Rules for Snares and Pitfalls

Among all of the Hobbits living in the Shire at the time of Sharkey's dictatorship, it is the Tooks who provide the greatest resistance. With a combination of sure-sighted archery and simple-but-effective traps, the Smials of Tookland are kept sealed to Sharkey's men.

In several of the scenarios in the Scouring of the Shire book, the Good player has the option of setting traps before the game begins. He does not have to do so if he does not wish but receives no advantage for not doing so - he's merely giving his opponent less to worry about. The number of traps that the Good player can place is always defined in the scenario special rules. Generally speaking, games of less than 250 points use between 10-15 traps in a scenario, while games of 500 points or larger will typically use 20 or more. Players should feel free to use these rules in other scenarios if they wish, but need to bear in mind that, as with all special rules, traps will normally give one player an advantage over the other.

PLACING TRAP COUNTERS. As already stated, the scenario special rules will tell you how many Trap counters a player receives at the start of a game. These counters are used to represent the presence of any traps that have been set. There are three kinds of traps available to Hobbits: Snares, Pitfalls, and Tripwires - the Good player divides the number of traps in the scenario equally between different types. In addition, the Good player receives a number of "Blank" counters equal to the number of Trap counters he has. He deploys these Blanks at the same time as his Trap counters (as described below) - the Blanks represent areas of disturbed ground that, from a distance, may look like traps, but are actually harmless.

After the board has been set up, but before any forces have been deployed, the Good player places all of his Trap and Blank counters face down - in this way, the Evil player will never be certain which are the traps and which are the dummies until they are triggered. Counters can be deployed anywhere on the board according to the following rules:

- No counter may be deployed within the Evil Deployment Zone
- No counter may be deployed within 2"/4cm of another
- In a scenario that uses objective markers, no counter may be placed within 2"/4cm of an objective marker.

TRIGGERING TRAPS. Trap and Blank counters remain face down until an Evil model moves to within 1/2cm (Good models are assumed to know where the traps are). Any Evil model moving to within 1/2cm of a counter is halted immediately and the counter is revealed. If the counter is a blank, there is no trap at that location - the counter is removed from play and the Evil model may keep on moving. If the counter is a trap, check what type it is to determine what happens to the Evil model (see below). If the Evil model survives, it may complete its move normally (unless otherwise stated). Once triggered, Trap counters are removed from the game unless otherwise stated.

SNARE. Snares are very simple traps, normally consisting only of a loop of rope and a place to affix it. More cunning are those snares set about the base of a tree - when the victim blunders into it, they suddenly find themselves suspended from a low lying branch.

When a Snare counter is revealed, the Good player rolls a D6 - on the roll of 2+, the Evil model has been caught in the Snare. If the Snare counter is placed in open ground, the model that triggered it is knocked to the ground and may not move further that turn.

If the Snare counter is touching a tree, the victim counts as being knocked to the ground (he's actually dangling a few feet in the air, but the effect is the same). In addition, the ensnared individual may not move in subsequent turns unless he can roll equal to or under his Strength on a D6 at the start of his move - leave the Snare counter in place to show this effect.

PIT. For Hobbits, simple things work best - in this case, a half hour's hard work with a shovel covered with branches and leaves. Being of small stature, Hobbits don't tend to dig very deep pits and certainly wouldn't conceive of filling them with sharpened wooden stakes. Still, more than one Ruffian has found himself struggling to escape a waist-deep hole in the ground that he would have sworn was not there earlier.

When a Pit counter is revealed, the Good player rolls a D6 - on the roll of 2+, the Evil model has fallen into the pit and may not move further that turn. It can attempt to climb out of the pit on subsequent turns exactly as if he was traversing an obstacle. While in the pit, a model counts as being trapped and has no control zone. Once revealed, pits remain in play - leave the counter face up, or replace it with a suitable model. Any model attempting to cross a revealed pit must pass a Jump test or fall in.
TRIPWIRE. Simple, but oft-times effective, a length of rope stretched taught across a path can bring a foe to his knees. Though not overtly dangerous, a careless tumble onto an exposed rock can lead to incapacitation.

When a Tripwire counter is revealed, the Good player rolls a D6 - on the roll of 2+, the Evil model has fallen foul of the tripwire and is knocked to the ground. It takes a Strength 1 hit and may not move further that turn.
Making Traps

Making Traps

Employing the traps and snares of the Hobbits in your games requires counters of some sort. While you're perfectly free to use card or paper counters with the description of the trap (or lack of trap) underneath, making your own counters is so simple that it would be a shame not to give it a try. Blank counters are the easiest - simply take a round base without a slot and then cover it with flock or static grass, as you would with the bases on the rest of your models.

For the rest, start by covering the tops of the bases as normal, and then turn the base over. You can then make a snare by covering the inside of the base with static grass or flock and gluing a looped piece of string across it.

To make a pit trap, cover the inside of the base with a small amount of modeling putty or pre-mixed filler (spackle works), then create a slight depression in the middle. Once this assembly dries, add static grass or flock around the edges and paint the depression with Chaos Black paint.

To make a tripwire, use the same filler or putty to create a path, drybrush it with Beastial Brown paint, and then glue a piece of string across the middle.