

An Ancient Mathom

Warbands have been scouring the area hunting for an ancient mathom (an artefact of the Second Age). After much searching, its resting place has finally been unearthed. As the warbands close in, it becomes a race to see which side can recover the treasure.

The Armies

Each player chooses their force, as described on pages 99–102 of *The Hobbit: An Unexpected Journey* Strategy Battle Game rules manual, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103 of *The Hobbit: An Unexpected Journey* Strategy Battle Game rules manual.

Place an objective marker (about the size of a 25mm base) in the centre of the board.

Finally nominate one board edge as North.

Starting Positions

At the battle's start the forces have yet to arrive, models are not deployed at the start of the game.

Initial Priority

Both players roll a D6. The player with the highest result has Priority in the first turn.

Objectives

The game lasts until either a model carrying the mathom carries it off the board via any table edge, or both forces have been reduced to a quarter (25%) of their starting number, or less, at which point the force that has scored the most Victory Points 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 **2 Victory Points** if at least one of your models is within 3" of the mathom and there are no enemy models within 3". You instead score **4 Victory Points** if a model in your force is carrying the mathom but has not moved off the table edge with it. You instead score **8 Victory Points** if a model in your force carried the mathom off the table via any board edge.

- You score **1 Victory Point** if your opponent's force is broken. If your force is not broken you instead score **2 Victory Points**.
- You score **1 Victory Point** if you cause 1 or more Wounds on the enemy leader (Wounds saved by a successful Fate roll or similar effect do not count). If the enemy leader is removed as a casualty you instead score **2 Victory Points**.

Special Rules

Ancient Mathom. The mathom must be dug out of the ground before it can be recovered. A model on foot who is in base contact with the objective marker at the end of its Move may attempt to dig it up. Roll a D6 and on a 5+ the mathom has been found (the model may then pick up the mathom). Only one model from each side may attempt this each turn. Once it has been found, the mathom is treated as a *Light Object* (see page 85 of *The Hobbit: An Unexpected Journey* rules manual).

Maelstrom of Battle. See page 106 of *The Hobbit: An Unexpected Journey* Strategy Battle Game rules manual.

