THE LORD OF THE RINGS
THE CARD GAME
THE HOBBIT™
ON THE DOORSTEP

"He was trembling with fear, but his little face was set and grim. Already he was a very different hobbit from the one that had run out without a pocket-handkerchief from Bag-End long ago. He had not had a pocket-handkerchief for ages. He loosened his dagger in its sheath, tightened his belt, and went on."

–J.R.R. Tolkien, The Hobbit

Welcome to *The Hobbit: On the Doorstep*, the second and final part of *The Hobbit* Saga Expansion for *The Lord of the Rings: The Card Game*!

Unlike other *The Lord of the Rings: The Card Game* expansions, which explore new adventures set in Middle-earth, the Saga Expansions give players the opportunity to directly participate in, or even recreate, the narrative events described in the classic novels written by J.R.R. Tolkien.

The Hobbit: On the Doorstep allows players to join Bilbo Baggins, Gandalf, and the company of dwarves on their perilous journey from The Shire to The Lonely Mountain. In this box, you will find three scenarios spanning the second half of their thrilling tale. Scenarios retelling the first half of *The Hobbit* novel can be found in the previously released *The Hobbit: Over Hill and Under Hill* saga expansion. Together, the two Saga Expansions allow players to complete the tale of *The Hobbit* from beginning to end.

The Hobbit: On the Doorstep features new cards that players may use to customize their decks when playing the scenarios in *The Hobbit* Saga Expansions. While most of the included player cards are fully compatible with all published *The Lord of the Rings: The Card Game* scenarios, a select few are only intended for use when playing the scenarios presented in *The Hobbit* Saga Expansions.

Component Overview

The Hobbit: On the Doorstep includes the following components:

- This rules insert

- 165 cards, consisting of:

    - 5 Hero Cards

    - 45 Player Cards

    - 102 Encounter Cards

    - 13 Quest Cards

There is an online tutorial for the game available at http://www.fantasyflightgames.com/lotr-tutorial

You can enter and track your plays and scores of these scenarios and others online through *The Lord of the Rings: The Card Game* Quest Log at http://www.fantasyflightgames.com/lotr-questlog.

Saga Expansion Player Cards

All of the player cards in this saga expansion are fully compatible with other *The Lord of the Rings: The Card Game* products, with a few notable exceptions: the ⚲ cards (including Bilbo Baggins) and the six treasure cards (Bilbo's Magic Ring, The Arkenstone, Mithril Shirt, Thrór's Battle Axe, Thrór's Hunting Bow, and Thrór's Golden Cup) are intended for use only when playing the scenarios included in this box.

Bilbo Baggins

The Hobbit: On the Doorstep features Bilbo Baggins, a new hero card with a special set of rules. This version of Bilbo must be used when playing the scenarios in this set. The Bilbo Baggins hero card included in this box belongs to a unique sphere of influence, the Baggins sphere, denoted by the 🖐 symbol. As Thorin and his companions came to rely on the unlikely hero, players will need Bilbo's help to defeat each scenario in this deluxe expansion.

Setting Up the Game

When playing any scenario in the *On the Doorstep* expansion, the first player must take control of the *On the Doorstep* Bilbo Baggins hero at the beginning of each game. This means that the players cannot use any other version(s) of Bilbo Baggins while playing any of these scenarios. This version of Bilbo Baggins has a threat cost of 0 and does not count against a player's starting hero limit. Therefore it is possible for the first player to begin the game with up to 4 heroes under his control if one of those heroes is 🖐 Bilbo Baggins.

This new version of Bilbo Baggins cannot be used as a hero when playing any scenario from a product other than *The Hobbit: On the Doorstep*.

The Baggins Sphere

As a hero, Bilbo Baggins collects 1 resource during the resource phase. However, this version of Bilbo Baggins has the text: "cannot gain resources from non-treasure cards." Therefore, managing a limited number of 🖐 resources becomes an important part of each scenario.

In addition to paying for cards that match Bilbo Baggins's sphere (as well as neutral cards), there are numerous situations in these scenarios in which 🖐 resources can be used to assist the players.

As players make their way through the scenarios in this expansion, Bilbo will assist them in many ways, but the players must also take care to protect him. **If Bilbo Baggins leaves play, for any reason, the players immediately lose the game.**

Multiplayer Rules

This version of Bilbo Baggins also has the text: "The first player gains control of Bilbo Baggins." When the first player token passes during the refresh phase, the first player gains control of Bilbo Baggins, all resources in his pool, and all cards attached to him.

If Bilbo Baggins is the last hero under a player's control, and he then leaves that player's control, that player is immediately eliminated from the game.

Treasure

Treasure is a new type of player card that represents some of the rare and valuable items your characters can find while adventuring in Middle-earth. Treasure cards cannot be used in a player's deck right out of the box. Instead, players must discover treasure cards in a scenario, after which they are able to use the discovered cards in later scenarios.

A player is permitted to add a treasure card to his player deck before the game begins if **both** of the following conditions are met:

1. The player has discovered the specific treasure card he wishes to use through game text in a previous scenario using the same group of heroes he is currently playing with.

2. The specific treasure card belongs to a treasure set that is listed in the setup instructions for the scenario currently being played. The treasure set icon appears in place of a sphere icon on treasure cards, and can also be used to identify which scenario it can be discovered in.

Any treasure card that meets the above conditions can be added to a player's deck during the setup of a scenario. No more than 1 copy of any treasure card, by title, can be added to a player's deck. Treasure cards added to a deck do not count towards that deck's 50 card minimum.

> *For Example*: *Emily has discovered the treasure card The Arkenstone in The Lonely Mountain scenario. While setting up to play The Battle of Five Armies scenario, she sees that The Arkenstone belongs to a treasure set that can be used during that scenario. Therefore, she adds 1 copy of The Arkenstone to her deck.*

Expansion Symbol

The cards in *The Hobbit: On the Doorstep* saga expansion can be identified by this symbol before their collector number.

Treasure Card Anatomy

1. **Card Title**

2. **Cost**

3. **Treasure Set Icon**

4. **Traits**

5. **Game Text**

6. **Card Type**

7. **Set Information**

⊙ BILBO'S MAGIC RING

0

Artifact. Item. Ring.
Attach to Bilbo Baggins.

Action: Exhaust Bilbo's Magic Ring and raise your threat by 1 to gain 1 ⬦ resource. (Limit once per round.)

Response: After Bilbo Baggins exhausts to defend an attack, exhaust Bilbo's Magic Ring and raise your threat by 3 to cancel all damage from this attack.

TREASURE

Flies and Spiders

Having been rescued from the goblins and their warg allies by the eagles of the Misty Mountains and fostered in the house of Beorn, Bilbo Baggins and his travel companions resumed their quest for The Lonely Mountain. However, in order to reach Thorin's ancestral home, Bilbo and the dwarves had to find their way through the dangerous forest of Mirkwood where giant spiders wove their webs from tree-trunk to tree-trunk to catch unwary travelers.

"Flies and Spiders" is played with an encounter deck built with all the cards from the following encounter sets: Flies and Spiders, and Wilderland. These sets are indicated by the following icons:

A player may add any previously discovered treasure cards with the following icons to his deck when setting up this scenario:

Venom, Poison, and Poisoned

Venom is a new keyword in the *Flies and Spiders* scenario that represents the deadly method by which the spiders of Mirkwood Forest incapacitated the dwarves in order to bind them tightly in webs.

When an enemy with the Venom keyword damages a character, that character's controller must give it 1 poison. This is done by taking the top card of his deck and attaching it facedown to that character. Facedown cards attached to characters are considered "poison." Poison cards are *Condition* attachments, and characters with any number of poison attached are considered "poisoned."

Unconscious Characters

In this scenario, when a character has a number of poison attached equal to its printed hit points, that character is immediately made unconscious. This is done by rotating the character card 180 degrees. After a character is made unconscious, the attached poison cards are placed in their owner's discard pile. Each stage of the *Flies and Spiders* scenario includes the following game text: "*Unconscious characters cannot quest, attack, defend, collect resources, trigger abilities, be poisoned, or ready (except by effects that target unconscious characters).*" These characters have been incapacitated by the spiders.

If any number of poison is removed from a character, or that character leaves play, then those poison cards are placed in their owner's discard pile.

> *For example: Bombur already has 4 poison cards attached when he is exhausted to defend the Wicked Spider, and takes 1 damage. Because Wicked Spider has the Venom keyword, Bombur's controller must give him 1 poison. Bombur now has 5 poison which is equal to his printed hit points. So, his controller rotates Bombur 180 degrees and places all 5 poison cards that were attached to him face-up in his discard pile.*

Ready an Unconscious Character

When a card effect instructs a player to "ready an unconscious character," that player chooses an unconscious character and rotates that character 180 degrees so that it appears in its ready position. That character is now ready and is no longer considered to be unconscious.

Creating a Staging Area

On stage 2B the players are instructed to *"Reveal stage 3 and create a separate staging area for the first player using that stage."* To do this the first player sets aside an area in front of himself to serve as his own private staging area. The rest of the players continue to share the original staging area. Only players that share a common staging area can interact with each other in any way. Players continue to resolve each phase of the game in turn order, starting with the first player, but the resolution of each phase occurs as if only the player or players that share any given staging area are currently present in the game.

• Players cannot affect other players (or cards controlled by players) that do not share a common staging area. This means that you cannot lower a player's threat, play an attachment on one of his characters, etc., unless that player shares a staging area with you.

• During the encounter phase, players only reveal 1 card per player that shares their staging area. So in a 4 person game, where 3 players share the original staging area, the first player would reveal 1 encounter card and the other players as a group would reveal 3.

• Encounter card effects are limited to each staging area. For example, if an effect references "each player," then that effect only refers to each player that shares the staging area to which the encounter card would be added.

Combining Staging Areas

Stage 3B reads: *"When this stage is complete, do not advance to stage 4 until the end of the quest phase. (Combine staging areas if necessary.)"* When the first player places the final progress on this stage he must wait until the end of the quest phase to advance in order to allow the other players to resolve their quest phase. Then, the first player joins the other players at stage 4. Any enemy or location cards in the first player's staging area are added to the original staging area. Any enemies engaged with the first player remain engaged with that player when the staging areas are combined.

The Lonely Mountain

After being saved from the spiders and subsequently captured by the elves of Mirkwood, the dwarves were held prisoner in the dungeons of the Elvenking until the intrepid Mr. Baggins contrived a most unusual method for their escape. And so they arrived at Lake-Town on the mouth of the River Running neatly packed in large barrels rowed downstream by unsuspecting wood elves. There they received a warm welcome and were resupplied for the last leg of their journey. Upon reaching the Lonely Mountain, Thorin informed Bilbo that it was the burglar's job to investigate the dragon's lair and steal the treasure from Smaug's hoard.

"The Lonely Mountain" is played with an encounter deck built with all the cards from the following encounter sets: The Lonely Mountain, and Wilderland. These sets are indicated by the following icons:

A player may add any previously discovered treasure cards with the following icons to his deck when setting up this scenario:

Immune to Player Card Effects

Cards with the text "Immune to player card effects" ignore the effects of all player cards. Additionally, cards that are immune to player card effects cannot be chosen as targets of player card effects.

Indestructible Keyword

An enemy with the Indestructible keyword cannot be destroyed by damage, even when it has damage on it equal to its hit points.

Burgle

*"**Burgle**"* is a new game effect featured on some encounter cards in The Lonely Mountain. Burgle effects are ignored except while making a "burgle attempt."

Burgle attempts represent Bilbo Baggins' efforts to sneak past Smaug in order to steal treasure from the dragon's lair without waking him. To make a burgle attempt, the first player must follow these steps:

Step 1 - When a card instructs the first player to make a burgle attempt, he must discard cards from the top of the encounter deck until a card with a burgle effect is discarded. Read and resolve the burgle effect as outlined in steps 2 and 3.

Step 2 - The first player shuffles his deck and reveals the top card. If the first player has no cards left in his deck, then the burgle attempt automatically fails.

Step 3 - Each burgle effect instructs the first player to discard a number of cards that match either the revealed card's sphere, type, cost, or a combination of those things. If the first player discards the required cards from his hand, the burgle attempt is successful. If he cannot, the burgle attempt fails.

*For example: Karl is first player when he quests successfully at stage 2B, whcih reads: "**Forced**: After questing successfully, place 1 progress on Smaug the Golden. Then, the first player makes a burgle attempt. If successful, the first player takes the top treasure card from under The Lonely Mountain into his hand. Then, the players may advance to stage 3." So, Karl discards the top card of the encounter deck: Dark Bats. It has no burgle effect, so again he discards the top card of the encounter deck: Desolation of Smaug. It has a burgle effect that reads: "**Burgle**: The first player shuffles his deck and reveals the top card. He may discard 2 cards from his hand that match the revealed card's cost." Karl reveals Great Yew Bow, with a cost of 2. He only has 1 card in his hand with a cost of 2, so he decides to use the text on The Lonely Mountain: "**Action**: When making a burgle attempt, the first player may spend 2 ⟍ resources to take the revealed card into hand and reveal the next card." Karl removes 2 ⟍ resources from Bilbo Baggins' resource pool to take Great Yew Bow into his hand and reveals the next card of his deck: King Under the Mountain, with cost of 2. (This is now the revealed card.) He now has 2 cards in his hand that match the revealed card's cost, so he discards them both to burgle successfully and take the topmost treasure card from under The Lonely Mountain into his hand.*

The Battle of Five Armies

Enraged by the theft of his treasure, Smaug launched a savage attack on Lake-Town to revenge himself on those he deemed responsible. There, in an unforeseen turn of events, Smaug was slain by Bard the Bowman when an old thrush brought him the knowledge of the dragon's weak spot, learned from Bilbo Baggins. In the aftermath of Smaug's death and the ruin of Esgaroth, the armies of men, elves, and dwarves converged on The Lonely Mountain to lay their claim to the dragon's hoard. But before their dispute could come to unhappy blows, an even greater threat descended suddenly from the north: an army of orcs and Wargs had come to take the treasure of Erebor for themselves.

"The Battle of Five Armies" is played with an encounter deck built with all the cards from the following encounter sets: The Battle of Five Armies, and Wilderlands. These sets are indicated by the following icons:

A player may add any previously discovered treasure cards with the following icons to his deck when setting up this scenario:

Multiple Stages in Play

When playing *The Battle of Five Armies*, stages 2, 3, and 4 will be in play at the same time. While each stage is in play, its game text is active.

Current Quest Stage

At the beginning of each round, before players have collected resources, the first player must decide which stage will be the current quest stage for that round. Progress cannot be placed on any quest stage except for the current quest stage, and any card effects that affect the current quest can only affect the quest stage chosen for that round.

Battle

If a quest card has the battle keyword, when characters are committed to that quest, they count their total ⚔ instead of their total ✪ when resolving that quest. Enemies and locations in the staging area still use their ♕ in opposition to this quest attempt.

> *For example: Tom has committed the characters Gandalf and Bilbo Baggins to the quest card Battle in the Dale (3B), which has the battle keyword. When resolving this quest, instead of using his characters' ✪, Tom counts their total ⚔. Gandalf has an ⚔ of 4, and Bilbo Baggins has an ⚔ of 1, for a total ⚔ of 5. Tom compares this total against the ♕ in the staging area, which is currently a 3. Tom therefore quests successfully, and makes 2 progress on the quest.*

Siege

If a quest card has the siege keyword, when characters are committed to that quest, they count their total 🛡 instead of their total ✪ when resolving the quest. Enemies and locations in the staging area still use their ♕ in opposition to this quest attempt.

Cover art by Chris Rahn

Hobbit Period Decklists

The scenarios in *The Hobbit: On the Doorstep* take place during the time of *The Hobbit*, 60 years before the events leading up to *The Lord of the Rings*. Many of the heroes and allies found in *The Lord of the Rings: The Card Game* were not around at this time. For a more thematic game experience, we encourage players to play these scenarios using only cards from the time period of *The Hobbit*. To help you get started, we've provided a list of cards for two period specific decks that can be built using the *The Lord of the Rings: The Card Game* core set and both of *The Hobbit* saga expansions (*Over Hill and Under Hill* and *On the Doorstep*).

Tactics & Lore Deck

Heroes
Gimli
Bombur
Ori

Allies
Gandalf (core set) x3
Bifur x2
Bofur x2
Dori x1
Beorn x1
Veteran Axehand x3
Erebor Hammersmith x2
Miner of the Iron Hills x2

Events
Goblin-cleaver x3
Foe-hammer x3
Burglar Baggins x3
Feint x2
Expecting Mischief x3
Secret Paths x2
Radagast's Cunning x2
Lore of Imladris x2
Ravens of the Mountain x3

Attachments
Horn of Gondor x1
Blade of Gondolin x2
Thrór's Map x1
Expert Treasure Hunter x2
Protector of Lórien x2
Dwarven Axe x2
Citadel Plate x1

Leadership & Spirit Deck

Heroes
Thorin Oakenshield
Balin
Nori

Allies
Brock Ironfist x1
Longbeard Orc Slayer x2
Fíli x3
Kíli x2
Silverlode Archer x2
Wandering Took x2
Dwalin x2
Glóin x1
Snowbourn Scout x3
Gandalf (*Over Hill and Under Hill*) x3

Events
A Very Good Tale x3
Late Adventurer x3
The Lucky Number x3
A Test of Will x2
Hasty Stroke x2
To Me! O My Kinsfolk! x3
Sneak Attack x2
The Galadhrim's Greetings x2
Grim Resolve x1

Attachments
Cram x3
Spare Hood and Cloak x2
King Under the Mountain x2
Steward of Gondor x2
Thrór's Key x1