means all heroes, warriors and mounts have purchased equipment identifiable on the model such as armour, shields, spears, bows etc. Models not **WYSIWYG** at the event will either lose all purchased upgrades or be removed from play entirely.

ARMY SELECTION

- Armies built as per the Points Match Games rules on P99 of the “The Hobbit: An Unexpected Journey” main rulebook .
- No more than **650 points** may be spent on your army list.
- All armies must be chosen from the following books
 - “The Hobbit: An Unexpected Journey” main rulebook
 - “The Hobbit Motion Picture Trilogy: Strategy Battle Game – There And Back Again” supplement
 - Lord of the Rings: Strategy Battle Game sourcebooks “The Fallen Realms”, “The Free Peoples”, “Kingdoms of Men”, “Mordor” and “Moria & Angmar”
- One Hero from your army list must be elected as your **Leader** for the duration of the tournament.

Good List Writing

- List is legible
(A simple typed email is the easiest to read)
- Costed correctly
- Which army list each warband is from.
- Which hero is leading which warband.
- Which hero in your army is your army's **Leader**.
- Demonstrates all wargear/upgrades purchased and they're legal.
- Clearly states your army's Break Point.
- Clearly states your army's quarter mark (25%)
- Bow limit is correct.

Questions?

- Unsure about converted minis, scratch built models or if your army is WYSIWYG?
- Email: anthonymair@hotmail.co.uk

EVENT FORMAT

The tournament will consist of 4 games played over a single day. Round 1 will be randomly allocated while rounds 2 through to round 4 will see players matched against opponents who have generated similar scores in the Generalship category thus far in the event.

Rules Interpretations, Terrain and Disputes Guide

A number of similar rules queries frequently appear at events and as such a number of rulings are being made to pre-empt any disputes/discussions/queries at the event. The rulings listed in the Rules Interpretations, Terrain and Disputes Guide are final. This can be found on page-9.

SCENARIOS

Later in this pack you will find the four missions you will be playing for the event. The four scenarios have been selected by community members.

The referees will do their best to ensure that all players are matched on different tables during the course of the event though this cannot be guaranteed.

TIME KEEPING

Players will have 1.75hrs per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

TERRAIN

Games are played on 6' x 4' size tables (approximately). Note that there will be very minor differences between some of the tables, players should briefly measure the board size before play and adjust Scenario deployment zones accordingly. If a table is say actually 47" deep instead of 48" then the halfway point would be 23.5".

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Where possible, will provide side tables for any army cases, books & gaming tools to eliminate the temptation to shift scenery around and make room for them.

SCORING

At the end of each game, both players will be required to fill in a scorecard to log the results of the game. Please hand this in to the front desk as soon as possible after the game so that the referees can keep the event running on time.

Game results

On this part of the scorecard you will be required to note down the result and each player's total victory points for the game. Players will earn tournament Generalship points according to the margin of victory as listed on the Score card.

SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum 20 points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events.

If you have concerns about a player during or after a game – please notify a referee.

REFEREES

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the Main Hobbit rulebook, army sourcebook, FAQ/errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing.

The referee's decision will be final and no discussion will be entered into during the event.

Event Scoring War in the West 2017

OVERALL (0-150 points)

<u>Category</u>	<u>Maximum Awarded Points</u>
Generalship	80 - Points
Hobby	50 - Points
Sportsmanship	20 - Points
Total:	150 - Points

GENERALSHIP (0 – 80 points)

The most important category and the one most critical to winning the event. The procedure for working out the Tournament points for Generalship is quite simple. We expect you (the players) to work out the points for each battle and record them on your Tournament scorecard (which will be provided each round).

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. The guide for converting these to Tournament points is included on the following page. Decide what degree of victory has been attained – Generalship points are awarded depending on the degree of victory - and fill these in appropriately.

In the case of a tie, a countback will be completed to separate the scores in the following order

1. Scenario Victory Points
2. Hobby Points
3. Sportsmanship

HOBBY (0-50 points)

During the lunch break while armies are on display each player's army will be judged by the TO for its painting and presentation standard and they will be marked against the following four categories.

- **Modelling**
- **Painting**
- **Basing**
- **Display Board**
- **Army Theme**

In the case of a tie, a countback will be completed to separate the scores in the following order

1. Generalship Points
2. Scenario Victory Points
3. Sportsmanship

SPORTSMANSHIP (0-20 points)

This category is included to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the award available for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner.

At the end of your last game you will have an additional score card to complete – ranking your games for the day. Your favourite game will score 5 points. Your second favourite game will score 4 points. 3 points will be awarded for your third favourite game and 2 points for your fourth. The player with the most points for Best Game will be awarded the Sportsmanship award.

In the event of a tie, a countback will be conducted against the player's generalship scores with the highest score receiving the award. Winning while being a sporting player is a true show of sportsmanship!

AWARDS

During the closing ceremony of the days play, we will be presenting four major awards, as well as runners up and several minor awards. The major categories are:

- **Best Overall**
- **Best General**
- **Best Hobbyist**
- **Best Sportsman**

Players will only be eligible for a single award each with priority given to Best Overall, Best General, Best Hobbyist, Best Sportsman(in that order).

RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page shortly afterwards with the event coverage.

Scoring Tables and Cards

On the following pages you'll find scoring tables and cards for the different categories that breakdown how points are awarded.

Generalship Scoring

Scenario Victory Points (VPs) & Generalship Points(GPs)

- Players score Victory Points as per the scenarios victory conditions.
- Victory Points are used to determine how many Generalship Points you are awarded at the end of a round which contribute to your overall score.
- The Player with the highest number of Generalship Points at the end of the event will be awarded Best General.

<u>Win/Loss Margin</u>	<u>Win/Loss Type</u>	<u>Awarded Generalship Points</u>
Win by six or more Victory Points	Major Victory	20 - Battle Points
Win by one to five Victory Points	Minor Victory	15 - Battle Points
Equal Victory Points	Draw	10 - Battle Points
Lose by one to five Victory Points	Minor Loss	5 - Battle Points
Lose by six or more Victory Points	Major Loss	0 - Battle Points

Sample End of Round Score card for marking Scenario Victory Points and awarding Generalship points.

Round 2 – Domination			
Player Name (First & Last name)	Scenario Victory Points (Mark total for each player in boxes below)	Margins of Victory/Defeat	Awarded Generalship Points (Mark awarded points in boxes below)
Player 1: <i>John Smith</i>	<i>5pts</i>	Major Victory(20pts): Win by six or more Victory Points Minor Victory(15pts): Win by one to five Victory Points Draw Score(10pts): Equal Victory Points Minor Loss(5pts): Lose by one to five Victory Points Major Loss(0pts) Lose by six or more Victory Points	<i>5pts</i>
Player 2 : <i>Jane Doe</i>	<i>8pts</i>		<i>15pts</i>

HOBBY SCORING CARD

Player Name

Army

Modelling

1. No broken models	/1-pt
2. No visible mould lines (5 models selected at random)	/1-pt
3. Does the army feature 1 or more conversions with at least 1 model with an altered pose or appearance? (Weapon swaps don't count)	/1-pt
4. Does the army feature any models with sophisticated / complex conversions / scratch built models?	/2-pts
/Total 5-pts	

Painting

1. All models painted(no exposed primer) with three distinct colours visible.	/3-pts
2. All models feature at least one level of shading and highlighting.	/3-pts
3. All models feature multiple shading/highlighting?	/3-pts
4. Masterclass –Painting is well above good tabletop standard and features advanced painting techniques.	/5-pts
5. Does the army feature detail work such as eyes, gems, freehand, decals etc?	1/pt
6. Cohesive paint scheme.	/5-pts
/Total 20-pts	

Basing

1. Are all models based with at least a single texture and paint(no visible primer)?	/1-pt
2. Does the basing feature at least a single highlighting and flocking?	/1-pt
3. Masterclass - with elements such as small environmental effects like water or mud, cast bases (such as resin etc), multiple flocks or elements such as weathering effects that correspond to weathering effects on the model.	/5-pts
4. Is the basing scheme cohesive across the army in terms of base trim, texture colours and flocking effects etc ?	/2- pts
5. Does the army feature FIVE 40mm objective markers & are cohesive with the armies basing scheme.	/1 pt
/Total 10 pts	

Display Board

1. Is the display textured and painted(no primer visible)?	/1-pt
2. Does the display feature at least one type of flocking?	/1-pt
3. The board features multiple flocks and textures on its base.	/1-pt.
4. The board colour, terrain and flocking have a sense of cohesion with the theme of the army.	/1-pt
5. The board features basic large terrain elements such as trees, walls, ruins. These can be loose or fixed.	/1-pt
6. Masterclass - Terrain elements are more elaborate with complex fixed custom made terrain elements such as walls, streams, buildings, bridges, cliffs and feature weathering or other effects to seamlessly tie together models, bases and board into a display.	/5-pts
/Total 10-pts	

Army Theme

<ul style="list-style-type: none"> • An army entirely from a single army list • All from the same period in time • An allied army such as the "Last Alliance" • Armies featured in the books or films • Those of the players own narrative creation • Presentation quality of back-story or explanation of why warbands are together 	/Total 5-pts
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/ HOBBY SCORING TOTAL 50PTS

War in the West 2017 - Rules Interpretations, Terrain & Disputes Guide

A number of similar rules queries frequently appear at events and as such a number of rulings are being made to pre-empt any disputes/discussions/queries at the event. The rulings listed in the Rules Interpretations, Terrain and Disputes Guide are final.

Rules Interpretations

- **Games Workshop's Official FAQs and Erratas:** The latest versions of these will be used at the event. These files are accessible from <https://www.games-workshop.com/en-AU/Rules-Errata>
- If players have any rule interpretation problems or are unsure of a certain rule please call for one of the tournament organisers (there is no penalty for calling a TO to your table to answer a rules question). Judgements made by the organisers are final and will not be argued further.
- **Measurements:** All Measurements will be made in INCHES.
- **Objectives:** Must be mounted on 40mm bases, count as *impassable terrain* and *do not block line of sight* in any way.
- **Objective:** Placed inside buildings cannot be placed in such a way as to block the only entrance into a building. You must leave a 1" gap at the minimum.
- **Stun:** A model may claim a +1 bonus to the "stun" special strike when using a staff or club as a two-handed weapon.
- **Oval Bases:** When measuring movement for Dragons, Cave Drakes, The Great Beast of Gorgoroth, Bolg mounted on Fell Warg, the Golden King of Abrakhân and Smuag, you must measure your models movement from the furthest "edge" of their oval base. This means they may not use a "Free Spin" to rotate their base to gain extra movement.
- **The One Ring:** In addition to the normal rules affecting the One Ring, all models who are wearing the one ring are immune to the 'Invisible' special rule of an opposing model's One Ring, exactly as is they were a Ringwraith. This rule is in place for the very rare occasion where two One rings are on the table.
- **Water features:** The Tournament Organiser will specify which water features on any given board are shallow or deep at the start of the tournament.
- **Passengers:** The 'passengers rule' will not be used in this tournament.
- **Spider move/Fly:** The Spider Queen, Shelob, Giant Spiders, and all models with the 'Fly' special rule will be modified in the following ways:
 - 1) None of the above models may end their move on a building or similar terrain feature that causes them to be 'balanced' on that terrain feature.
 - 2) They must have their base on the ground (in relation to the table and within reason) when they enter a combat. This is to prevent models from engaging into combat when the model is partially coming down a wall or hanging off a cliff.

If Player are unsure if an area is safe for one of these such models to placed feel free to call over a TO and ask them.
- **Troll Campfire:** William's campfire upgrade will be played in the following way:

In the scenario Race to the Prize, Williams campfire is placed onto the board before either player rolls for the first turn's priority. The campfire is a piece of impassable terrain that blocks line of sight and cannot be destroyed.

William's campfire *must* be placed on a suitable base (we recommend using a 60mm base).
- **Knocked Prone:** When a model is "Knocked Prone", do not place the model on its side. Instead leave the model standing up on its base and use a dice or similar token to denote that the model is 'Prone', if you still need to draw line of sight to a prone model you must draw line of sight to the models knees or lower (or use a Paralysed Hobbit model).

Terrain

Woodland terrain and Forests':

1. Any model shooting into or through a wood will have to pass an 'in the way test'. This also includes models shooting at other models who are in the same piece of woodland terrain.
2. If a model is in a wood and touching the outside edge of the wood, they do not need to take an 'in the way' to shoot out (exactly as if they were in contact with a barrier), and they still count as having an 'in the way' between them and other models.
3. For a model to benefit from being in a wood they must have their base fully inside the wood. In addition models charging enemy models that are fully within a wood will lose their charge bonuses as described in the Main rules manual.
4. Models that have their base wholly or partially in the wood count as being within difficult terrain.

Ladders:

1. Some boards will have ladders that will allow players to easily move from one level of a Battle field to another. All ladders follow the same rules as described on Page 28 and Page 90 of the main rules Manual.
2. Ladders on any tables cannot be attacked or stuck in any way.
3. Ladders may not be moved by models.

Walls, Hedges and Fences:

1. A lot of the boards will have walls, fences and hedges. Whenever players come across any of these terrain features they should be played within the spirit of the game. A lot of these terrain features have been designed with playability in mind, and may be smaller than normal allowing regular infantry to "walk" straight over them. This is not we want to see players do in such cases play the terrain as a normal wall and only if suitably large models attempted to cross it should the wall be messaged for its "true" height.

War in the West 2017 - Mission Pack

Round 1: To The Death! (Modified Objectives)

Scenario Outline:

This is a modified version of the "To The Death!" scenario, featured on page 104 of the main Hobbit rulebook, that uses modified Objectives as listed below.

Starting Positions & Initial Priority:

- Refer to Page 104 of the main Hobbit Rulebook for Starting Positions and Initial Priority.

Modified Objectives:

The game ends at the end of the turn in which one or more forces have been reduced to 25% or less of its starting number of models. At the end of the game calculate Victory points. Victory points are awarded for the following:

- You score 3 Victory Points at the end of the game if the enemy force is reduced to 25% of its starting number of models, or below, and your own force is not.
- If the enemy force is reduced to 25% of its own starting number and your force is unbroken, you instead score 5 Victory Points.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented in any way, including by a successful Fate roll, do not count). If you kill the enemy leader, you instead score 3 Victory Points or the amount of Wounds caused, whichever is higher.
- You score 1 Victory Point if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining you instead score 2 Victory Points.

Round 2: Domination

Follow all instruction for Layout, Starting Positions, Initial Priority and Objectives as described on Page 105 of the main Hobbit rulebook.

*Clash of Champions
& Race to the Prize
Next two pages...*

Round 3: Clash of Champions

(W.A. Edition)

Scenario Outline

This is a modified version of the highly popular custom scenario "Clash of Champions" which features modified Objectives.

Starting Positions:

Both Players roll a D6. The player with the highest roll selects a deployment zone and picks one of their warbands. They then deploy that warband anywhere within their deployment zone with the following restrictions:

- All models in the warband must be placed within 6" of their warband's leader.
- No models other than your Army's Leader and any models in your Leader's warband may be deployed within 10" of the centre of the table.
- Your Army's Leader must be placed within 10" of the centre of the table.

After the first warband has been placed the opposing player then picks one of their own warbands and deploys it in the opposite deployment zone as described above. Players then alternate placing warbands until all warbands have been placed.

Objectives:

The game ends at the end of the turn in which one or more forces have been reduced to 25% or less of its starting number of models OR at the end of the turn in which one or more forces no longer have any heroes left alive.

At the end of the game calculate Victory points. Victory points are awarded for the following:

- You score **3 Victory points** at the end of the game if your Champion(s) Kill Count is greater than your opponent's Champion(s) Kill Count.
- You score **1 Victory point** at the end of the game for each kill your Champion(s) has achieved up to a maximum of **10 Victory Points**.
- You score **1 Victory point** at the end of the game for each enemy Champion(s) your Champion(s) has slain. This means each time your Champion kills another Champion you are awarded 2 Victory Points, 1VP for the kill and for 1VP for the slain model also being an enemy Champion however "IT STILL ONLY COUNTS AS ONE!" kill for the purposes of the Kill Count.
- You score **3 Victory points** if your opponent's army is broken at the end of the game. If your opponent's force is broken and your force is unbroken than you instead score **5 Victory points**.

Special Rules:

The Champion:

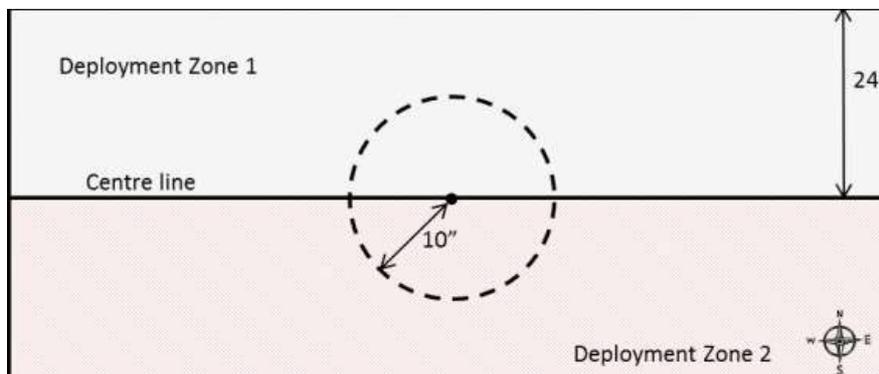
Players have a Champion for this game. A player's starting Champion is their Army's Leader.

Throughout the course of the game you must keep track of the Kills your Champion(s) get. These are added to your Champion(s) Kill Count.

Rise to the Challenge:

If your Army's Champion is ever removed from the table, you must immediately select another hero in your army. The chosen hero becomes your Army's new Champion and any kills they achieve from that point onwards are added to your Army's Champions' Kill count. If you have no more heroes in your army then you must play the rest of the game without a Champion.

Clash of Champions deployment diagram.



Round 4: Race to the Prize **(W.A. Edition)**

Scenario Outline

This is a modified version of the highly popular custom scenario "Race to the Prize" which features modified objectives.

Setup:

1 Objective marker is needed for this scenario and it is placed in the centre of the table. There is also an Artefact (Light Object) which is used. There are no starting positions for this scenario, player's roll for turn one priority as normal.

Objectives:

The game ends at the end of the turn in which one or more forces have been reduced to 25% or less of its starting number of models. At the end of the game calculate Victory points. Victory points are awarded for the following:

- You score **3 Victory points** at the end of the game if you have more friendly models within 6" of the Central objective than your opponent. If you have more than double the amount of friendly models within 6" of the Central objective marker than your opponent you instead score **5 Victory points**.
- You score **1 Victory point** if you have one or models within 3" of the Artefact, or within 3" of a model carrying the Artefact at the end of the game. If one of your models is carrying the Artefact at the end of the game you instead score **2 Victory points**.
- You score **1 Victory point** at the end of the game if your Leader is within 3" of the Artefact. If your Leader is carrying the Artefact you instead score **2 Victory points**.
- You score **1 Victory point** at the end of the game for causing one or more wounds to your opponent's Leader. (Wounds successfully prevented by Fate do not count). If you kill your opponent's Leader you instead score **3 Victory points**.
- You score **3 Victory points** at the end of the game if your opponent's army is broken. If your opponent's army is broken and your force is unbroken you score **5 Victory points**.

Special Rules:

Reinforcements:

At the end of the movement phase (after both players have moved all of their models on the table) players may start to bring warbands onto the table as reinforcements. Starting with the Player with Priority, that player selects one of their warbands and rolls a D6 consulting the chart below. After this has been done the player without Priority selects one of their warbands and rolls a D6 described above. Players then continue to alternate rolling for and moving warbands onto the table, until all reinforcement rolls have been made. A warband's leader may use might to influence the reinforcement roll. See page 87 of the main rules manual for more details.

- 1) The Warband does not arrive onto the table this turn. Roll again next turn. Warbands still not on the board by the end of turn 4 movement phase automatically arrive and count as a roll of "6" as described below.
- 2) Your opponent picks a point on the North or South table edge (Long table edge) at least 6" from a corner or enemy model – all models from that warband move onto the table from that point.
- 3) Your opponent picks a point on the East or West table edge (Short table edge) at least 6" from a corner or enemy model – all models from that warband move onto the table from that point.
- 4) You choose a point on the North or South table edge (Long table edge) at least 6" from a corner or enemy model – all models from that warband move onto the table from that point.
- 5) You choose a point on the East or West table edge (Short table edge) at least 6" from a corner or enemy model – all models from that warband move onto the table from that point.
- 6) You choose a point on any table edge no closer than 6" to an enemy model. All models from that warband move onto the table from that point.

The Artefact: The Artefact is a Light object (As described on page 85 of 'The Hobbit an Unexpected Journey' rules manual). It starts the game within the central objective marker but counts as being on the floor for the purposes of picking the Artefact up. The Artefact may never leave the table for any reason. If a model carrying the Artefact is killed or flees the table due to a failed courage test, or similar effect, the Artefact is dropped in the location in which they stood before they died.

Objective marker is placed in the centre.

