

# Conflicting Information

Both sides have come into possession of a roughly drawn map revealing the location of a lost artefact, however they have conflicting information about the final resting place. Both sides are trying to discover what the artefact is and recover it.

## The Armies

Each player chooses his force, as described on pages 100–101, to an equal points value agreed before the game.

## Layout

Set up terrain as described on page 103.

## Starting Positions

Both players roll a D6; the player with the highest score chooses one of the deployment zones. Place an objective marker (about the size of a 25mm base) 18" from each player's board edge and 36" from either side of the board.

Starting with the player who chose their deployment zone the players take it in turns to place a warband in their deployment zone. No model can be deployed further than 6" from the captain of its warband.

## Initial Priority

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

## Objectives

The game lasts until the end of a turn in which one side has been reduced to a quarter (25%) of its starting number of models, or below, 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 **4 Victory Points** for digging up the artefact.
- If the artefact has not been dug up and there are only friendly models within 3" of either objective marker you score **1 Victory Point**.
- If the artefact is on the ground and there are more (or only) friendly models within 3" of it, you score **2 Victory Points**. If a friendly

model is carrying the artefact, you instead score **4 Victory Points**. If a friendly model carries the artefact off your table edge, you instead score **6 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 Treasure.** The artefact must be dug out of the ground before it can be recovered. A model on foot who is in base contact with their objective marker at the end of its Move may attempt to dig it up. Roll a D6 and on a 5+ the treasure has been found (the model may then pick up the treasure). Only one model from each side may attempt this each turn. Once it has been found, the artefact is treated as a *Light Object* (see page 85 of *The Hobbit: An Unexpected Journey* rules manual).

**Badly Drawn Map.** The maps are badly drawn and it is unclear exactly where the artefact is buried. Each side believes the artefact is hidden under the objective on the edge of their opponent's deployment zone and may only attempt to dig the artefact from the ground there. Once one side has dug up the artefact the correct location has been found, remove both objective markers, neither player may make any further attempt to dig the artefact out of the ground.

