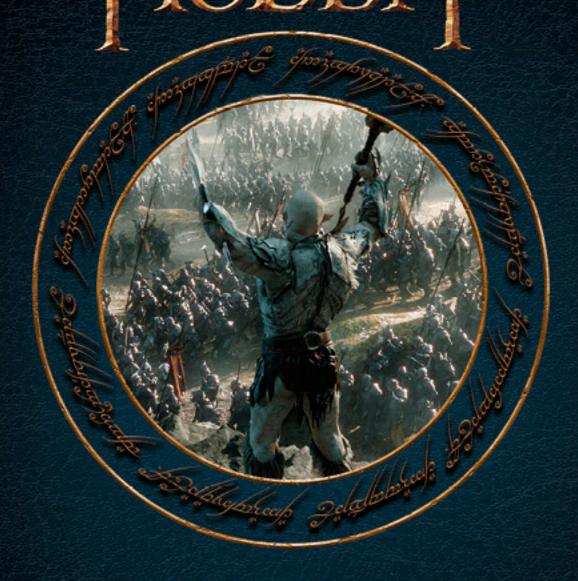
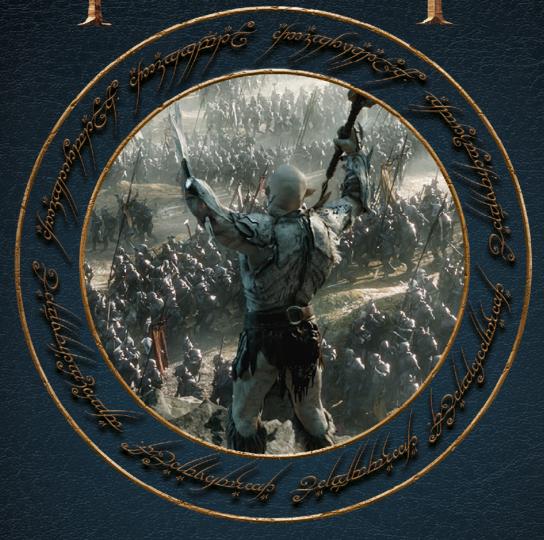
ARMIES OF HOBBIT



MIDDLE-EARTH
STRATEGY BATTLE GAME

ARMIES OF HOBBIT



MIDDLE-EARTH
STRATEGY BATTLE GAME

MIDDLE-EXITTE STRATEGY BATTLE GAME



"Any man who wants to give their last, follow me!"

- Bard the Bowman, The Hobbit: The Battle of the Five Armies



INTRODUCTION	
FORCES OF GOOD	6
Thorin's Company	8
Army of Thrór	18
The Iron Hills	26
Erebor Reclaimed	36
Army of Lake-town	44
Survivors of Lake-town	48
Garrison of Dale	56
Rivendell	60
Halls of Thranduil	70
Radagast's Alliance	78
The Misty Mountains	82
The White Council	84
Wanderers in the Wild	88
FORCES OF EVIL	90
Azog's Legion	92
Azog's Hunters	104
Dark Powers of Dol Guldur	
Dark Denizens of Mirkwood	114
Goblin-town	118
The Trolls	124
Desolator of the North	128

CENARIOS	132
Destruction of Dale	134
Battle of Azanulbizar	136
Roast Mutton	138
Hunting Party	140
Escape from Goblin-town	142
Out of the Frying Pan, and into the Fire	144
Flies and Spiders	
Fire and Water	148
The Fall of the Necromancer	150
Battle of the Five Armies	152
Battle for Dale	154
LLIES	156
Alliance Matrix	157
Good Armies Alliance Matrix	158
Evil Armies Alliance Matrix	1.5.9



ISBN: 978 1 78581 235 4

${\bf Produced\ by\ the\ Middle-earth\ team\ in\ the\ Specialist\ Product\ Studio}$

Thanks to 'The Ringwraiths' for their playtesting endeavours, special thanks to Frank Barron, Wendy Ryan, Steven Carter and Chaz Fitzhugh from Warner Bros, and Fredrica Drotos, Sam Benson and Joseph Mandragona at Middle-earth Enterprises.

© Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG and THE HOBBIT: THE BATTLE OF THE FIVE ARMIES and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (\$18)

© 2018 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc.

Mithril, the Middle-earth logo, The Lord of the Rings and the names of the characters, events, items and places therein, are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises (SZC) used under license to Games Workshop Limited. All rights reserved.

All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

© Copyright Games Workshop Limited 2018. Citadel and Games Workshop are ® and all associated logos are either ® or TM and/or © Games Workshop Limited.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line Productions and Games Workshop.

British cataloguing-in-Publication Data. A catalogue record for this manual is available from the British Library. Pictures are used for illustrative purposes only.

Games Workshop website

www.games-workshop.com

Forge World website

www.forgeworld.co.uk

UK

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

NORTHERN EUROPE

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

NORTH AMERICA

Games Workshop Retail, Inc 6211 East Holmes Road, Memphis, Tennessee 38141

AUSTRALIA

Games Workshop Oz Pty Ltd 23 Liverpool Street, Ingleburn, NSW 2565



INTRODUCTION



"I'm going on an adventure!"

- Bilbo Baggins, The Hobbit: An Unexpected Journey



rom the stalwart and hardy warriors and contraptions of the Iron Hills, to the legions of Orcs, Trolls and other beasts that Azog marches upon The Lonely Mountain, the events of The Hobbit encompassed numerous armies and peoples that would fight for control of Erebor, or see the line of Durin wiped from Middle-earth and the mountain fall under the control of a dark power from deep within Dol Guldur.

Welcome to The Armies of The Hobbit, the comprehensive guide to all of your favourite armies and factions for both the forces of Good and the legions of Evil found within The Hobbit trilogy. The Armies of The Hobbit is a companion to the Middle-earth Strategy Battle Game, which you will need a copy of to get the most out of this manual.

WHAT DOES THIS MANUAL CONTAIN?

ARMY LISTS

Within these pages you will find all of the profiles for the Heroes and Warriors from The Hobbit, including their points values, stats, special rules and Heroic Tiers, all organised into 20 army lists! Ranging from the forces of Mirkwood that fight for the Elvenking, to the troglodyte inhabitants of the vile Goblin-town, there are army lists to represent almost every fighting force from The Hobbit. Each army list will contain all of the model profiles available to that list, that army list's Army Bonus, a selection of background detailing the history and battles surrounding that particular faction, and anything else that you may need to know in order to play with that particular army.

ALLIES MATRIX

The Armies of The Hobbit also presents the full Allies Matrix for both Good and Evil, containing all of the army lists from both The Lord of the Rings and The Hobbit. The full rules for each level of alliance (Historical, Convenient and Impossible), as well as all of the details for creating allies in your games, can also be found here.

NARRATIVE SCENARIOS

Alongside all of the profiles and the Allies Matrix is a selection of 11 Narrative Play Scenarios. These Scenarios feature events and battles from across the history of Middle-earth, with a particular focus on the armies and factions present at the time of The Hobbit and those from the history of Middle-earth that directly relate to them. The broad spectrum of Narrative Play Scenarios means that almost every army list features within at least one Scenario in one way or another, giving collectors a chance to play a Narrative Scenario with their favourite faction, or to experience new armies and tactics.

WHAT ABOUT THE LORD OF THE RINGS?

For fans of the models from The Lord of the Rings, all of the profiles, army lists, rules and Scenarios that focus on the characters and events from The Lord of the Rings are presented in The Armies of The Lord of the Rings rules manual. The Armies of The Lord of the Rings works in much the same way as this manual, and is fully compatible with the Middle-earth Strategy Battle Game.







THORIN'S COMPANY

Thorin Oakenshield's search for his father led him to a chance encounter with the Grey Wizard. In the Prancing Pony, Gandalf set Thorin upon a path for redemption, to march upon Erebor and retake his homeland. Thorin sets off to attempt to rally the seven Dwarf armies to his cause, whilst Gandalf heads to The Shire in search of a burglar.

This search led Gandalf to Bag End, only to be greeted by Bilbo Baggins as if he were selling buttons at the door. The reluctant Hobbit was soon subjected to the Dwarves descending upon his quiet home. Although he was unaware of it at the time, Bilbo would join these Dwarves in their quest to reclaim The Lonely Mountain and form the Company of Thorin Oakenshield.

Alongside Thorin stood his nephews, Kíli and Fíli. Young and brash by Dwarven standards, these brothers had much to learn about the workings of the world. Balin, and his brother Dwalin, had fought alongside Thorin since the glory days of Erebor. They were present for the coming of Smaug and the loss of Erebor, and fought at the battle of Azanulbizar against the armies of the Pale Orc.

Bifur, Bofur and Bombur all joined the company from their home in the Blue Mountains. A jolly and light-hearted Dwarf, Bofur served the company well by raising the spirits of those around him, and formed a close bond with Bilbo. Bifur, on the other hand, was unable to speak the common tongue at all. This was entirely due to the jagged axe-blade that jutted from his skull. Bombur was easily the largest of the Dwarves—and it was he who all but emptied Bilbo's pantry upon the Dwarves' arrival at Bag End.

The brothers Ori, Nori and Dori, who hailed from the Blue Mountains, also joined Thorin's Company. Dori was the oldest of the three and would spend most of his time trying to keep his two brothers out of trouble, for Nori was a renowned troublemaker and pickpocket, whilst Ori was the youngest of the company. Oin and Glóin were the final members of the company, both unable to resist the lure of potential treasure.

It was this legendary band of unlikely heroes that would journey through Goblin tunnels, spider-infested forests and a town atop a lake as they set out to reclaim Erebor.

ARMY COMPOSITION

This army may include: Thorin Oakenshield; Balin the Dwarf; Dwalin the Dwarf; Kíli the Dwarf; Fíli the Dwarf; Bifur the Dwarf; Bofur the Dwarf; Bombur the Dwarf; Ori the Dwarf; Nori the Dwarf; Dori the Dwarf; Óin the Dwarf; Glóin the Dwarf; Bilbo Baggins and Gandalf the Grey.

ADDITIONAL RULES

A Thorin's Company warband is always a single warband made up entirely of Heroes, and can even extend beyond the normal model limits for a warband. The **Hero** with the highest Heroic Tier is treated as being the warband's captain.

ARMY BONUS

"I would take each and every one of these Dwarves over an army from the Iron Hills, for when I called upon them, they answered" – Models from this army list may re-roll To Wound rolls of a 1 whilst within 3" of Thorin Oakenshield.



HEROES OF THORIN'S COMPANY



Thorin Oakenshield is the heir to the throne of Erebor, a Dwarf of noble heritage and great courage. In the long years following the Dwarves' exile from their homeland, Thorin led his people well, forging a new home for them in the Blue Mountains. However, a chance meeting with Gandalf the Grey has set Thorin upon a path to take back Erebor and reclaim his home. This task will take every ounce of the Dwarf prince's skill, strength and courage to accomplish, as well as no small amount of help from his kin and one unsuspecting burglar!





WARGEAR

Dwarf armour and sword.

HEROIC ACTIONS

- · Heroic Strike
- · Heroic Strength
- Heroic Challenge

OPTIONS

Orcrist	points
Pony	points
The Oakenshield5	points

Orcrist ACTIVE — A magical blade forged by the Elves during their ancient wars, Orcrist is the bane of Orc-kind. Known in the tongue of Men as Goblin Cleaver, and the language of the Orcs as Biter, Orcrist is a brutal sword with an unnaturally keen edge that has claimed hundreds of Sauron's minions over the years.

Orcrist is an Elven-made hand-and-a-half sword that has the **Orc**bane, **Goblin**bane and **Uruk-hai**bane special rules. Additionally, the bearer of Orcrist has the Terror (**Goblin**), Terror (**Orc**) and Terror (**Uruk-hai**) special rules.

The Oakenshield ACTIVE — It was at the battle of Azanulbizar where Thorin truly made his name, fighting off the Pale Orc with naught but an oaken branch for a shield. To this day, Thorin still bears the Oakenshield in battle.

The Oakenshield is a shield. Additionally, should Thorin opt to use it for Shielding during a Fight and he wins, he may make a single Strike at his Strength (receiving no bonuses from any weapons).



The younger of Thorin's nephews, Kili is still a skilled fighter and a valuable member of Thorin's Company. His noble lineage has provided him with great swordsmanship, as well as making him a crack shot with a bow. However, his best quality is his unwavering loyalty to his family, for Kili will do anything within his power to protect his brother and uncle.

KÍLI THE DWARF......50 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 5/3+ 4
 5
 2
 2
 5
 2
 1
 1

WARGEAR

Armour, sword and Dwarf bow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

OPTIONS

Pony......5 points

SPECIAL RULES

Combat Synergy ACTIVE – Fili and Kili fight together with one purpose, effortlessly coordinating their offensive.

If they are in base contact, Fili the Dwarf and Kili the Dwarf may choose to swap places with one another at the start of any phase – this does not count as moving.



Older brother to Kíli, Fíli is every bit his brother's equal. However, where his brother is dark, he is fair. Fíli's quick wits are matched only by the speed of his blades – many an Orc has fallen foul of the swiftness in which Fíli throws his axes and even more have failed to match the young Dwarf's skill in combat. Like his brother, Fíli is fiercely loyal to Thorin, and is willing to risk everything for him.

FÍLI THE DWARF50 POINTS DWARF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 5/3+ 4
 5
 2
 2
 5
 2
 1
 1

WARGEAR

Armour, swords and throwing axes.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Strength

OPTIONS

SPECIAL RULES

Combat Synergy ACTIVE – Fili and Kili fight together with one purpose, effortlessly coordinating their offensive.

If they are in base contact, Fíli the Dwarf and Kíli the Dwarf may choose to swap places with one another at the start of any phase – this does not count as moving.



The oldest and wisest member of Thorin's Company, Balin has many years of experience fighting in battle. Although nowhere near the fighter he was in his youth, Balin's true value to the company lies with his wealth of experience and knowledge. It is Balin that the other members of the company turn to when they require counsel and wisdom.

BALIN THE DWARF40 POINTS

DWARF, INFANTRY, HERO - HERO OF VALOUR

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 3
 5
 1
 2
 6
 1
 3
 2

WARGEAR

Armour and sword-mace.

Sword-mace ACTIVE – This deadly weapon is part sword and part spiked mace.

This weapon may use the Feint or Bash Special Strikes.

HEROIC ACTIONS

- · Heroic Resolve
- · Heroic Defence

OPTIONS

SPECIAL RULES

Longbeard ACTIVE — Balin's grand age brings with it a wealth of wisdom.

In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.



Dwalin is, without question, the strongest member of Thorin's Company, a powerful and formidable fighter who has experienced many wars against the Orcs. Dwalin joined his brother, Balin, in fighting alongside Thorin Oakenshield at the battle of Azanulbizar and has been at his prince's side ever since. When asked if he would join Thorin in his quest to Erebor, Dwalin showed no hesitation, immediately pledging himself to the cause.

DWALIN THE DWARF......95 POINTS DWARF, INFANTRY, HERO - HERO OF VALOUR

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 6/4+ 5
 6
 3
 2
 6
 2
 2
 2
 2

WARGEAR

Dwarf armour, dagger, two axes and two-handed hammer.

HEROIC ACTIONS

- · Heroic Strength
- · Heroic Strike

OPTIONS

SPECIAL RULES

Burly, Fearless.

Weapon Master ACTIVE – Dwalin is a deadly warrior in any situation, whether he carries a weapon or is armed with just his fists.

Dwalin the Dwarf is never considered to be unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.



Following his cousins, Bofur and Bombur, in the quest for Erebor, Bifur joins Thorin's Company in order to lay claim to some of the treasure that is within the mountain. Perhaps the most noticeable thing about Bifur is the shard of an axe-blade the can be seen jutting out from his skull a wound that he suffered many years ago, and one that has left him with more scars than the eye can see.

BIFUR THE DWARF......45 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

WARGEAR

Armour, dagger and Boar spear.

Boar spear ACTIVE – This weapon is a large-bladed spear used for hunting wild boars. However, Bifur has found it extremely useful for felling his enemies.

A boar spear can be used as either a spear or a two-handed axe.

HEROIC ACTIONS

Heroic Strike

OPTIONS

Pony......5 points

SPECIAL RULES

Throw Stones (range 8", Strength 1).

Embedded Axe-blade ACTIVE - Although it will cause considerable pain, removing Bifur's axe-blade may allow him to speak the common tongue once again.

If Bifur the Dwarf wins a fight, he may choose to headbutt his enemy with the axe-blade embedded in his skull. Instead of striking normally, he may make a single Strike against his opponent. If Bifur manages to successfully wound his opponent, then the axe has been removed from his skull. Once the axe-blade is removed, Bifur may call a Heroic Move each turn without reducing his own Might store.



Bofur is a Dwarf with a constantly positive outlook on life, and his wit and cheery disposition often keep the spirits of the company high. A miner from the Blue Mountains, Bofur is a sturdy Dwarf with many skills that will prove useful. Armed with the mattock he used in his trade, Bofur sets out upon the quest for Erebor ready to prove his worth.

BOFUR THE DWARF......45 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

5" 4/4+

WARGEAR

Armour and mattock.

Mattock This is a two-handed weapon, which can use either the Bash or Piercing Strike Special Strikes.

HEROIC ACTIONS

OPTIONS

Heroic Resolve

Pony......5 points

SPECIAL RULES

Steadfast PASSIVE - Bofur's boundless optimism allows him to press on through seemingly impossible odds with the same determination as ever.

Whenever Bofur is targeted by a Magical Power or special rule, he may try to ignore its effects. Roll a D6; on the score of a 2+, its effects are ignored. This roll may be modified by Might. If you wish to try to Resist a Magical Power, you must do so before making Bofur's Steadfast roll.



Whilst many of the Dwarves of Thorin's Company share a great love for treasure, Bombur's heart lies with food. It is no surprise, therefore, that Bombur is by far the largest of the Dwarves on Thorin's quest. His enormous appetite is almost unending – he even eats cheese by the block! Bombur is courageous, kind-hearted and also a skilled chef, and he is not adverse to using his utensils as weapons should he need to.

BOMBUR THE DWARF45 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 4
 4
 2
 3
 5
 2
 1
 1
 1

WARGEAR

Cleaver (counts as a sword).

HEROIC ACTIONS	OPTIONS
 Heroic Defence 	Pony5 points

SPECIAL RULES

Beefy ACTIVE – Bombur's bulk makes him formidable.

Bombur the Dwarf may choose to use the Bash Special Strike, just as if he were using a mace.

Lumbering PASSIVE — Bombur is quite overweight and is far from being nimble or agile.

When making Jump or Climb tests, Bombur the Dwarf must re-roll results of 6. Additionally, he may not call Heroic Moves.

Raising Spirits — Bombur can lift flagging morale with a kindly word or a proffered treat.

Once each turn, at any point in Bombur's Move phase, choose a friendly model in base contact with Bombur the Dwarf and roll a D6. On a 4+, the chosen model regains a point of Will spent earlier in the battle (or campaign).



Ori is the youngest and weakest member of Thorin's Company. Although naive, Ori's true strength lies in his heart. A gentle and thoughtful Dwarf, Ori is intent on documenting the adventures of the company as they travel to reclaim Erebor. Ori is no coward, however, for when danger rears its head, he will take up arms and fight alongside his kin.

ORI THE DWARF......40 POINTS DWARF, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 3/3+ 3 4 1 2 5 1 3 1

WARGEAR

Dagger and slingshot.

HEROIC ACTIONS	OPTIONS
 Heroic Accuracy 	Pony5 points

SPECIAL RULES

Chronicler ACTIVE — Ori's hope is to document the adventures of his kinsmen and compile them into a record worthy of their exploits.

Any time that a member of Thorin's Company slays an enemy **Hero** or **Monster** within 3" of Ori the Dwarf, that model immediately regains a point of Might, Will or Fate (your choice) that has previously been spent in that game (or campaign).

Deadeye ACTIVE — While a slingshot is far from being a deadly weapon, Ori has an uncanny ability to strike his target with pinpoint accuracy.

If Ori scores a 6 when rolling To Hit, do not take any In The Way tests, and do not roll To Wound. His target automatically suffers a single Wound.



Nori is a fearless adventurer and a Dwarf who is well-travelled, having visited many areas of Middle-earth in his lifetime. It was on his travels where Nori became versed in the many ways of combat, making him an exceptional warrior in every situation. However, Nori has a nose for trouble, and has often been caught 'borrowing' items on his travels, a habit that has landed him in more than a few scrapes, but will prove immensely useful in the quest to Erebor.

NORI THE DWARF.....55 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 5/4+ 4 5 2 2 5

WARGEAR

Armour, dagger and two-handed mace.

HEROIC ACTIONS

· Heroic Strike

OPTIONS

Pony......5 points

SPECIAL RULES

Weapon Master ACTIVE – Nori has spent a lot of time travelling the world and fighting with many different 'borrowed' weapons.

Nori the Dwarf is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.



Dori is the eldest of the three brothers, and as such spends most of his time trying to keep Ori from harm and keeping Nori's unique brand of mischief under control. Despite all of this, Dori is an experienced adventurer and a skilled warrior, and woe betide those who come between him and his brothers. At heart, Dori is a kindly soul and offers many encouraging words to Bilbo during their travels.

DORI THE DWARF......55 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 5/4+ 4
 5
 3
 2
 5
 2
 1
 1
 1

WARGEAR

Armour, sword and flail.

HEROIC ACTIONS

· Heroic Strength

OPTIONS

Pony......5 points

SPECIAL RULES

A Good Sort Really PASSIVE — Dori is very kindly at heart and looks out for Bilbo Baggins when he is in peril.

If Bilbo Baggins is within 3" of Dori the Dwarf, he may spend Dori's Might, Will and Fate points as if they were his own.



Óin is a wily old Dwarf, his beard having gone grey with age and his hearing not being what it once was. Óin, along with his brother, Glóin, joined the company of Thorin Oakenshield out of loyalty to their distant cousin. Óin's skills lie in his knowledge of plants and herbs for the purpose of healing. He also claims to be able to read the portents, although the other members of the company are dubious of this.

ÓIN THE DWARF45 POINTS

DWARF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 4
 1
 2
 6
 1
 4
 1

WARGEAR

Hand-and-a-half staff.

HEROIC ACTIONS

· Heroic Resolve

OPTIONS

Pony......5 points

SPECIAL RULES

Healing Herbs ACTIVE – Óin has a great mastery of herbs and poultices, and can cure wounds, and sometimes severe injuries, with surprising speed.

In the Move phase, instead of moving, Óin the Dwarf may attempt to heal a friendly model with which he is in base contact. Roll a D6. On a 1-3, there is no effect. On a 4 or 5, the model regains a Wound lost previously in the game (or campaign). On a 6, the model regains all of its lost Wounds.

Prognostication ACTIVE – Óin gazes into the future to read the portents. Such an act takes a toll on him, but can be valuable to his comrades.

Once per Fight phase, Óin the Dwarf can expend a Will point to enable a friendly model within 3" to re-roll a single dice when making a Duel roll.



Although he was reluctant to leave his wife and son behind, Glóin committed himself to Thorin's cause, pledging his services to the quest. Glóin is a formidable warrior, and is exceptionally skilled with his trusted axe. Glóin is a veteran of many wars and has proven himself to be a valuable ally, one whom many would consider themselves lucky to fight alongside.

GLÓIN THE DWARF......85 POINTS DWARF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 6/4+ 4
 7
 3
 2
 6
 2
 1
 1

WARGEAR

Dwarf armour, two axes and throwing axes.

HEROIC ACTIONS

- · Heroic Strike
- Heroic Strength

OPTIONS

Pony......5 points

SPECIAL RULES

A Warrior Born ACTIVE – Glóin is a fearsome fighter, whose blows waste no effort.

Glóin the Dwarf must re-roll scores of 1 To Wound in combat.



GANDALF THE GREY......170 POINTS

WIZARD, INFANTRY, HERO - HERO OF LEGEND

One of the Istari, Gandalf the Grey has been tasked with guiding the Free Peoples of Middle-earth in defeating Evil and restoring peace. To this end, Gandalf advises Thorin Oakenshield to gather together a company of Dwarves to reclaim their homeland from the clutches of the Dragon, Smaug. Gandalf joins them, and the plucky Bilbo Baggins, whom he recruited, on their quest to Erebor, for he fears that if it is not dealt with, then a dark force will seek to gain the Dragon's allegiance.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7

WARGEAR

Staff of Power*, Glamdring and Narya.

Glamdring ACTIVE - Known as the Foe Hammer, Glamdring is a sword of incredible Elven craftsmanship.

Glamdring is an Elven-made hand-and-a-half sword. Additionally, Glamdring increases Gandalf's Strength by 1 when making Strikes with it.

Narya PASSIVE - The Ring of Fire, one of the three Elven rings forged by Celebrimbor.

Gandalf may re-roll his dice when making Fate rolls.

HEROIC ACTIONS

- Heroic Resolve
- · Heroic Channelling
- · Heroic Strike

OPTIONS

MAGICAL POWERS	Range	Casting
Blinding Light	-	2+
Terrifying Aura	-	2+
Immobilise	12"	3+
Command	12"	4+
Protection of the Valar	-	4+
Strengthen Will	12"	4+
Collapse Rocks	6"	5+
Sorcerous Blast	12"	5+





Burglar, adventurer and treasure hunter, these were never words that Bilbo Baggins ever thought would describe him. Unexpectedly thrust into the company of Thorin Oakenshield by the Wizard, Gandalf, Bilbo soon had to realise his potential. Traversing forests, fields and the Goblin tunnels, fate it seems had a plan for the plucky Hobbit – for his part in the quest for Erebor was perhaps the greatest of them all.

Mv F S D A W C 4" 3/3+ 2 3 1 2 6 M W F 3 3

Sting ACTIVE – Made by the Elves, Bilbo found this dagger hidden within a Troll hoard.

WARGEAR

Dagger.

HEROIC ACTIONS

- Heroic Resolve
- · Heroic Strike
- · Heroic Defence

OPTIONS

Pony	oints
Sting	oints
The One Ring	Free

Sting is an Elven-made dagger. Additionally, whilst carrying Sting, Bilbo adds +1 to his Strength when making Strikes.

SPECIAL RULES

Resistant to Magic, Thrown Stones (range 8", Strength 1).

It has not yet Awoken PASSIVE – The Ring lies dormant, yet to return to its full malice.

Bilbo Baggins ignores the Sauron's Will section of the One Ring's rules. Furthermore, if Bilbo is the only model left on the controlling player's side, and is wearing the Ring, he is not removed as a casualty, as would usually be the case.



ARMY OF THRÓR

In the days before the coming of Smaug the Terrible, Erebor was the greatest Dwarf kingdom in Middle-earth, for Erebor was the stronghold of Thrór, the mightiest of the Dwarf lords and King Under the Mountain. The wealth of the mountain was in the gems hewn from its rock and the seams of gold that ran like veins through its stone, the skill of the Dwarves who lived there was unequalled in the fashioning of items of great beauty from diamond, emerald, ruby and sapphire.

The great armies of Erebor were renowned throughout Middle-earth for their martial prowess, and the mighty leaders that captained them. Trained from an early age, the warriors of Erebor were the main bulk of Thrór's army. Each was of exceptional skill and accustomed to the ways of war. The elite forces of Erebor were made of the Grim Hammers. These stalwart fighters were clad in thick-plated armour and bore large pick-hammers, the weapons for which they were named.

At the head of the army stood the King himself. Thrór was a powerful lord, with a skill in battle befitting a Dwarf lord of his standing. At his side stood his son, Thráin, and his grandson, Thorin. Thráin was a battle-hardened veteran who bore the physical scars of the wars he had fought, scars that paled in comparison to the marks that he left

upon his enemies. Thorin was a Dwarf of yet-untapped potential, a potential that would, in the coming years, come to fruition. It was under the rule of Thrór's line that Erebor flourished and was prosperous.

However, this time of prosperity would not last. For Thrór's love of gold had become too fierce and a sickness had begun to take over his mind. It wasn't long thereafter that Thrór's treasure hoard tempted fate. For Smaug, a great Fire-drake from the north, rained down destruction upon the kingdom of Erebor, slaughtering its people and claiming the mountain for himself. The Dwarves of Erebor were now homeless, and forced to roam Middle-earth in search of a new place to call their own.

Following Erebor's loss, Thrór's people set out to reclaim the lost kingdom of Moria from the clutches of the Orcs that resided within its huge stone halls. It was at the fateful battle of Azanulbizar that Thrór fell, beheaded by the Pale Orc, Azog. Driven mad with grief, Thráin rushed into the fray, only to be lost and presumed fallen like his father. It was in the midst of this tide of death that Thorin rose to the destiny he was meant for. With the use of an oaken branch, Thorin defeated Azog in combat – forever earning himself the moniker of 'Oakenshield'.

ARMY COMPOSITION

This army may include: Thrór; Thráin; Young Thorin Oakenshield; Young Balin the Dwarf; Young Dwalin the Dwarf; Grim Hammer Captains; Captains of Erebor; Grim Hammers and Warriors of Erebor.

ARMY BONUS

"Thrór ruled with utter surety, never doubting his house would endure" – Friendly Erebor Dwarf models count as being in range of a banner if Thrór is within 6".



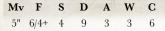
HEROES OF THE ARMY OF THRÓR



THRÓR......120 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF LEGEND

Perhaps the greatest king of his Age, Thrór was a Dwarf lord of unparalleled riches and grandeur. From his mountain fastness, Thrór ruled generously and justly and his armies patrolled the great east-west roads, ensuring wealth and peace for all. Eventually, Thrór's vast treasure hoard brought with it the Dragon-sickness known to plague the line of Durin, and ultimately, the attentions of the great Fire-drake, Smaug, who wrought fiery ruin upon the Dwarven King's hold. Even in the years of his exile from The Lonely Mountain, however, Thrór remained a powerful lord, and the armies of the Dwarves joined him at the ill-fated Battle of Moria.





WARGEAR

Heavy Dwarf armour, sword, shield and the Arkenstone.

Arkenstone PASSIVE — An heirloom that is undoubtedly the most treasured item amongst all those of Durin's folk, the Arkenstone glows as if with an inner light.

The bearer of the Arkenstone passes Fate rolls on a 3+. In addition, when taking a Fate roll, if the roll is a 4 or better, there is no need to expend the Fate point at all; it is free.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Strength
- · Heroic Challenge

OPTIONS

If your army includes Thrór, you may upgrade any number of Grim Hammers in his warband to Guardians of the King for +1 point. Guardians of the King have Strength 4.

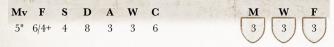
If your army does not include Durin, King of Khazad-dûm, then Thrór carries the Ring of Durin.

The Ring of Durin PASSIVE — One of the seven Dwarven Rings, the Ring of Durin is entwined with power.

Once per game, the bearer of the Ring of Durin may re-roll a single Priority roll.



Thrór's heir, Thráin, is a grim warrior who bears the scars of many hard-fought battles. Steadfastly loyal to his father, Thráin commanded the army of The Lonely Mountain when the Dwarf hold was at the height of its glory. Decades later, when Thrór was slain in such a humiliating manner by Azog, Thráin took command of the assembled Dwarven throng and hurled himself and his finest warriors at the Defiler in a desperate attempt for vengeance. It would be the last time he was seen for many a year.



WARGEAR

Heavy Dwarf armour and Master Forged two-handed hammer.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence

OPTIONS

If your army does not include Durin, King of Khazad-dûm, or Thrór, then Thráin carries the Ring of Durin.

The Ring of Durin PASSIVE — One of the seven Dwarven Rings, the Ring of Durin is entwined with power.

Once per game, the bearer of the Ring of Durin may re-roll a single Priority roll.

SPECIAL RULES

Durin's Heir PASSIVE — Even before his father's death, Thráin was beloved of Erebor's warriors. Any Dwarf would willingly fight beside him to the bitterest of ends.

Thráin's Stand Fast! is unusual. In addition to all of the normal rules for Stand Fast!, when Thráin passes a Stand Fast! roll, every friendly **Dwarf** model on the battlefield is automatically affected, including other **Dwarf Hero** models.

Blood Feud ACTIVE — Azog slew Thráin's father, an insult that cannot be borne.

Thráin re-rolls all failed To Wound rolls when making Strikes against Azog, and any model in the same army as Azog.



As Prince of Erebor, Thorin held a position of respect and honour among the Dwarven hosts who strode to war in the name of his grandsire. Even as a youth, Thorin possessed an impressive skill-at-arms and the courage to match it. This stood him in great stead when Smaug wrought such terrible devastation upon his home, and even more so at the great Battle of Moria many years later. In that battle, when all hope seemed lost and the line of Durin faced extinction, Thorin prevailed in spite of the odds, and earned himself the moniker 'Oakenshield'.

Mv F S D A W C 5" 6/4+ 4 7 3 3 6

M W F 3

WARGEAR

Dwarf armour and sword.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Strength
- · Heroic Defence
- Heroic Challenge

OPTIONS

The Oakenshield ACTIVE — At the Battle of Azanulbizar, Thorin famously took up a fallen tree branch and used it as a shield to protect himself from Azog's murderous onslaught. This one act propelled his legend, as word spread of the young Dwarf who had defeated the Pale Orc with oaken shield in hand.

The Oakenshield is a shield. Additionally, should Thorin opt to use it for Shielding during a Fight and he wins, he may make a single Strike at his Strength (receiving no bonuses from any weapons).

SPECIAL RULES

To Arms! — With a rallying cry, Thorin sounded the charge that led his kin to fight with redoubled fury.

Once per game, when moving Young Thorin Oakenshield, the controlling player may declare "To Arms!". At the start of the following Fight phase, all friendly **Erebor Dwarf** models within 3" increase their Strength by 1 for that phase.



Wherever Dwalin travelled, his older brother, Balin, was sure to be found. Wise, even in his youth, Balin was the kind of Dwarf that others sought out for sage counsel, although he was in no way lacking for skill-at-arms. At the Battle of Azanulbizar, Balin joined Thorin in rallying the wavering Dwarven hosts, charging to victory up the corpsestrewn slopes beside his beloved kinsmen.

YOUNG BALIN THE DWARF55 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 4/4+ 4
 5
 2
 2
 6
 1
 3
 2

WARGEAR

Dwarf armour and sword-mace.

Sword-mace Young Balin carries a fearsome weapon, part sword and part spiked mace.

This weapon may use the Feint or Bash Special Strikes.

HEROIC ACTIONS

Heroic Defence

SPECIAL RULES

The Young Sage ACTIVE — Even as a youth, Balin possessed a wisdom beyond his years and his counsel was heard by kings and princes.

In the Priority phase, Young Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.



Thorin's able companion and comrade-in-arms, Dwalin is one of the most skilled fighters, and perhaps the strongest Dwarf, in all of Erebor. When Thorin escaped the wrath of Smaug, Dwalin and his brother Balin were beside him and, years later, they remained so at the Battle of Moria. In a melee there is no Dwarf more unflinchingly violent than Dwalin and, when armed with his paired axes 'Grasper' and 'Keeper', he is capable of taking a bloody tally of his foe.

YOUNG DWALIN THE DWARF......85 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 5/4+ 5 6 3 2 6 2 2 2

WARGEAR

Dwarf armour and two axes.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Strength

SPECIAL RULES

Fearless.

Weapon Master — Dwalin is a deadly warrior, whether he carries a weapon or not.

Young Dwalin the Dwarf is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

Dwarven Fury – Young and brash, Dwalin will often take unnecessary risks in order to slay his foes even quicker.

Before making a Duel roll, Young Dwalin the Dwarf may choose to reduce his Fight value by D3. If he does this, Young Dwalin the Dwarf may re-roll all failed To Wound rolls in the following fight.



Those that command the Grim Hammers are chosen to lead for their strength in battle. These headstrong warriors fight with a grim determination and a fury seldom seen outside their ranks. Upon the battlefield, these captains can be counted upon to be fighting where the going is hardest, smashing the shields of their enemies aside and piercing their armour.

GRIM HAMMER CAPTAIN70 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 5/4+ 4
 8
 2
 2
 5
 2
 1
 1

WARGEAR

Heavy Dwarf armour, pick-hammer and throwing axes.

Pick-hammer ACTIVE – These are hand-and-a-half weapons, which may use either the Bash or Piercing Strike Special Strikes.

HEROIC ACTIONS

· Heroic March



Under the command of its captains, the armies of Erebor are more than a match for any army in Middle-earth. Sturdy warriors with decades of experience, these captains are grizzled and tough fighters, and have accomplished feats that serve as inspiration for those under their command.

CAPTAIN OF EREBOR.......60 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv	F	S	D	A	W	C		W	
5"	5/4+	4	7	2	2	5	2	1	1

WARGEAR

Dwarf armour and axe.

HEROIC ACTIONS

Heroic March

OPTIONS

Shield......5 points

WARRIORS OF THE ARMY OF THRÓR



GRIM HAMMER......11 POINTS

DWARF, EREBOR, INFANTRY, WARRIOR

Mv F S D A W C 5" 4/4+ 3 7 1 1 4

WARGEAR

Heavy Dwarf armour, pick-hammer and throwing axes.

Pick-hammer ACTIVE – These are hand-and-a-half weapons, which may use either the Bash or Piercing Strike Special Strikes.

OPTIONS

War horn	30 points
Banner	25 points

The vanguard of the armies of Erebor was often formed of Grim Hammers. These staunch warriors are clad from head to toe in thick-plated armour, and are armed with the pick-hammers for which they are named. Many an enemy army has been thwarted by these indomitable warriors, the Grim Hammers crushing both armour and bone as they bring down their weapons upon their foes.



WARGEAR

5" 4/4+

Dwarf armour and axe.

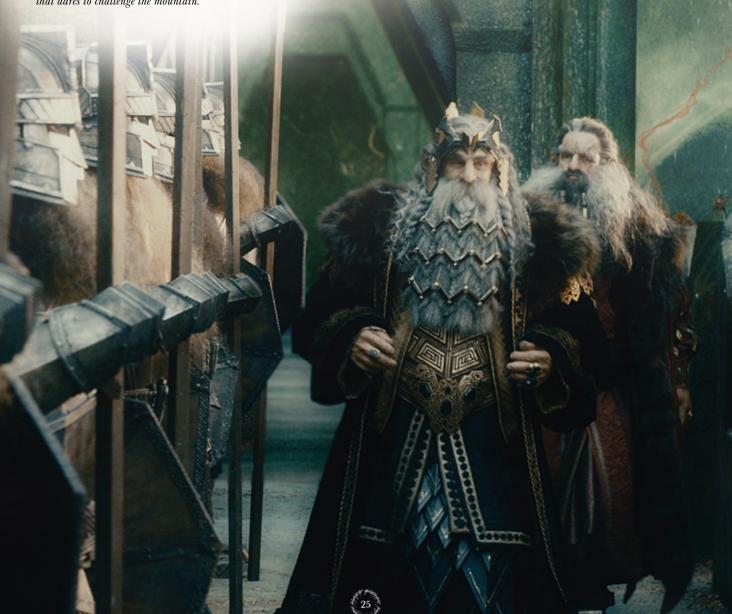
OPTIONS

War horn	30 points
Banner	25 points
Shield	1 point
Spear	1 point

DWARF, EREBOR, INFANTRY, WARRIOR

WARRIOR OF EREBOR......8 POINTS

Erebor has always boasted one of the finest Dwarven armies in Middle-earth, their warriors well-drilled and equipped with the best armour and weapons that can be made. Veterans of many battles, it is these warriors that are tasked with the defence of Erebor against any threat that dares to challenge the mountain.



THE IRON HILLS

he Iron Hills are unusual among the great Dwarf holds, in that their fame stems neither from their wealth nor the glory of their artifices and the labour that has crafted them. Instead, the Iron Hills are known for a single, simple accolade: their military might. At the time of the Battle of the Five Armies, the army of the Iron Hills is one of the most disciplined and experienced fighting forces in Middle-earth, and has fought relentlessly since the tragic victory of Durin's Folk at the Battle of Azanulbizar.

Dáin Ironfoot is the undisputed master of the Iron Hills, a ferocious warrior-lord who won his reputation in battle against Azog's Legions as a youth, and has lost none of his savagery in the many years since. Having tasted the bitterest of sacrifices on the slopes of the Dimrill Dale, Dáin and his warriors have used the decades that followed to hone their skills, crushing every Orc and Goblin army they encounter. This warlike lifestyle has forged the Iron Hills Dwarves into an implacable and remorseless foe, indomitable in battle and unflinching even against horrendous odds.

They have learned to adapt to overcome their weaknesses, harnessing beasts of burden to speed their finest warriors into battle, and innovating powerful war machines to protect their ranks. For all their savvy, however, the undeniable truth of warfare against the Dwarves of the Iron Hills is that death awaits their foes at the shieldwall. In the press of combat, their iron-edged shields present an immovable bulwark, through which barbed spears offer death to the enemy. At a barked word from their captains, these veteran Khazad execute precise orders, even under the most duress, sure in the knowledge that there is no foe that they cannot overcome.

Behind their intense martial skill and discipline lies the fiery wrath of a Dwarf at war, for the Iron Hills Dwarves honour the bonds of kin above all else. It is for this purpose that Dáin and his warriors march on Erebor, for Dáin is Thorin's cousin by blood and friend by choice. When the ravens reached the Lord of the Iron Hills, with the message that Erebor was once again in the hands of the Dwarves, no time was lost... the Iron Hills would aid their kin, and woe-betide any who stood in their path.

ARMY COMPOSITION

This army may include: Dáin Ironfoot, Lord of the Iron Hills; Iron Hills Captains; Múrin & Drár; Iron Hills Dwarves; Iron Hills Goat Riders; Iron Hills Chariots; Iron Hills Ballistae.

ARMY BONUS

"Ironfoot has come!" – In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you may modify your own Reinforcements rolls for warbands from this army list by +1 or -1. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.

Additionally, Dáin Ironfoot, Lord of the Iron Hills receives the Master of Battle 4+ special rule.



HEROES OF THE IRON HILLS



DÁIN IRONFOOT, LORD OF THE IRON HILLS140 POINTS DWARF, IRON HILLS, INFANTRY, HERO - HERO OF LEGEND

Dáin Ironfoot is the Lord of the Iron Hills and cousin to Thorin, King Under the Mountain. As stubborn as he is formidable, Dáin is known across Middle-earth for his unrivalled skill in battle and his fearsome temper. Dáin charges into battle upon his great war boar and wields a massive Dwarven hammer which he uses to bludgeon and crush those Orcs foolish enough to stand in his way. Having led the Dwarves of the Iron Hills in countless battles, Dáin commands unwavering loyalty from those who follow him. At the Battle of the Five Armies, Dáin leads his kin against Azog's Legion to protect Thorin, his company, and the newly reclaimed kingdom of Erebor.

Mv	F	S	D	A	W	C
5"	6/4+	5	8	3	3	7



WARGEAR

Heavy Dwarf armour and two-handed hammer.

HEROIC ACTIONS

- · Heroic Resolve
- Heroic March
- · Heroic Strike
- · Heroic Strength
- · Heroic Challenge

OPTIONS

War boar20 points

WAR BOAR

Mv F S D A W C 8" 4/5+ 4 6 0 2 3

SPECIAL RULES

Burly, Fearless.

Lord of the Iron Hills PASSIVE — Dáin is the undisputed Lord of the Iron Hills, and as such his stoic warriors will follow him into any battle without question.

Whilst Dáin Ironfoot, Lord of the Iron Hills is alive on the battlefield, all **Iron Hills Dwarf** models within 12" of Dáin automatically pass all Courage tests they are required to make.

Fiery Temper ACTIVE — Dáin's temper is so fierce that his fury could be his downfall.

As soon as Dáin Ironfoot, Lord of the Iron Hills kills an enemy model, for the rest of the game, if Dáin is in range to Charge, he must do so if he is able to.

Fearsome Charge PASSIVE — The sight of Dáin charging into battle is a terrifying sight to behold and not a challenge that many would face willingly.

In a turn that Dáin Ironfoot, Lord of the Iron Hills Charges into combat, he causes Terror until the end of the turn.

Headbutt ACTIVE – Dáin's thick skull is just as likely to knock down an enemy as his hammer.

If Dáin Ironfoot, Lord of the Iron Hills wins a Duel roll but fails to slay his opponent, select one enemy Man-sized (or smaller) model in the fight and roll a D6. On a 5+, Dáin will headbutt that model and it will be Knocked to the Ground.



MÚRIN & DRÁR.....140 POINTS FOR BOTH

DWARF, IRON HILLS, INFANTRY, HERO - HEROES OF FORTITUDE

Unlike the vast majority of the Dwarves of Middle-earth, Múrin and Drár have developed an unusual taste for wandering the many lands and realms in search of adventure. Although they spend much of their time bickering, as most Dwarves do, these close companions have travelled far and wide beyond their mountain home, and more than once have found themselves embroiled in a fight to aid those Free Peoples who need it most. The rash and daring Múrin has developed great skill with his sword, Kalazâl, and Sauron's minions of all kinds have felt its cutting blade. In contrast Drár is a calm and collected fellow, preferring instead to arm himself with a bow – a weapon he possesses incredible skill with.

MÚRIN

Mv	F	S	D	A	W	C
5"	5/4+	4	8	2	2	5



WARGEAR

Dwarf armour, shield and Kalazâl.

Kalazâl ACTIVE – This is a sword. Additionally, Múrin receives a bonus of +1 To Wound when making Strikes against **Orc** models, **Goblin** models and **Uruk-hai** models.

HEROIC ACTIONS

· Heroic Strike

DRÁR

Mv	F	S	D	A	W	C
5"	5/4+	4	7	2	2	5



WARGEAR

Dwarf armour and Dwarf bow.

SPECIAL RULES

Expert Shot.

HEROIC ACTIONS

· Heroic Accuracy



Even more skilled in the art of war than their kin, Captains of the Iron Hills are hand-picked for their role by Dáin himself. These Dwarves command from the front, and will be found fighting right in the thick of battle. However, it is not only their combat skill, but their tactical prowess that sets them apart from the Dwarves under their command.

IRON HILLS CAPTAIN80 POINTS DWARF, IRON HILLS, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 5/4+
 4
 8
 2
 2
 5
 2
 1
 1
 1

WARGEAR

Heavy armour, war spear, sword and shield.

HEROIC ACTIONS

Heroic March

OPTIONS

May exchange war spear	
for mattock (see below)	Free
War goat (see page 30)	10 points

SPECIAL RULES

Master of Battle (5+), Shieldwall.

WARRIORS OF THE IRON HILLS



The Dwarves of the Iron Hills will follow their lord into battle without question, their unbending resolve and will to fight driving them forwards against unassailable odds. Many Dwarves are equipped with huge mattocks or crossbows, whilst others are armed with long spears and broad shields; these Dwarves are highly trained in the art of forming a nigh-impenetrable shieldwall. Just as with Dwarven armour, no weakness is permitted in the army of the Iron Hills, and so the Dwarves of Dáin's army are the finest of their kind.

IRON HILLS DWARF......11 POINTS DWARF, IRON HILLS, INFANTRY, WARRIOR

Mv	F	S	D	A	W	C
5"	4/4+	4	7	1	1	4

WARGEAR

Heavy armour, sword and shield.

SPECIAL RULES

Shieldwall.

OPTIONS

May exchange shield for mattock	Free
May exchange shield for crossbow	1 point
Spear	1 point
Banner	points

Mattock ACTIVE – A mattock is a two-handed weapon that can either use the Bash or Piercing Strike Special Strikes.



IRON HILLS GOAT RIDER......20 POINTS

DWARF, IRON HILLS, CAVALRY, WARRIOR

Whilst other Dwarven kingdoms prefer to keep their feet firmly planted on the ground, the Dwarves of the Iron Hills utilise the mountain goats native to their homeland to ride to war. When Dáin's goats hit home, they do so in an avalanche of steel plates and stone-hard horns. Shieldwalls are smashed aside and enemy warriors are hurled to the ground like ragdolls, even as the skilled riders plunge razor-edged spears through armour and flesh.

WARGEAR

Heavy armour, sword, war spear and war goat.

OPTIONS

May exchange war spear for mattock.....Free Banner......25 points

WAR GOAT (GOAT, IRON HILLS)

8" 2/6+ 4

SPECIAL RULES

Mountain Dwellers.

Devastating Charge ACTIVE – The force of the Goat Rider's charge is enough to knock even the most sure-footed of foes to the ground.

When this model Charges into combat against one or more Man-sized (or smaller) models, roll a D6 for each. On a 5+, that model is immediately Knocked to the Ground.



IRON HILLS BALLISTA......90 POINTS

SIEGE WEAPON, IRON HILLS

Dáin's army charges down the hills outside Erebor under the protection of massive Dwarven ballistae. Firing huge spears with giant chains spinning around them, these bolts effortlessly rip enemy arrows out of the sky – rendering enemy archers all but useless. When these bolts strike their target, they cut huge chunks from the enemy's ranks as well as from the ground.

Siege Engine	Strength	Defence	Wounds
Ballista	(8)	10	4

CREW

An Iron Hills Ballista is a large **Siege Engine** and is crewed by four Iron Hills Dwarves with heavy armour and swords. One of these is automatically the Siege Veteran (we recommend the Dwarf who is pointing). All crew members have the **Dwarf, Iron Hills, Infantry** and **Warrior** keywords.

Mv	F	S	D	A	W	C	
5"	4/4+	4	6	1	1	4	

OPTIONS

Iron Hills Dwarf Engineer Captain	75 points
Superior Construction	15 points
Additional Dwarf Crew	10 points each

SPECIAL RULES

Reliable – The Dwarves that crew these war machines are experts at hitting their desired targets.

When firing an Iron Hills Ballista at a target, the shot will only scatter 3", rather than 6". Furthermore, the Iron Hills Crew may re-roll 1s to hit.

The Old Twirly WhirliesACTIVE – Iron Hills Ballistae are designed to shred any arrows that cross the path of their bolts.

The Iron Hills Ballista always counts as declaring a Heroic Shoot – there is no need to spend Might. Additionally, the Ballista follows the rules for Volley Fire. When the Ballista hits a target, place a marker under the centre of the target model. Draw a line from the centre of the Ballista to the centre of the marker. Shooting attacks that are Strength 6 or less cannot target any model within 3" of that line for the remainder of the turn. Additionally, shooting attacks that are Strength 6 or less cannot be made if they cross the line at any point. If a shooting attack that is Strength 7 or more targets a model that is either within 3" of the line, or the shot crosses the line, roll a D6. On the roll of a 5+, the shooting attack is prevented. At the end of the turn, remove any marker placed due to this special rule.

Tremendous ImpactACTIVE — The bolts from these deadly weapons crash into the foe with tremendous force, gouging out huge chunks of land, and the bodies of those unlucky enough to get in their way are sent sprawling to the ground.

If an Iron Hills Ballista scores a hit against a Battlefield Target, all Man-sized (or smaller) models within 2" are Knocked to the Ground. **Cavalry** models within 2" must take a Thrown Rider test. Additionally, any model within 2" also suffers a Strength 4 hit.



The vanguard of Dáin's army, these Chariots run ahead of the Iron Hills Dwarves, breaking apart enemy formations that dare to oppose them. Pulled by six goats at a time and with razor-sharp scythes attached to its wheels, any Orc that is unfortunate enough to get in the way of a charging Chariot will end up considerably shorter! Also equipped with a rapid fire bolt thrower, the Chariots are the Iron Hills' ultimate weapons of war.

IRON HILLS CHARIOT CREW

Mv	F	S	D	A	W	C
5"	4/4+	4	6	1	1	4

IRON HILLS CHARIOT

Mv	F	S	D	A	W	C
8"	4/4+	4	8	9	5	3

WARGEAR

Heavy armour and sword.

OPTIONS

Iron Hills Captain (replaces driver)	75 points
Champions of Erebor (replaces crew, see page 34)	.325 points

SPECIAL RULES

Fearless, Monstrous Charge.



Dwarven Crew ACTIVE – The Iron Hills Chariot has four crew members. As crew members are slain, other Iron Hills Dwarves move to take their place atop the Chariot.

Any **Iron Hills Dwarf Warrior** may replace a slain crew member by ending their Move phase in base contact with the Chariot. Any **Iron Hills Dwarf Warrior** who joins the Chariot immediately drops their spear, shield, mattock, crossbow or banner.

Should the driver be killed, another **Iron Hills Dwarf** on the Chariot immediately takes their place. Any Chariot that has all of its crew slain is removed as a casualty.

Rapid Fire Bolt Thrower

ACTIVE — Attached to the Chariot is a bolt thrower. Capable of firing multiple shots in quick succession, this weapon makes the Chariot even more deadly.

Any **Iron Hills Dwarf**, that is not the driver, may man the rapid fire bolt thrower. This is a crossbow that fires D6 shots per turn. The bolt thrower only has a limited field of fire of 45° to its left or right. The Chariot may still fire even if it has moved its full distance that turn. Additionally, the Chariot does not suffer the -1 penalty for moving and shooting.

The Chariot may still shoot even if Engaged in combat and does not need an In The Way test for models Engaged with it. Each shot may target a different enemy. If it does this, then the Dwarf operating the rapid fire bolt thrower may not add its Attacks or Fight value to the Duel roll, and may not make Strikes, in the following Fight phase.

Chariot Charge ACTIVE — Iron Hills Chariots charge forward with deadly, yet unwieldy, force.

The Iron Hills Chariot is an unusual model and moves in the following way:

- At the start of the Move phase, the controlling player may pivot the Chariot up to 45°. When pivoting, the Chariot may touch models or terrain. In the case of models, move them out of the way by the shortest route possible. In the case of terrain, move the Chariot away just enough to complete its pivot.
- The Chariot may then move up to 4" in a straight line.
- If it has moved a full 4", it may pivot a further 45°.
- The Chariot may then move up to a further 4" in a straight line.
- When the Chariot moves, it ignores enemy models' Control Zones. Any models the Chariot comes into contact with whilst moving (not pivoting) will suffer three Strength 6 hits. If the model is slain then the Chariot may continue with its movement. Cavalry models suffer three hits on both the rider and the mount. If the rider survives but the mount is slain, the rider is thrown and, after testing on the Thrown Rider chart, is placed in base contact with the Chariot. Might may not be used to affect the result of these hits. A Chariot that is affected by a Heroic March may still inflict these hits as normal.
- If the model the Chariot Charged survives, the Chariot will still gain the benefits of its Monstrous Charge special rule.
- The Chariot may instead choose to forego its movement in order to pivot to face any direction. If a Chariot is moved by an enemy model, it may not pivot in this way.

The Chariot in CombatACTIVE – The platform upon which the crew stands is sturdy enough for them to fight from.

The Chariot counts as one model in a fight. Any surviving crew member that is not driving the Chariot adds their Attacks to the Duel roll. Additionally, the Chariot will also use the highest Fight value of any Dwarf that is on the Chariot (including the driver). No model that is riding on an Iron Hills Chariot can declare a Heroic Combat.

If beaten, any model wishing to Strike the crew must roll to see if they hit the crew or the Chariot. To do this, roll a D6 for each Strike. On a 4+, the Strike hits the crew member of the attacker's choice – anything else hits the Chariot.

If the Chariot loses the Fight, it does not Back Away. It also never counts as Trapped. If the Chariot is slain, then the crew inside are lost – remove the model as a casualty.

Large War Machine On a turn in which the Iron Hills Chariot Charges, it gains the Extra Attack and Knock to the Ground bonuses as if it was a **Cavalry** model. The Iron

Hills Chariot still gets these bonuses even if it charges a **Cavalry** model. When the Chariot is hit by a shooting attack, the shooter must take an In The Way test to determine if the Chariot or the crew are hit. On a 1-4, the Chariot has been hit and on a 5-6, it hits the Dwarf closest to the shooter. The Chariot may not make Jump, Climb, Leap or Swim tests, and may not lie down or defend barriers. It may not enter difficult terrain other than shallow water features (including swamps, rivers, etc.), which it is completely unimpeded by. The Chariot cannot be Barged, Hurled or knocked Prone for any reason.

The Chariot and Magic ACTIVE — Models with Magical Powers can use them on the Chariot, selecting either the Chariot itself or one of the crew members as the target. Magical Powers that affect multiple targets will automatically affect both the Chariot and its crew, if in range of the model. Only by affecting the Driver will a Magical Power such as Transfix or Compel impede the Chariot's movement (thereby causing it to remain stationary or take a move as described by the Magical Power). Finally, Magical Powers such as Sorcerous Blast, Nature's Wrath and Call Winds will not move the Chariot or knock it Prone, although they will still inflict any damage as detailed in the Magical Power's description.

Iron Hills Captain CIVE – If this upgrade is taken for the Chariot, then an Iron Hills Captain will replace the driver. The Iron Hills Captain will have all of the usual wargear and special rules that an Iron Hills Captain would normally possess whilst riding the Chariot (see page 29). The Chariot counts as a Hero for the Iron Hills army list and may be the army leader. If the Iron Hills Captain is taken, replace the Warrior keyword with Hero whilst the Captain remains alive.



CHAMPIONS OF EREBOR AS CREW: DESIGNER'S NOTE

Champions of Erebor — If this upgrade is taken for the Chariot, then instead of being crewed by four Iron Hills Dwarves, it is crewed by Balin the Dwarf, Champion of Erebor; Dwalin the Dwarf, Champion of Erebor; Kili the Dwarf, Champion of Erebor and Fili the Dwarf, Champion of Erebor. If the Champions of Erebor are taken, replace the Warrior keyword with Hero.

The Chariot is also subject to the following exceptions:

- Balin must always be the driver. Should Balin the Dwarf,
 Champion of Erebor be slain, another **Dwarf** on the Chariot
 immediately takes his place. Should all the Dwarves be slain,
 then the Chariot is removed as a casualty. If the Chariot is
 slain, the Dwarves take a Thrown Rider test instead.
- The Dwarves who ride the Chariot have all of their usual wargear and special rules (see pages 38-39) whilst riding in the Chariot.
- Dwalin must always man the rapid fire bolt thrower until he is slain.
- Unlike other Iron Hills Chariots, only Balin, Dwalin, Kili and Fili may ride this Chariot.
- Magical Powers may be directed at the Dwarves individually, in which case they will Resist and be affected individually with no impact on each other.

- In combat, the Chariot is very unusual in that a Duel can effectively have multiple models on both sides of the Fight. When making a Duel roll, make sure to roll each Dwarf's attacks separately for the purpose of using Might points. Additionally, each Dwarf may decide to use Special Strikes. If Kili or Fili use the Feint Special Strike, then the Fight values of all of the crew and the Chariot itself will be reduced by D3. If Kili or Fili use the Stab Special Strike, then only they will be affected. If Dwalin uses the Piercing Strike Special Strike then only his Strength and Defence will be affected.
- This version of the Chariot counts as four models for the purpose of working out Break points.
- The Chariot counts as a **Hero** for the Erebor Reclaimed army list and may be the army leader. It may not, however, lead a warband. If the Chariot is chosen as the leader of your army, then Balin is the leader for all intents and purposes.



IRON HILLS CHARIOT - MOVEMENT AND SHOOTING TEMPLATE

On this page is a template for use with your Iron Hills Chariot.

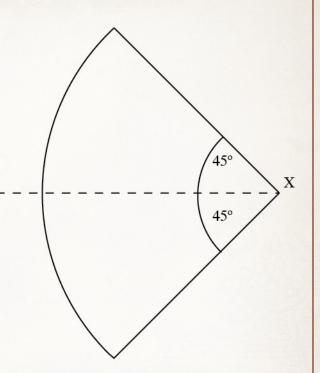
It is ideal for measuring the angle for pivoting your Iron Hills Chariot during its movement, and for working out which enemy models are within the rapid fire bolt thrower's field of fire.

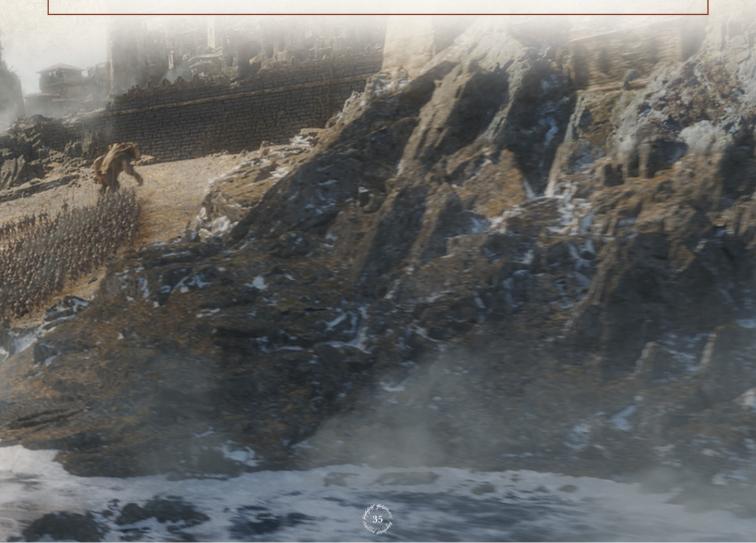
Feel free to print out this page for your own personal use or simply use the template on screen.

To use this template, place the corner marked X over the centre of the rapid fire bolt thrower with the dotted line running along the pole of the Chariot (the long wood and metal shaft running between and connecting the goats).

When pivoting the Chariot, keep the template still and pivot the Chariot about point X so that the pole is now facing up to 45° to either the left or the right, as shown by the template.

When firing the rapid fire bolt thrower, place the template as described above. This is the rapid fire bolt thrower's field of fire.





EREBOR RECLAIMED

Mountain, reclaiming his birthright – and now he sits upon the throne of Erebor as King Under the Mountain. However, all is not well within the mountain's walls. For the Arkenstone is still seemingly missing, driving Thorin into near-madness in order to find the King's jewel. As his desperation grows, a sickness begins to seep into Thorin's mind – the same sickness that drove his grandfather to madness many years before.

Amidst his search for the Arkenstone, Thorin is confronted by a host of Elves and Men at his gates, demanding the share of the treasure that was pledged to them. However, Thorin will not be swayed and refuses that which was promised – tarnishing his word, and the word of the Hobbit who spoke on his behalf. Appalled with what he has witnessed, Bilbo gifts the Arkenstone to Bard as a token to make Thorin honour his word.

Confronted once more by the armies of Elves and Men, Thorin sends a raven with a message calling for aid to his cousin, Dáin. The sound of iron-shod boots heralds the arrival of Dáin Ironfoot and his army of hardy Iron Hills Dwarves, as they come to the aid of their king. As the ranks of Elves and Dwarves clash in a bloody melee, Thorin retreats back into Erebor to continue his search for the Arkenstone, an action that the members of the company do not receive well.

Within the halls of Erebor, Thorin eventually realises what he has become. Casting aside the sickness that had poisoned his mind, Thorin rallies his companions and readies them for war. With the Battle of the Five Armies raging on outside of Erebor's gates, Thorin leads his company's charge into the fray. The sight of the charge of the champions of Erebor rallies the surviving Iron Hills Dwarves to their king.

The company of Thorin Oakenshield now fights alongside the Dwarves of the Iron Hills, locked in mortal combat with the foul beings of Azog's legions. Such is the courage that Thorin has renewed in his kin that they will all fight with reinvigorated strength in defence of the mountain.

ARMY COMPOSITION

This army may include: Thorin Oakenshield, King Under the Mountain; Balin the Dwarf, Champion of Erebor; Dwalin the Dwarf, Champion of Erebor; Kíli the Dwarf, Champion of Erebor; Fíli the Dwarf, Champion of Erebor; Bifur the Dwarf, Champion of Erebor; Bofur the Dwarf, Champion of Erebor; Bombur the Dwarf, Champion of Erebor; Ori the Dwarf, Champion of Erebor; Nori the Dwarf, Champion of Erebor; Dori the Dwarf, Champion of Erebor; Ori the Dwarf, Champion of Erebor; Glóin the Dwarf, Champion of Erebor; Dáin Ironfoot, Lord of the Iron Hills; Iron Hills Captains; Iron Hills Dwarves and Iron Hills Goat Riders.

The profile for Dáin Ironfoot, Lord of the Iron Hills can be found **on page 27**. Dáin Ironfoot, Lord of the Iron Hills counts as a Hero of Valour if taken as part of an Erebor Reclaimed army list.

The profile for Iron Hills Captains can be found **on page 29**. Iron Hills Captains count as a Hero of Fortitude if taken as part of an Erebor Reclaimed army list.

The profile for Iron Hills Dwarves can be found **on page 29**.

The profile for Iron Hills Goat Riders can be found on page 30.

ADDITIONAL RULES

Thorin, and all twelve Champions of Erebor, may be deployed as one warband if you wish, so long as the warband contains no other models.

ARMY BONUS

"Will you follow me, one last time" – All friendly Erebor Dwarf models from this army list gain the Du Bekâr! special rule.

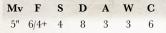


HEROES OF EREBOR RECLAIMED



THORIN OAKENSHIELD, KING UNDER THE MOUNTAIN......115 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF LEGEND

The Lonely Mountain has been reclaimed; Thorin Oakenshield now sits upon the throne of Erebor. Yet despite this great triumph, a sickness lies upon the great treasure hoard of his people; the same sickness that infected the High King, Thrór, has now befallen his grandson. However, with the Battle of the Five Armies raging outside the gates of Erebor, Thorin remembers that true wealth in life does not lie with gold, but with honour and standing with his friends. Proving that he truly is the king that his kin had always believed in, Thorin now charges forth from the gates of Erebor to fulfil the duty of the King Under the Mountain. Finally embroiled in mortal combat with Azog, Thorin Oakenshield's finest hour will ultimately be his last.





WARGEAR

Heavy Dwarf armour and sword.

HEROIC ACTIONS

- · Heroic Resolve
- Heroic Strike
- · Heroic Strength
- Heroic Challenge

OPTIONS

Orcrist (see page 9)	.10 points
War goat (see page 30)	.10 points

SPECIAL RULES

A Score to Settle ACTIVE — Thorin has vowed to rid the world of his bitter enemy once and for all.

Thorin Oakenshield, King Under the Mountain re-rolls all failed rolls To Wound when making Strikes against Azog.

Ancestral Fury ACTIVE — Never has Thorin Oakenshield fought so hard to avenge his fallen kin.

Thorin Oakenshield, King Under the Mountain may call a Heroic Combat every Fight phase without expending Might.



After recovering his strength from his brush with death at the hands of a Morgul arrow, Kili is now ready to fight alongside his kin upon the field of battle. Charging into the fray with his brother at his side, Kili has prepared himself for the fact that he may have to give his life in order to protect those that he loves.

KÍLI THE DWARF, CHAMPION OF EREBOR.....75 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M		
5"	5/3+	4	8	2	2	5	3	1	1

WARGEAR

Heavy Dwarf armour and sword.

HEROIC ACTIONS	OPTIONS
 Heroic Accuracy 	War goat (see page 30)10 points
Heroic Strike	Dwarf bow5 points

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Combat Synergy *ACTIVE* – Fili and Kili fight together with one purpose, effortlessly coordinating their offensive.

If they are in base contact, Fili the Dwarf, Champion of Erebor and Kili the Dwarf, Champion of Erebor may choose to swap places with one another at the start of any phase – this does not count as moving.

Du Bekâr! PASSIVE — Kíli fights hard for his royal kinsman, striving both to protect him and make him proud.

A model with this special rule counts as being in range of a banner if they are within 6" of Thorin Oakenshield, King Under the Mountain.



Having finally reached Erebor with his brother following their encounter with Smaug in Lake-town, Fili finds his uncle tormented and falling into sickness. Remaining completely loyal to Thorin and his brother, Fili does not hesitate in joining his kin in taking up arms in the Battle of the Five Armies. Fili will fight with utter loyalty for his uncle, and is willing to give his life, should it come to that.

FÍLI THE DWARF, CHAMPION OF EREBOR......75 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 5/3+ 4 8 2 2 5 3 1 1

WARGEAR

Heavy Dwarf armour and sword.

HEROIC ACTIONS	OPTIONS
 Heroic Strike 	War goat (see page 30)10 points
 Heroic Strength 	Dwarf bow

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Combat Synergy ACTIVE – See above.

Du Bekâr! PASSIVE – See above.



Like his brother, Balin has accompanied Thorin for many years, ever since Smaug drove them from their ancestral home. The aging Dwarf has guided his liege with wisdom through their long exile, and has witnessed him mature from a fiery young prince into the king that will restore the glory of the Dwarves. Although older than others within the company, Balin is still capable of drawing from his reserves of strength and skill when needed in order to fight.

BALIN THE DWARF, CHAMPION OF EREBOR.....60 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF VALOUR

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 3
 8
 2
 2
 6
 1
 3
 2

WARGEAR

Heavy Dwarf armour and two-handed mace.

HEROIC ACTIONS

- · Heroic Resolve
- · Heroic Defence

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Longbeard ACTIVE – Balin's grand age brings with it a wealth of wisdom.

In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.



Having fought alongside Thorin since the Battle of the Dimrill Dale, Dwalin's loyalty to his king is unwavering. His sense of duty to Thorin is unmatched within the company and he will follow him into any battle without question. Versed in all manner of weaponry, Dwalin is an unstoppable force against Azog's legions. However, as the Battle of the Five Armies provides Dwalin with his hardest fight to date, the fortitude of even this mighty warrior will be needed more than ever.

DWALIN THE DWARF, CHAMPION OF EREBOR.....115 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF VALOUR

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 6/4+ 5
 8
 3
 2
 6
 3
 2
 2

WARGEAR

Heavy Dwarf armour, two-handed axe and two axes.

HEROIC ACTIONS OPTIONS

- Heroic Strike War goat (see page 30)......10 points
- · Heroic Strength

SPECIAL RULES

Burly, Fearless, Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Weapon Master ACTIVE — Dwalin is a deadly warrior in any situation, whether he carries a weapon or is armed with just his fists.

Dwalin the Dwarf, Champion of Erebor is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

The King's Axeman ACTIVE — None in Middle-earth can hope to rival Dwalin's skill with an axe.

Whilst he has the **Infantry** keyword, at the beginning of each fight, Dwalin the Dwarf, Champion of Erebor can choose to use either an axe in each hand, in which case he fights with 4 Attacks, or use a two-handed axe.



Having survived Smaug's wrath, Bifur now turns his fury to the legions of Orcs that march upon Erebor, the axe-blade lodged in his skull having both scarred him and rendered him unable to speak the common tongue. It is not known what would happen should the axe-blade be removed. It could leave him paralysed, or it may allow him to finally communicate with those other than his kin, a skill that would prove invaluable in the Battle of the Five Armies.

BIFUR THE DWARF, CHAMPION OF EREBOR......65 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 4/3+ 4 8 2 2 5

WARGEAR

Heavy Dwarf armour and hand-and-a-half axe.

HEROIC ACTIONS

Heroic Strike

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain), Throw Stones (range 8", Strength 1).

Embedded Axe-blade ACTIVE — Although it will cause considerable pain, removing Bifur's axe-blade may allow him to speak the common tongue again.

If Bifur the Dwarf, Champion of Erebor wins a fight, he may choose to headbutt his enemy with the axe-blade embedded in his skull. Instead of striking normally, he may make a single Strike against his opponent. If Bifur manages to successfully wound his opponent, then the axe has been removed from his skull. Once the axe-blade is removed, Bifur may call a Heroic Move each turn without reducing his own Might store.



Having enjoyed the Master's feast perhaps too much, Bofur found himself left behind in Lake-town. However, it was here that he witnessed first-hand the nobility of the Elves. Watching as the Elf maiden Tauriel healed Kíli of his mortal wounds, Bofur was able to appreciate the differences between the two races. Now reunited with his kin, Bofur joins the charge into the Battle of the Five Armies, to fight side-by-side with both Dwarves and Elves alike.

BOFUR THE DWARF, CHAMPION OF EREBOR......65 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 4
 8
 2
 2
 5
 2
 1
 1

WARGEAR

Heavy Dwarf armour and hand-and-a-half hammer.

HEROIC ACTIONS

- · Heroic Resolve
- · Heroic Strike

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Steadfast PASSIVE — Bofur's boundless optimism allows him to press on through seemingly impossible odds with the same determination as ever.

Whenever Bofur is targeted by a Magical Power or special rule, he may try to ignore its effects. Roll a D6. On the score of a 2+, its effects are ignored. This roll may be modified by Might. If you wish to try to Resist a Magical Power, you must do so before making Bofur's Steadfast roll.



Easily the largest of the Dwarves in Thorin's Company, Bombur is much more content when he is eating rather than fighting. However, the company's encounters with Goblins, Wargs, Orcs and Trolls have managed to help this always jolly Dwarf grow into a solid, if rather unconventional, warrior. Bombur now takes these newfound skills to battle against Azog's legions.

BOMBUR THE DWARF, CHAMPION OF EREBOR.....60 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 4
 7
 2
 3
 5
 2
 1
 1

WARGEAR

HEROIC ACTIONS

Heavy Dwarf armour and flail.

• Heroic Defence

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Beefy ACTIVE – Bombur's bulk makes him formidable.

When Bombur the Dwarf makes Strikes, he may choose to use the Bash Special Strike just as if he were using a mace.

Lumbering PASSIVE – Bombur is quite overweight, and is far from being nimble or agile.

When making Jump or Climb tests, Bombur the Dwarf must re-roll results of 6. Additionally, he may not call Heroic Moves.

Raising Spirits — Bombur can lift flagging morale with a kindly word or a proffered treat.

Once each turn, at any point in Bombur's Move phase, choose a friendly model in base contact with Bombur the Dwarf and roll a D6. On a 4+, the chosen model regains a point of Will spent earlier in the battle (or campaign).



The youngest member of Thorin's Company, Ori was oft considered the weakest member of the group. But by possessing a valiant heart, Ori has been able to overcome all of the dangers in his way, proving his worth to the company and emerging stronger from each encounter. No longer needing to be looked after by his older brothers, Ori now proudly fights alongside his kinsmen, proving to be every bit the brave warrior he always believed himself to be.

ORI THE DWARF, CHAMPION OF EREBOR.....55 POINTS

DWARF, EREBOR, INFANTRY, HERO – HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 4/3+ 3
 7
 2
 2
 5
 1
 3
 1

WARGEAR

Heavy Dwarf armour and hand-and-a-half axe.

HEROIC ACTIONS

· Heroic Defence

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Chronicler ACTIVE — Ori's hope is to document the adventures of his kinsmen and compile them into a record worthy of their exploits.

Any time that Thorin Oakenshield, King Under the Mountain, or a Champion of Erebor slays an enemy **Hero** or **Monster** model within 3" of Ori the Dwarf, that model immediately regains a point of Might, Will or Fate (your choice) that has previously been spent in that game (or campaign).



Having travelled much of Middle-earth, Nori is well practiced in various fighting styles with an array of different weapons. With a habit of 'borrowing' items from his travels, Nori is also used to relieving others of their weapons. Within Erebor's halls, Nori has found himself in the unusual position of having too much choice of weaponry when searching through Smaug's treasure hoard. Having settled on his preferred combination of mace and shield, Nori heads into battle able to finally show his true combat potential.

NORI THE DWARF, CHAMPION OF EREBOR.....80 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 5/4+ 4 8 3 2 5

WARGEAR

HEROIC ACTIONS

Heavy Dwarf armour, mace and shield.

Heroic StrikeHeroic Strength

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Weapon Master — Nori has spent a lot of time travelling the world and fighting with many different 'borrowed' weapons.

Nori the Dwarf is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

Weapon Synergy ACTIVE – Nori is finally in possession of his preferred weapons, allowing him to fight with even more skill.

Nori the Dwarf, Champion of Erebor may re-roll one dice to win a Duel and may re-roll one dice when making Strikes.



With his brothers forging themselves into more mature and capable warriors, Dori is no longer required to keep as watchful an eye upon them. Not needing to hold back to ensure the safety of his kin, Dori can now unleash his full fury upon the legions of Orcs that threaten them, enabling him to keep his brothers safe by other means.

DORI THE DWARF, CHAMPION OF EREBOR......75 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 5/4+
 4
 8
 3
 2
 5
 2
 1
 1

WARGEAR

HEROIC ACTIONS

Heavy Dwarf armour and two-handed mace.

Heroic StrengthHeroic Defence

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

A Good Sort Really PASSIVE – Dori is very kindly at heart and looks out for Bilbo Baggins when he is in peril.

If Bilbo Baggins, Master Burglar is within 3" of Dori the Dwarf, Champion of Erebor, he may spend Dori's Might, Will and Fate points as if they were his own.

Weapon Master ACTIVE — Dori's deadly skill with weaponry belies his diminutive size and kind-hearted nature.

Dori the Dwarf, Champion of Erebor is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.



Óin is a wily old Dwarf, his beard having gone grey with age and his hearing not being what it once was. Óin, along with his brother Glóin, joined the company of Thorin Oakenshield out of loyalty to their distant cousin. Óin's skills lie in his knowledge of plants and herbs for the purpose of healing. He also claims to be able to read the portents, although the other members of the company are dubious of this.

ÓIN THE DWARF, CHAMPION OF EREBOR......65 POINTS

DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 4/4+ 4 8 1 2 6 1 4 1

WARGEAR

Heavy Dwarf armour, sword and shield.

HEROIC ACTIONS

Heroic Resolve.

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

Healing Herbs ACTIVE — Óin has a great mastery of herbs and poultices, and can cure wounds, and sometimes severe injuries, with surprising speed.

In the Move phase, instead of moving, Óin the Dwarf may attempt to heal a friendly model with which he is in base contact. Roll a D6. On a 1-3, there is no effect. On a 4 or 5, the model regains a Wound lost previously in the game (or campaign). On a 6, the model regains all of its lost Wounds.

Prognostication PASSIVE – Óin gazes into the future to read the portents. Such an act takes a toll on him, but can be valuable to his comrades.

Once per Fight phase, Óin the Dwarf can expend a Will point to enable a friendly model within 3" to re-roll a single dice when making a Duel roll.



Although he was reluctant to leave behind his wife and son, Glóin shows his commitment to Thorin's cause, pledging his services and investment into his quest. Glóin is a formidable warrior, exceptionally skilled with his trusted axe. He is a veteran of many wars and has proven himself to be a valuable ally, one who many would consider themselves lucky to fight alongside.

GLÓIN THE DWARF, CHAMPION OF EREBOR......90 POINTS DWARF, EREBOR, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 5" 6/4+ 4 8 3 2 6 3 1

WARGEAR

Heavy Dwarf armour and two-handed axe.

HEROIC ACTIONS

- · Heroic Strike
- Heroic Strength

SPECIAL RULES

Sworn Protector (Thorin Oakenshield, King Under the Mountain).

A Warrior Born ACTIVE – Glóin is a fearsome fighter, whose blows waste no effort.

Glóin the Dwarf must re-roll scores of 1 To Wound in combat.

Weapon Master ACTIVE — Glóin is a ferocious warrior, regardless of what weaponry he holds.

Glóin the Dwarf, Champion of Erebor is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

ARMY OF LAKE-TOWN

ropped up on pillars atop the Long Lake lies the humble fishing town of Esgaroth, more commonly known as Lake-town, built upon the waters following the destruction of Dale as a safety measure against the Dragon that now lies within the Lonely Mountain. Those that dwell in Lake-town live an impoverished life, eeking out a meagre existence. For although the inhabitants of Lake-town are descended from the great city of Dale, the wealth of that once powerful kingdom has long since been lost.

Any wealth that may exist within the boundaries of Esgaroth is swiftly collected by the Master of Lake-town, who is not above fabricating 'ancient laws' in order to increase his standing. For the Master is a greedy man who will do anything to protect his great wealth, a way of being that has led the people of Lake-town to refer to him as 'Old Moneybags'. Constantly at the Master's side is the cowardly Alfrid, councillor to the Master – a scheming and untrustworthy man whose counsel can only be trusted upon to serve himself, and who undoubtedly shares the Master's love of gold.

In such a poor area as Esgaroth, wealth commands power and as such the Lake-town Guard will readily serve the one who holds the purse-strings – in this case the Master – and they will do his bidding in order to receive a cut of his wealth. Braga, the Captain of the Guard, ensures that the Master stays in power and that troublemakers are dealt with in an appropriate fashion, so long as he is paid well for his services.

Although Lake-town is not used to the ways of war, having not been involved in one for many a year, they still keep a ready guard who, whilst corrupt, will still defend their town should the need arise. These guards are trained with sword, spear and bow and, whilst much of the skill of Dale has been lost, they are able to fight and defend their town. However, among those that live in Esgaroth, there are some who are directly descended from the people, and even lords, of Dale. It is these Men that will take up the defence of Esgaroth and lead her guard in her greatest hour of need, in order to protect that which they hold dear against the oncoming fury of a Dragon enraged.

ARMY COMPOSITION

This army may include: Bard the Bowman; The Master of Laketown; Alfrid the Councilor; Braga, Captain of the Guard; Bain, Son of Bard; Sigrid & Tilda; Lake-town Guard Captains and Lake-town Guard.

The profile for Bard the Bowman can be found **on page 49**. Bard the Bowman counts as a Hero of Valour if taken as part of an Army of Lake-town army list.

The profile for Bain, Son of Bard can be found **on page 51**. Bain, Son of Bard counts as an Independent Hero if taken as part of an Army of Lake-town army list.

The profile for Sigrid & Tilda can be found **on page 50**. Sigrid & Tilda count as an Independent Hero if taken as part of an Army of Lake-town army list.

ARMY BONUS

The Master's Purse-strings – The Master of Lake-town's Moneybags special rule has a range of 12" rather than 6".



HEROES OF THE ARMY OF LAKE-TOWN



MASTER OF LAKE-TOWN......50 POINTS

MAN, LAKE-TOWN, INFANTRY, HERO - HERO OF VALOUR

The Master of Lake-town is the power-driven ruler of Esgaroth. More concerned with the acquisition of wealth, the Master cares little for the wishes of his people and will often deny them basic needs in order to hoard money. However, his status has guaranteed him the loyalty of the Lake-town Guard who, for a price, will help him maintain his position and keep 'troublemakers' at bay.

Mv	F	S	D	A	W	C
6"	4/4+	4	4	2	2	3



Dragon-sickness PASSIVE – Such is his greed, when presented with a vast sum of gold, the Master may well take his share of the wealth and flee.

WARGEAR

The Master of Lake-town is unarmed.

HEROIC ACTIONS

Heroic Defence

SPECIAL RULES

Moneybags ACTIVE - The Lake-town Guard are well aware that the Master holds the purse-strings, and they are ever eager to earn a reward.

The Master of Lake-town can choose to expend a single point of Might at the start of the Fight phase. If he does so, Braga, Captain of the Guard, any Lake-town Guard Captains or Lake-town Guard within 6" receive a bonus of +1 to their Fight value, and count as being in range of a banner, until the end of the phase.

At the start of the game, your opponent may select one of their Hero models to be the bearer of a large sum of gold. If the Master of Lake-town is ever in base contact with the bearer at the end of a Move phase, he must pass a Courage test or be removed as if he had just lost his last Wound.



Alfrid is the Master's advisor, counselling him in matters of importance in order to keep them both in a position of authority. Not above fabricating laws to ensure the survival of the Master's dominance, Alfrid craves power and will do anything to keep it. In truth, Alfrid's counsel can only really be relied on to serve himself.

ALFRID THE COUNCILLOR.....20 POINTS

MAN, LAKE-TOWN, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 3/4+ 3
 3
 1
 1
 3
 0
 3
 1

WARGEAR

Alfrid the Councillor is unarmed.

SPECIAL RULES

Dubious Counsel ACTIVE — Alfrid's counsel is sometimes wise, and sometimes self-serving.

Alfrid can choose to expend any number of Will points at the start of the Priority phase, before any dice are rolled. For each point of Will he expends, nominate a single friendly **Lake-town Hero** model within 6" and roll a D6. For each roll of a 2+, the nominated **Lake-town Hero** gains a point of Might. On the roll of a 1, however, the nominated **Lake-town Hero** instead loses a point of Might and Alfrid gains a point of Might. Might gained in this way can take the chosen **Lake-town Hero** model's store of Might points beyond its initial level.

First in command of the Lake-town Guard, Braga is a self-important man who has become accustomed to living a higher quality of life than the men he commands. Braga's loyalty lies more towards wealth than to his duty but, nevertheless, Braga is still competent enough with a sword to keep his position as Captain of the Guard, leading his men in service of the Master of Lake-town.



BRAGA, CAPTAIN OF THE GUARD50 POINTS MAN, LAKE-TOWN, INFANTRY, HERO - HERO OF FORTITUDE



WARGEAR

Armour and sword.

HEROIC ACTIONS

- · Heroic March
- · Heroic Defence

SPECIAL RULES

The Master's Puppet ACTIVE – Braga will do the Master's bidding, so long as he is well paid.

As long as the Master of Lake-town has Will points remaining, if Braga declares a Heroic Action within 6" of the Master of Lake-town, roll a D6. On a 4+, the Heroic Action is 'free' and no points of Might are spent.

Air of Self-importance PASSIVE — Braga greatly dislikes Bard and his family, following their lead is something Braga would deem beneath him.

Braga, any Lake-town Guard Captains, and any Lake-town Guard within 3" of him may not take part in any Heroic Actions called by Bard the Bowman; Bain, Son of Bard; Sigrid or Tilda.



The captains of the Lake-town Guard have seen more fighting than most within Esgaroth, yet they lack the steely determination of a true professional soldier. Nonetheless, they have guarded Lake-town for many a year from the evil that surrounds it and they are loyal to the Master of Lake-town, who ensures that they are well paid.

LAKE-TOWN GUARD CAPTAIN40 POINTS MAN, LAKE-TOWN, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 4/4+ 4
 5
 2
 2
 3
 2
 1
 1

WARGEAR

Armour and sword.

HEROIC ACTIONS

· Heroic March

WARRIORS OF THE ARMY OF LAKE-TOWN



The Lake-town Guard keep a watchful eye out for unwelcome intruders and are tasked with protecting the Men of the Lake from their enemies. As well as standing sentry and maintaining patrols, the Lake-town Guard are also enforcers of the Master of Lake-town's rule.

LAKE-TOWN GUARD5 POINTS MAN, LAKE-TOWN, INFANTRY, WARRIOR

Mv F S D A W C 6" 3/4+ 3 4 1 1 2

WARGEAR

Armour and sword.

OPTIONS

SURVIVORS OF LAKE-TOWN

ake-town has been left a smouldering ruin, torched and destroyed by the fury of Smaug the Terrible. Much of the settlement now lies beneath the surface of the Long Lake, and those remnants that are not are little more than charred wreckages of the town that was. Many of the people of Esgaroth suffered the same fate as the inhabitants of Dale, and even the wealth of the Master was not enough to save him from sharing the same demise as the town he had ruled over, as he was crushed by Smaug's carcass as it crashed into the lake.

Those that survived the Dragon's wrath were homeless and left with nothing, prepared to turn upon Alfrid in revenge for what they endured under the rule of the Master. Bard the Dragon Slayer's intervention, however, prevented further bloodshed, an act that would herald him as the new lord, following in his ancestors' footsteps.

Having taken up refuge within the ruins of the city of Dale, the survivors of Lake-town soon find themselves thrust into the Battle of the Five Armies, a battle they are less than prepared for. Although

weary from the ordeals faced in Esgaroth, the Lake-town militia take up arms in a desperate defence of their new home. What these militia lack in martial skill, they make up for in their determination to protect their home, with each man and woman committed to proving their worth to their cause. Seeing their leaders fight is enough to rally the militia and inspire them to charge into the fray again and again, desperate to not let a second home fall in such a short space of time.

It is in desperate times like these where some will rise to a potential they never knew they could. Formerly a bargeman, Bard finally rises to the position he was always destined to hold as he leads his people against the onslaught of Gundabad Orcs that swarm Dale's streets. Percy, the porter in Lake-town, rises to become second-in-command under Bard's leadership, leading the archers in defence of the city. Even a humble fisher-wife, Hilda-Bianca, plays her part, rallying the old, women and wounded to fight alongside the men for their survival.

ARMY COMPOSITION

This army may include: Bard the Bowman; Percy; Alfrid the Councillor; Bain, Son of Bard; Sigrid & Tilda; Hilda Bianca; Gandalf the Grey; Bilbo Baggins, Master Burglar; Lake-town Militia Captains and Lake-town Militia.

The profile for Alfrid the Councillor can be found **on page 46**. Alfrid the Councillor counts as an Independent Hero if taken as part of a Survivors of Lake-town army list.

The profile for Gandalf the Grey can be found **on page 16**. Gandalf the Grey counts as a Hero of Valour if taken as part of a Survivors of Lake-town army list.

DESIGNER'S NOTE:

In the films, following Smaug's destruction of Lake-town, some former members of the Lake-town Guard survive and journey to Dale, joining the ranks of the Lake-town Militia. With this in mind, it is completely acceptable to use Lake-town Guard models in this army list as Lake-town Militia in order to add even more variety to your force.

ARMY BONUS

"Any man who wants to give their last, follow me!"

— Bard the Bowman's Stand Fast! will affect other **Laketown Hero** models. Additionally, Bard the Bowman's Saviour of Lake-town special rule has its range increased to 12" instead of 6".



HEROES OF THE SURVIVORS OF LAKE-TOWN



Descended from the noble lords of Dale, Bard is the descendant of Girion and heir to the rule of Dale. Following the slaying of the Dragon, Smaug, Bard took up his rightful place as the leader of the Men of the Lake. Proving to be as noble a leader as his ancestors, Bard journeys to Erebor to seek fair settlement from the Dwarves in order to rebuild the homes of his people. However, Bard finds himself thrust into the middle of a battle against Azog's legions. Proving his skill in combat, Bard's efforts at the Battle of the Five Armies inspires his followers to draw on reserves of courage that only a handful knew they possessed.

BARD THE BOWMAN140 POINTS MAN, LAKE-TOWN, INFANTRY, HERO - HERO OF LEGEND

Mv	F	S	D	A	w	C	M		
6"	5/3+	4	4	3	3	6	3	3	3

HEROIC ACTIONS

- Heroic Resolve
- Heroic Accuracy
- Heroic Strike
- Heroic Strength

WARGEAR

Sword and great bow.

OPTIONS	
Windlance	75 points
Horse	10 points

SPECIAL RULES

Rapid Fire ACTIVE — Few, whether Men or otherwise, possess Bard the Bowman's skill with a bow.

If Bard the Bowman hits a target with his great bow, he may take another shot at a target within 3" of it (it may even be the same target). If that shot is also a hit, he may shoot again — to a maximum of three shots in total.

The Black Arrow ACTIVE – Bard the Bowman somehow knew that one day it would be his destiny to fire this arrow and average his fallen ancestor.

Once per game, Bard the Bowman can fire his Black Arrow instead of shooting the Windlance normally. If you choose to do so, declare that he is firing his Black Arrow before rolling To Hit. When shooting the Black Arrow, Bard the Bowman re-rolls a failed To Hit roll and any failed In The Way tests. Furthermore, do not roll on the Scatter table when firing the Black Arrow – a successful To Hit roll against a Battlefield target automatically counts as a Dead On! result.

Saviour of Lake-town PASSIVE — By felling Smaug, Bard the Bowman earns the undying loyalty and respect of his people.

Bard the Bowman's Stand Fast! rule has a range of 6". Furthermore, Bain, Son of Bard; Percy; Hilda Bianca; Lake-town Militia Captains and Lake-town Militia within 6" of Bard the Bowman receive a +1 bonus to their Fight value and count as being in range of a banner.

THE WINDLANCE

Siege Engine	Strength	Defence	Wounds
Windlance	(10)	10	3

The Windlance follows all of the rules for a **Siege Engine** with the Superior Construction upgrade, as described in the main rules manual.

The Windlance is a small **Siege Engine** and Bard the Bowman counts as the Siege Engine's only crew. Note that this means that he cannot move the

Windlance, though unlike normal crew, he can choose to move more than 6" away from it even if it has not yet been destroyed.

Provided that he is in base contact with the Windlance and is not Engaged in combat, Bard the Bowman can fire the Windlance every turn. Bard the Bowman may use his Might to influence To Hit, To Wound and Scatter table rolls made for the Windlance.

Accurate – When firing the Windlance at a Battlefield target, the shot only scatters 3" rather than 6".



SIGRID & TILDA......30 POINTS FOR BOTH

WOMEN, LAKE-TOWN, INFANTRY, HERO - INDEPENDENT HERO

Sigrid and Tilda are Bard's daughters. Young and unaccustomed to matters of warfare, they have no place on a battlefield. As the Battle of the Five Armies rages on, both are placed in great peril, their presence spurring on both Bard and Bain to acts of great heroism and courage in order to protect the two young girls from harm.

SIGRID

Mv	F	S	D	A	W	C			
6"	2/4+	2	2	1	1	4	0	1	2

Mv	F	S	D	A	W	C	M	W	F
6"	1/4+	2	2	1	1	3	0	1	2

Sigrid and Tilda may only be included in your army if it also includes Bard the Bowman or Bain, Son of Bard. Sigrid and Tilda may only be in either Bard the Bowman's or Bain, Son of Bard's warband, and not the warband of another Hero.

WARGEAR

Sigrid and Tilda are unarmed.

SPECIAL RULES

"Da! Down Here!" PASSIVE – Bard and Bain will stop at nothing to protect their family.

Bard the Bowman and Bain, Son of Bard receive a bonus of +1 to their Fight value if they are within 6" of either Sigrid or Tilda. If Bard the Bowman or Bain, Son of Bard are within 6" of both Sigrid and Tilda then Bard and/or Bain receive a bonus of +1 to their Fight value and may call a Heroic Combat each turn without spending Might.

Something to Fight for PASSIVE — Bard will protect his daughters above all else. Should Sigrid or Tilda fall, Bard will be driven mad with grief.

If either Sigrid or Tilda are slain, Bard the Bowman will automatically pass all Courage tests. Additionally, when Bard moves, he must Charge the model that killed his daughter if possible. If this is not possible, Bard must move as close as possible to the model that killed his daughter. Once the model that killed his daughter has been slain, Bard must move as fast as possible towards the nearest visible enemy model for the rest of the game, Charging if possible.

It is possible for two models to be the target of Bard's rage if both Sigrid and Tilda have been slain. In this case, Bard will target the closest of these two models until it has been slain, following which he will immediately target the second model. Once both models have been slain, Bard must continue to move as fast as possible towards the nearest visible enemy model for the rest of the game, Charging if possible.



BAIN, SON OF BARD40 POINTS MAN, LAKE-TOWN, INFANTRY, HERO – MINOR HERO

Mv F S D A W C M W F 6" 3/4+ 3 3 1 2 4

WARGEAR

Sword.

HEROIC ACTIONS

• Heroic Strike

SPECIAL RULES

Family Bond PASSIVE — Bain values his family above all else and will fight hard to protect them.

Whilst Bain, son of Bard is within 6" of Bard the Bowman, he gains a bonus of +1 to his Courage value





The former porter of Lake-town, Percy was a humble man and an upstanding pillar of the community. During the Battle of the Five Armies, he rose to the occasion to become second-in-command under Bard. Percy proved himself to be as skilled an archer as a leader, rallying the survivors of Lake-town to stand defiant amidst the heat of battle.

PERCY50 POINTS MAN, LAKE-TOWN, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6"
 3/3+
 4
 4
 2
 2
 4
 3
 1
 1

WARGEAR

Sword and bow.

HEROIC ACTIONS

· Heroic Accuracy

SPECIAL RULES

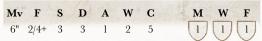
"Archers, This Way!" PASSIVE – Percy leads the archers of Lake-town to war against the onslaught of Orcs.

Percy, and Lake-town Militia within 6" of Percy, may re-roll 1s To Hit when making shooting attacks with a bow.



A resident of Esgaroth, Hilda-Bianca leads the charge of the women, old and wounded from the great hall. Whilst not versed in combat, Hilda-Bianca demonstrates tremendous courage. Armed with a fishing spear and rallying others behind her, she joins the men of Laketown in the fight for Dale, knowing full well that this could be her end.

HILDA-BIANCA.......30 POINTS WOMAN, LAKE-TOWN, INFANTRY, HERO – HERO OF FORTITUDE



WARGEAR

Spear.

HEROIC ACTIONS

· Heroic Strength

SPECIAL RULES

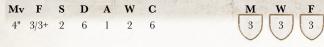
Stand by our Men! PASSIVE – Hilda-Bianca rallies the survivors of Lake-town into charging bravely into the fray.

If Hilda-Bianca Charges, then during the ensuing Fight phase, Hilda-Bianca and Lake-town Militia within 3" of her gain a bonus of +1 To Wound if they charged that turn.



BILBO BAGGINS, MASTER BURGLAR......90 POINTS HOBBIT, INFANTRY, HERO - HERO OF FORTITUDE

A chance encounter with the creature Gollum, below Goblin-town, and his subsequent acquisition of The One Ring, saw Bilbo Baggins truly become a burglar without equal. Indeed, by using the power of invisibility, Bilbo Baggins was able to retrieve the Arkenstone from beneath Smaug's very nose. As Thorin's Company girded for war, Bilbo Baggins received the kingly gift of a priceless Mithril shirt for his courage and loyalty. However, upon Thorin's discovery that Bilbo had kept the Arkenstone from him, the Hobbit was cast out from Erebor. Not to be deterred by the Dwarf's actions, Bilbo will be re-united with Thorin Oakenshield before the end.



WARGEAR

The One Ring, Mithril Coat and Sting.

Mithril Coat PASSIVE — Mithril armour is as light as silk, but as hard as Dragon scale.

Whilst wearing the Mithril Coat, a model adds +3 to their Defence (this is already included in Bilbo's profile above).

Sting ACTIVE – This is a dagger of Elven-make, a weapon forged to be the bane of evil creatures.

Sting is an Elven-made dagger. Additionally, whilst carrying Sting, a model adds +1 to their Strength when making Strikes.

HEROIC ACTIONS

- · Heroic Resolve
- · Heroic Strike
- Heroic Defence

SPECIAL RULES

Resistant to Magic; Throw Stones (range 8", Strength 1).

It has not yet Awoken PASSIVE – The One Ring has yet to return to its full malice.

Bilbo Baggins, Master Burglar ignores the Sauron's Will section of the One Ring's rules. Furthermore, if Bilbo is the only model left on the controlling player's side, and is wearing the Ring, he is not removed as a casualty, as would usually be the case.



Those who survived Smaug's wrath aided Bard in seeing

the refugees to relative safety. The survivors of Lake-town looked to the toughest and hardiest of the militia to lead

LAKE-TOWN MILITIA CAPTAIN......40 POINTS MAN, LAKE-TOWN, INFANTRY, HERO – HERO OF FORTITUDE

WARGEAR

Armour, pick and spear.

HEROIC ACTIONS

Heroic March

OPTIONS

Shield......5 points



WARRIORS OF THE SURVIVORS OF LAKE-TOWN



Drawn from the bravest survivors and refugees of Smaug's attack on Lake-town, what this ramshackle militia lack in skill, they make up for with courage reborn in the wake of the terrible Dragon's demise. At the Battle of the Five Armies, it is these brave survivors who are tasked with defending the city of Dale, armed only with the crudely fashioned weapons that they have available.

LAKE-TOWN MILITIA......5 POINTS MAN, LAKE-TOWN, INFANTRY, WARRIOR

Mv F S D A W C 6" 2/4+ 3 4 1 1 3

WARGEAR

Armour and sword or axe.

OPTIONS

Bow1	point
Shield1	point
Spear1	point

SPECIAL RULES

Onwards, Men of Esgaroth PASSIVE – Seeing their leaders fighting for the defence of their city is enough to spur the survivors of Lake-town on to fight for their homes.

Lake-town Militia that are within 3" of a friendly **Lake-town Hero** model who is in combat do not need to take Courage tests for being Broken.



GARRISON OF DALE

Before the coming of Smaug, Dale was a prosperous city of Men, a beacon for all trade in the north, and her markets were famed for the quality of the goods sold upon her streets. For Dale lived in the shadow of the great kingdom of Erebor, and for many years had been allies with the Dwarves that dwelled there, sharing in the wealth of the mountain.

This alliance with the Dwarves allowed for the knights of Dale to be armed with the finest of iron-forged weapons and equipped with exquisitely fashioned shields and armour. Although peace had prevailed in Dale for many years, her armies were still well-prepared to march to war should the need arise. The knights of Dale were highly skilled in the art of sword fighting and many an enemy found themselves on the wrong end of a swift blow from their blades.

However, it is in the use of bow and arrow where the armies of Dale really made a name for themselves. Championed as being among the

finest bowmen the race of Men had to offer, the archers of Dale's armies felled countless foes upon the field of battle with pinpoint accuracy, a skill that can still be found in the ancestors of the once great city, and one that will prove useful in the years to come.

At the time of Smaug's coming, Girion was the lord of Dale and was tasked with her defence. As Smaug destroyed the city, Girion made his way to the Dwarven Windlance deployed on the rooftops. Firing Black Arrow after Black Arrow at the great beast, Girion hit his mark time and time again. His shots were unable to pierce the creature's thick hide, however, and although he led his warriors valiantly against the Dragon, Girion ultimately suffered the same fate as many of those he had fought to protect. As the city became engulfed in flame, her armies were destroyed and those that survived scattered to avoid suffering the same fate. Although not the first injustice her people had to endure, it was certainly the greatest that Dale had ever been forced to undergo.

ARMY COMPOSITION

This army may include: Girion, Lord of Dale; Captains of Dale and Warriors of Dale.

ARMY BONUS

"Girion, lord of the city, rallied his bowmen to fire upon the beast." – Captains of Dale and Warriors of Dale have their Shoot value improved to 3+.



HEROES OF THE GARRISON OF DALE



GIRION, LORD OF DALE75 POINTS MAN, DALE, INFANTRY, HERO - HERO OF VALOUR

Girion was the Lord of Dale during the height of the city's glory. Under Girion's rule, the city flourished, becoming a beacon for trade in the north. Although he was a fair and just ruler who was beloved by his people, Girion was doomed the moment that Smaug set upon the city. However, before he met his terrible fate, Girion left a mark upon the beast, loosening the scale that would one day prove to be its undoing.

Mv F S D A W C 6" 5/3+ 4 6 2 2 6



WARGEAR

Heavy armour and sword

HEROIC ACTIONS

- Heroic Accuracy
- · Heroic Strike

OPTIONS

Windlance	5 points	;
Great bow	.5 points	;

SPECIAL RULES

Windlance Trained ACTIVE – Girion, Lord of Dale's, Windlance follows all the rules for Bard the Bowman's Windlance – see page 49.

Rapid Fire Cirion's skill and speed with a bow is unrivalled within the city of Dale.

If Girion, Lord of Dale hits a target with his great bow, he may take another shot at a target within 3" of it – it may even be the same target. If that shot is also a hit, he may shoot again – to a maximum of three shots in total.



CAPTAIN OF DALE.....50 POINTS

MAN, DALE, INFANTRY, HERO – HERO OF FORTITUDE

Mv F S D A W C 6" 5/4+ 4 5 2 2 4

M W F 2 1 1

WARGEAR

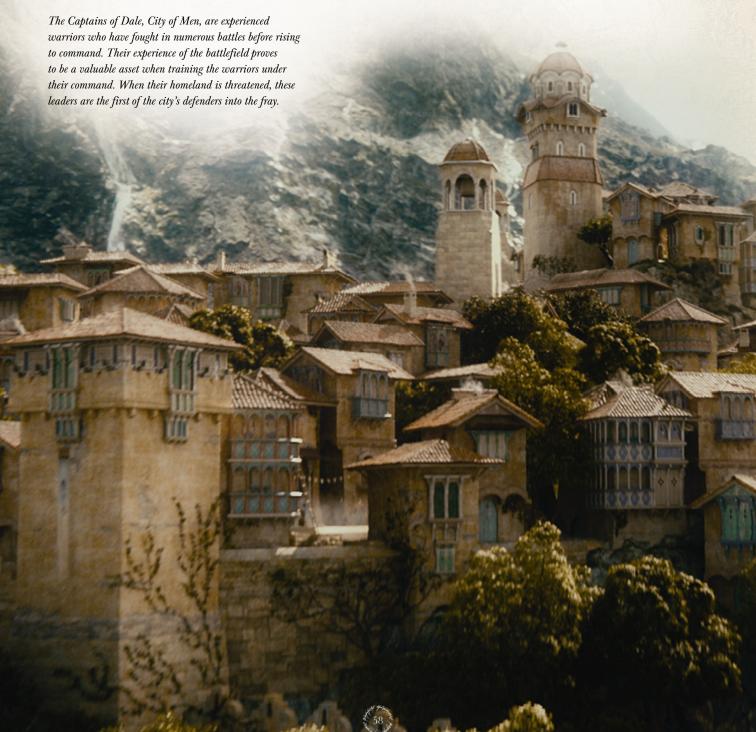
Armour and sword.

HEROIC ACTIONS

• Heroic March

OPTIONS

Esgaroth bow5 p	oints
Shield5 pe	oints



WARRIORS OF THE GARRISON OF DALE



WARRIOR OF DALE......7 POINTS MAN, DALE, INFANTRY, WARRIOR

Mv F S D A W C 6" 4/4+ 3 4 1 1 3

WARGEAR

Armour and sword.

OPTIONS

War horn	30 points
Banner	25 points
Esgaroth bow	2 points
Shield	1 point
Spear	1 point



RIVENDELL

The Elves are the oldest, wisest and most skillful of all the races in Middle-earth. They are immortal beings, many of whom have been alive since the early years of the First Age. The mighty lords who command the forces of the Elves are formidable leaders and, when the Elves unite beneath their glittering banners, there are few who can stand against their might.

Throughout the early years of the Second Age, the Elves inhabited much of western Middle-earth. There within their great cities they prospered, free of the shadow of Morgoth. But their prosperity would dwindle. For it was the Elven smith Celebrimbor who forged the great rings of power, teaching Sauron his craft. This was an act that would doom the lands of Middle-earth to fall before Sauron's rage, for he tricked the Elven smith and in secret forged The One Ring, cementing himself as the Dark Lord. Using his dominion over other beings, Sauron crushed many of the kingdoms of the Elves, laying waste to their cities and slaughtering their people. It was these acts that led to the war of the Last Alliance, where Gil-galad would lead his people to march upon Sauron's forces and where he would ultimately perish. To this day, a comparative fraction of the Elves that inhabited Middle-earth still remain, either hidden from the Dark Lord, or protected by powers even he cannot breach.

The greatest of the remaining Elven halls is the haven of Rivendell. A tranquil place of peace, Rivendell is protected by power enough to keep even Sauron at bay. Elrond, an Elf lord present at the Battle of the Last Alliance, is its master. Under his rule, all manner of Free Peoples are welcomed into the haven in good faith: the company of Thorin Oakenshield stopped there to rest following their hounding by the wolves of Azog's hunters. Similarly, The Fellowship of the Ring was formed within its halls before setting out upon their quest to Mount Doom to destroy the One Ring. Rivendell often serves as the meeting place for the council of the wise and many times have the White Council met within its walls to discuss matters of great importance.

Though greatly diminished compared to the majestic Elven hosts of Ages past, the Elves can still form one of the mightiest armies within Middle-earth. There are few, if any, who can match the martial skill of Elven warriors, let alone the skill of their lords. Masters with the use of a bow, the marksmanship of the Elves is unrivalled across Middle-earth – beyond count is the number of Orcs who have died skewered by an Elven arrow. The Knights of Rivendell are amongst the greatest cavalry the Free Peoples can unleash, and from atop their mounts, they can cut through the ranks of enemy hordes with exceptional skill.

ARMY COMPOSITION

This army may include: Gil-galad, High King of the Elves; Elrond, Master of Rivendell; Glorfindel, Lord of the West; Erestor; Elladan & Elrohir; Arwen Undómiel; Lindir of Rivendell; Círdan; Gildor Inglorion; Bilbo Baggins; High Elf Captains; High Elf Stormcallers; High Elf Warriors and Rivendell Knights.

The profile for Bilbo Baggins can be found on page 21 of the *Armies of The Lord of the Rings* rules manual. Bilbo Baggins counts as an Independent Hero if taken as part of a Rivendell army list.

ARMY BONUS

"Tangado haid, leithio i philinn!" – Whilst within 6" of the army's leader, friendly **Rivendell** models may re-roll failed To Hit rolls when making shooting attacks in a turn in which they did not move.



HEROES OF RIVENDELL



GIL-GALAD, HIGH KING OF THE ELVES170 POINTS ELF, RIVENDELL, INFANTRY, HERO - HERO OF LEGEND

Gil-galad was the high king of the Elves and the mightiest warrior of his Age, his bravery and leadership inspiring his followers to carry out great deeds in battle. At the height of the War of the Last Alliance, Gil-galad confronted Sauron, throwing himself into combat with the Dark Lord for the freedom of Middle-earth. Though Gil-galad would never see the Dark Lord finally defeated, for he perished at the hands of Sauron upon the slopes of Orodruin, his name lived on in songs and legends – even those sung by Sam during the closing of the Third Age.

$\mathbf{M}\mathbf{v}$	F	S	D	A	W	C
6"	9/3+	4	7	3	3	7



If your force contains Gil-galad and either Arwen, Elladan & Elrohir, Lindir or Bilbo, then it will automatically lose its Army Bonus. Additionally, the force will automatically be Impossible Allies with every other army list regardless of what the alliance would normally be.

WARGEAR

Heavy armour and Aiglos.

Aiglos ACTIVE – Aiglos is an Elven-made spear. Additionally, Gil-galad may add +1 to all of his rolls To Wound when making Strikes with Aiglos.

HEROIC ACTIONS

- · Heroic Resolve
- Heroic Strike
- · Heroic Strength
- Heroic Defence
- Heroic Challenge

OPTIONS

Horse1	0 points
Shield	.5 points

If your army includes Gil-galad, High King of the Elves, then you may upgrade any number of High Elf Warriors in his warband to become King's Guard for a cost of +1 point per model. King's Guard have a Fight value of 6/3+.

SPECIAL RULES

Blood & Glory, Terror, Woodland Creature.

High King of the Elves ACTIVE – The discipline that Gil-galad commands from his troops is unwavering.

Gil-galad's Stand Fast! is 12" rather than 6". Additionally, friendly **Elf Hero** models may use Gil-galad's Stand Fast!

Lord of the West ACTIVE — There are few who can say that they have crossed blades with the greatest of Elven lords and live to tell the tale.

A model with this special rule may re-roll a single D6 when making a Duel roll. Additionally, they may re-roll a single D6 when rolling To Wound.



ELROND, MASTER OF RIVENDELL170 POINTS

ELF, RIVENDELL, INFANTRY, HERO - HERO OF LEGEND

A mighty and renowned warrior, Elrond has been at the forefront of many great battles. He fought against Sauron in the War of the Last Alliance and bore witness to the Dark Lord's downfall. It was he who tried to convince Isildur to destroy the Ring for good, an act that would have saved much suffering in the Third Age. Blessed with the gift of foresight, Elrond is able to provide great wisdom for his allies.

Mv	F	S	D	A	W	C
6"	6/3+	4	5	3	3	7



If your army contains Elrond, then Rivendell Knights do not count towards your Bow Limit.

WARGEAR

Hadhafang and Vilya.

Hadhafang ACTIVE - Wielded by Elrond, this Elven blade is especially potent against spirits.

This is an Elven-made hand-and-a-half sword. Additionally, Elrond gets a bonus of +1 To Wound Spirit models when making strikes with Hadhafang.

Vilya ACTIVE — This beautiful ring is one of the three Elven Rings of power.

Elrond, Master of Rivendell may re-roll his dice when using Fate points.

HEROIC ACTIONS

- Heroic Resolve
- · Heroic Channelling
- · Heroic Strike
- · Heroic Defence

OPTIONS

Heavy armour1	0 points
Horse1	0 points

SPECIAL RULES

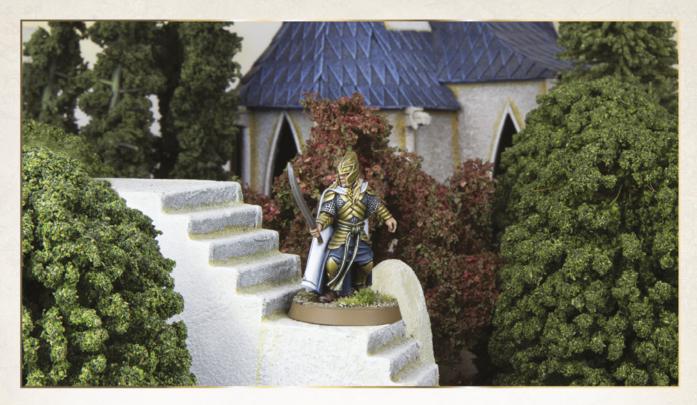
Terror, Woodland Creature.

Foresight of the Eldar PASSIVE - Elrond has been blessed with the gift of foresight, an ability that allows him to guide his allies in battle.

Before the game begins, roll a D6 and make a note of the result - these are Elrond's Foresight points for the battle. During the Priority phase, after the dice has been rolled, Elrond may choose to expend these Foresight points to alter the controlling player's dice roll. For each Foresight point expended, Elrond may alter the dice score by either +1 or -1, to a minimum of 1 and a maximum of 6.

Lord of the West ACTIVE - see page 61.

MAGICAL POWERS	Range	Casting
Wrath of Bruinen	-	4+
Renew	12"	3+



GLORFINDEL, LORD OF THE WEST......145 POINTS ELF, RIVENDELL, INFANTRY, HERO – HERO OF VALOUR

Arguably the greatest warrior that resides in Rivendell, Glorfindel's skill and swiftness with a blade is unmatched by any Elf in the Third Age, including Lord Elrond. Even the dreaded Nazgûl recoil from the mighty Elf lord and dare not face him openly, opting only to challenge him when all nine of them are united as one under the command of the Witch-king.

Mv F S D A W C 6" 7/3+ 4 5 3 3 7



WARGEAR

Elven-made hand-and-a-half sword.

HEROIC ACTIONS

- · Heroic Resolve
- · Heroic Strike
- · Heroic Strength
- Heroic Challenge

OPTIONS

Armour of Gondolin	o points
Asfaloth10) points

Armour of Gondolin PASSIVE – This is heavy armour.

Additionally, whilst wearing the Armour of Gondolin, Monster models may not target Glorfindel with Brutal Power Attacks.

Asfaloth PASSIVE — Asfaloth is a horse with a Move value of 12" rather than 10". Additionally, whilst riding Asfaloth, the rider gains the Fleetfoot special rule.

SPECIAL RULES

Expert Rider, Horse Lord, Terror, Woodland Creature.

Lord of the West ACTIVE – see page 61.

Unbending Resolve PASSIVE — Glorfindel's resistance to dark magics has made him a fierce adversary. Even the Lord of the Nazgûl dares not face Glorfindel alone.

Glorfindel always counts as having had the Fortify Spirit Magical Power cast upon him. This is always in effect, even if his Will is reduced to 0.





Erestor is an Elf of Rivendell and the trusted chief advisor to Elrond. Present at the Council of Elrond, Erestor opposed the idea of destroying the Ring, believing that they should instead opt to protect it, ideally with the help of Tom Bombadil. When called upon to fight, Erestor wields a pair of Noldorin daggers. These ancient weapons are perfectly balanced for throwing at the enemy as well as finding the weak points in a foe's armour during the swirling melee of combat.

ERESTOR.......85 POINTS

ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6"
 6/3+
 4
 7
 2
 2
 6
 2
 2
 2
 2

WARGEAR

Heavy armour and Noldorin daggers.

Noldorin Daggers — These are Elven-made daggers and Erestor may use these as Throwing weapons. He may re-roll failed To Wound rolls when throwing his daggers or when making Strikes with them.

HEROIC ACTIONS

· Heroic Strike

SPECIAL RULES

Terror, Woodland Creature.



The daughter of Lord Elrond, Arwen is destined to sail to the undying lands and live out her immortal life there. However, her love for Aragorn leads her towards a different fate, one where she must forsake the immortal life of her people and choose the mortal life of the race of Men. As the Third Age dwindles, Arwen must make her choice whether to sail into the west and live, or stay with the one whom she loves and perish.

Mv	F	S	D	A	w	C	M	W	F
6"	6/3+	3	3	1	2	6	1	4	1

WARGEAR

Elven-made sword.

HEROIC ACTIONS

- · Heroic Resolve
- · Heroic Channelling
- Heroic Defence

OPTIONS

Asfolath (see page 63)	.10 points
Horse	.10 points
Elven cloak	5 points

SPECIAL RULES

Expert Rider, Woodland Creature.

MAGICAL POWERS	Range	Casting
Wrath of Bruinen	-	4+



ELLADAN & ELROHIR160 POINTS FOR BOTH ELF, RIVENDELL, INFANTRY, HERO - HERO OF FORTITUDE

The twin sons of Elrond and Celebrían, Elladan and Elrohir are every bit as skilled in combat as their father. The twins often rode alongside Aragorn in his youth, forging a strong bond with the future king through their battles with the Haradrim and Orcs. Whilst most Elves played little part in the War of The Ring, Elladan and Elrohir joined Aragorn as he ventured into the paths of the Dead and even followed him to the Pelennor and the Black Gate. Together, the brothers are a deadly foe, fighting with a whirl of flashing steel and the precision of the Elven lords of old.

Mv	F	S	D	A	W	C	
6"	6/3+	4	5	2	2	6	



WARGEAR

Armour and two Elven-made swords.

HEROIC ACTIONS

· Heroic Strike

OPTIONS

Horses	20 points for both
Elf bows	10 points for both
Elven cloaks	10 points for both
Heavy armour	10 points for both

SPECIAL RULES

Woodland Creature.

Twin Elven Blades ACTIVE – Armed with two blades, the brothers fight with a whirl of steel gleaming in the sunlight.

Whilst fighting on foot, Elladan & Elrohir may choose to fight in one of three ways. They may either fight using a single sword and fight as if it were a two-handed sword, they may elect to fight with both swords for +1 Attack, or they may elect to parry, which counts as Shielding.

Unbreakable bond ACTIVE — Such is the bond between the brothers that, should one fall, the other will be driven mad by grief, stopping at nothing to avenge his brother.

Should one brother be killed, the surviving brother will immediately increase their Strength by 1 and decrease their Defence by 1. The surviving brother will automatically pass all Courage tests they are forced to make and must do everything they can to Charge the model that killed their brother as quickly as possible. Once that model is killed, the surviving brother must move as fast as possible towards the closest enemy model for the remainder of the game, charging if able. Additionally, if the model that killed the brother is a **Hero** model, the first time the surviving brother is in combat with his brother's killer, he must declare a Heroic Challenge, targeting that **Hero**, without spending Might. This may be done even if the **Hero** is of a lower Heroic Tier than the surviving brother.





Lindir is an Elven noble and one of the stewards of the last homely house. Although he is a skilled musician and songwriter, Lindir's true value is as an advisor to Lord Elrond, who will often seek his counsel in times of need. When pushed to the task, Lindir is a fine warrior, capable of heroic deeds upon the battlefield.

LINDIR OF RIVENDELL......65 POINTS

ELF, RIVENDELL, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 5/3+ 4
 4
 1
 2
 6
 1
 3
 1

WARGEAR

Elven-made sword.

OPTIONS

Heavy armour	10	points
Horse	10	points

SPECIAL RULES

Woodland Creature.

Song to Elbereth — The songs sung by Lindir are often more than just beautiful songs, but enchantments too.

All friendly **Rivendell** models within 6" of Lindir gain the Resistant to Magic special rule.

Wise Council PASSIVE — Elrond has always found Lindir to provide him with wise and useful counsel.

If Lindir is within 6" of Elrond, then Elrond may expend a single point of Will each turn without reducing his own store, even if he has none remaining.



Even by the standards of the Elves, Círdan is very old, his life stretching back to before the First Age of Middle-earth. Placed in charge of the ships of the Grey Havens, Círdan has witnessed many beings leave the shores of Middle-earth and sail into the west, from his own kin to the bearers of the Rings of Power. There have even been many times when Círdan has been called upon to fight in the defence of the Grey Havens, and in years gone by he was a force to be reckoned with.

CÍRDAN80 POINTS ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C			F
6"	5/3+	4	4	1	2	6	1	4*	1

WARGEAR

Círdan is unarmed.

HEROIC ACTIONS

- · Heroic Channelling
- Heroic Resolve

SPECIAL RULES

Resistant to Magic, Terror, Woodland Creature.

*The Shipwright's Power PASSIVE — In the years of old, Círdan was a formidable force. Yet even though his physical power has waned, his mastery of magics has not.

Círdan may spend a single point of Will each turn without reducing his own store of Will.

MAGICAL POWERS	Range	Casting
Aura of Command	-	2+
Blinding Light		2+
Enchanted Blades	6"	4+
Aura of Dismay		5+



Whilst many of the Elves of Eriador settled in one of the many havens, Gildor Inglorion chose to make his home in the wilds of the north. As these lands are not the safe place they once were, Gildor has made it his duty to keep a watchful eye out for travellers in these lands in order to guide them to safety. In fact, Gildor's gifts are well-suited to this task – he and his kin are swift of foot, quick enough even to keep up with a horse over short distances.

GILDOR INGLORION......70 POINTS

ELF, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 8"
 6/3+
 4
 4
 2
 2
 6
 1
 4
 1

WARGEAR

Elven-made sword and Elven cloak.

HEROIC ACTIONS

- · Heroic Channelling
- Heroic Resolve
- Heroic March
- · Heroic Defence

OPTIONS

If your army includes Gildor Inglorion, you may include Wood Elf Warriors from the Lothlórien army list (see page 88 of the *Armies of the Lord of the Rings* rules manual) in his warband as if they were part of this army list. These Wood Elf Warriors must be upgraded to be Noldorin Exiles at the cost of +1 point per model. Noldorin Exiles have a Move of 8".

SPECIAL RULES

Terror, Woodland Creature.

MAGICAL POWERS	Range	Casting
Immobilise	12"	3+



The captains that lead the High Elves into battle are experienced and noble warriors, many of them having fought in the ancient battles of earlier Ages. Their battle skills have been thoroughly tested by centuries of war, and over those many years their senses and reactions have become razor-sharp out of necessity. They command great respect from those they lead, risking their lives for the protection of their kin and the survival of the Free Peoples of Middle-earth.

HIGH ELF CAPTAIN75 POINTS ELF, RIVENDELL, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C		W	
6"	6/3+	4	6	2	2	6	2	1	1

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

HEROIC ACTIONS

Heroic March

OPTIONS

Horse	10 points
Elf bow	5 points
Lance	5 points
Shield	5 points

SPECIAL RULES

Expert Rider, Woodland Creature.



In the history of Middle-earth, there have been many examples of Elves utilising the elemental forces of nature, bending them to their will. The Stormcallers are but one example of this. Able to manipulate the powers of nature, the Stormcallers, whilst not the most powerful of mystics, are able to call upon great gales and gusts of wind to buffet their foes and send them sprawling to the floor, making them an easy target for the blades of the Elven warriors.

HIGH ELF STORMCALLER.....60 POINTS

ELF, RIVENDELL, INFANTRY, HERO - MINOR HERO

Mv F S D A W C M W F 6" 5/3+ 3 4 1 2 5 1 3 1

WARGEAR

Armour, Elven-made sword and staff.

HEROIC ACTIONS

· Heroic Channelling

SPECIAL RULES

Woodland Creature.

Powers of Nature ACTIVE — At one with the elements, a Stormcaller is able to draw their power from nature before unleashing it upon their foes.

If, when a Casting test is made, the Stormcaller rolls a natural 6 on one or more dice, then the Will points spent in casting the Magical Power are returned to the Stormcaller's store of Will upon completion of the effects of the Magical Power.

MAGICAL POWERS	Range	Casting
Call Winds	12"	3+
Strengthen Will	12"	4+

WARRIORS OF RIVENDELL



The Elves are among the most skilled warriors in all of Middle-earth, their martial prowess far exceeding that of the races of Men and Dwarves, and their skill with a bow is unrivalled across any mortal realm. Although their armies are greatly diminished when compared to the vast hosts of Elves from ages past, their might is still enough to face any foe upon the battlefield.

Mv F S D A W C 6" 5/3+ 3 5 1 1 5

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

OPTIONS

War horn	30 points
Banner	25 points
Elf bow	2 points
Shield	1 point
Spear	1 point

SPECIAL RULES

Woodland Creature.



An elite band of warriors, the knights that ride into battle with their lord Elrond are the pride of Rivendell's armies. Riding with expert skill, these warriors are all but unstoppable on the hunt. While many a shieldwall has been splintered by the Rivendell Knights, it is those who try to flee who are at the direct risk

RIVENDELL KNIGHT......21 POINTS ELF, RIVENDELL, CAVALRY, WARRIOR

Mv F S D A W C 6" 5/3+ 3 5 1 1 5

WARGEAR

Heavy armour, lance, Elven-made hand-and-a-half sword, Elf bow and horse.

OPTIONS

War horn	30 points
Banner	25 points
Shield	1 point

SPECIAL RULES

Expert Rider, Woodland Creature.



HALLS OF THRANDUIL

eep within the gloom of Mirkwood lie the halls of the Elvenking, Thranduil. Unlike the Elven kingdoms of Rivendell and Lothlórien, the Elves of Mirkwood have little interest in the world outside their borders, choosing instead to rarely set foot beyond their own realm unless they have great cause to.

Thranduil, the king of the Woodland Realm, is a proud and stubborn lord, one who has faced great loss over the ages. Since the passing of his wife, Thranduil has cared little for the rest of Middle-earth or the fate of those that enter his realm, unless he is able to use them to obtain something he wants. His son, Legolas, commands the Palace Guard, the most elite warriors in the ranks of the woodland realm's armies, and is one of the greatest archers in the history of Middle-earth, a skill that he utilises many times throughout the latter years of the Third Age. Under their young prince's command, the Palace Guard have ever been on hand to defend the borders of Mirkwood from the foul creatures that would seek to destroy them.

The bulk of Thranduil's grand army is made up of the Mirkwood Elves. Clad in shining armour and armed with a variety of weapons, from their fabled bows to doubled-ended glaives, a weapon unique to the Elves of Mirkwood. The glistening hosts of Mirkwood are a formidable army upon the battlefield, and a force that have kept the woodland realm safe from intruders for many long years.

Since the Necromancer took up residence within the walls of Dol Guldur, Mirkwood has become a dangerous place to live. Those that wander off alone are rarely seen again, either because they strayed from the path and became lost, or succumbed to a grisly fate within the forests boughs. Packs of Wargs stalk the pathways of Mirkwood, and deep within the gloom, other fouler creatures lurk, waiting to ensnare the unwary. These creatures have become bolder since the dark power fell upon the forest, and Greenwood the Great is the Greenwood no longer.

It is the duty of the Mirkwood Rangers to patrol Thranduil's realm, and rid the forest of any threats to the safety of his halls. Patrol leaders, such as the fiery Tauriel, lead the Rangers in their duties, and more often than not will take the lead in the clearing out of the Giant Spider nests that are appearing in the forest more and more frequently.

As the Battle of the Five Armies approaches, the armies of Thranduil will have to put aside their issues with the wider world and take up arms. For they must fight for not just their own survival, but also for the very future of Middle-earth.

ARMY COMPOSITION

This army may include: Thranduil, King of the Woodland Realm; Legolas Greenleaf, Prince of Mirkwood; Tauriel; Palace Guard Captains; Mirkwood Captains; Mirkwood Ranger Captains; Palace Guard; Mirkwood Elves; Mirkwood Cavalry; Mirkwood Rangers and Wood Elf Sentinels.

ARMY BONUS

"The Elves of Mirkwood are not like their kin. They are less wise, and more dangerous" – Mirkwood Rangers from this force do not count towards the army's Bow Limit. Additionally, whilst they are within 3" of Thranduil, all Palace Guard Captains, Mirkwood Elf Captains, Palace Guard, Mirkwood Cavalry and Mirkwood Elves will also gain +1 to their To Wound rolls when making Strikes.



HEROES OF THE HALLS OF THRANDUIL



THRANDUIL, KING OF THE WOODLAND REALM......100 POINTS ELF, MIRKWOOD, INFANTRY, HERO - HERO OF LEGEND

The ruler of Mirkwood, Thranduil is a wise but proud king who cares little for those beyond his own borders. He journeys to Erebor to reclaim the white gems of Lasgalen that dwell within the mountain, gems that Thranduil desires above all else in order to remember his late wife. When his attempt to barter the Arkenstone for the return of these gems fails, Thranduil prepares to launch an assault upon Erebor. However, the arrival of Azog's armies cuts short the feud between Elves and Dwarves, and Thranduil prepares for a battle he did not expect. Riding his mighty Elk into the fight, the Elvenking's skill with a blade is unmatched in his realm, as countless Orcs would discover at the Battle of the Five Armies.

Mv	F	S	D	A	W	C
6"	6/2+	4	4	2	3	6

M W F 3

WARGEAR

Elven-made sword and Elven cloak.

HEROIC ACTIONS

- · Heroic Accuracy
- Heroic Strike
- · Heroic Strength
- Heroic Defence

OPTIONS

Additional Elven-made sword	30 points
Circlet of Kings	25 points
Elk	20 points
Heavy armour	10 points
Horse	
Elf bow	5 points

Additional Elven-made sword PASSIVE — When riding to war, Thranduil will often wield multiple blades in a fight, allowing him to show off the true skill of an Elven lord.

When equipped with an additional Elven-made sword, Thranduil, King of the Woodland Realm increases his Attacks to 3 and his Fight value to 7. Additionally, he gains the Bladelord special rule* (see right).

ELK

Mv F S D A W C

If Thranduil Charges into combat whilst riding his Elk, Thranduil's Strikes are resolved at Strength 5.

Circlet of Kings ACTIVE — An ancient heirloom of Mirkwood, this circlet is infused with a great magical power.

This crown allows Thranduil, King of the Mirkwood Realm to cast the Magical Powers Aura of Dismay and Nature's Wrath once each per game. The spell is automatically cast, counting the result as a 6, and no Will points need be expended.

SPECIAL RULES

Expert Rider, Fleetfoot, Woodland Creature.

*Bladelord ACTIVE — The King of the Wood Elves is a swordsman of consummate skill.

Whilst he has the **Infantry** keyword, Thranduil, King of the Woodland Realm receives +1 Attack. Furthermore, Thranduil, King of the Woodland Realm receives an additional Attack for each enemy model he is Engaged with after the first. This bonus is determined at the start of each Fight and lasts until all Strikes from that Fight have been resolved.



LEGOLAS GREENLEAF, PRINCE OF MIRKWOOD......95 POINTS ELF, MIRKWOOD, INFANTRY, HERO - HERO OF VALOUR

Legolas is the captain of the King's Guard and is tasked with hunting down Orc invaders that enter his father's realm. Although Legolas cannot match his father's ability with a blade, he is still an exceptional warrior even by Elven standards, and his skill with a bow allows him to hit a mark that most archers would not even attempt. At the Battle of the Five Armies, Legolas fights his way to the top of Ravenhill and inadvertently joins Thorin's mission in slaying Azog and his spawn, Bolg.

Mv	F	S	D	A	W	C
6"	6/3+	4	5	2	2	6

M W F 3

WARGEAR

Armour, Elf bow and Elven-made daggers.

HEROIC ACTIONS

- · Heroic Accuracy
- · Heroic Strike

OPTIONS

Elven cloak	10 points
Horse	10 points
Orcrist (see page 9)	10 points
Note, only one Orcrist may be taken be	er army.

SPECIAL RULES

Woodland Creature.

Deadly Shot ACTIVE — Legolas may fire his bow three times in the Shoot phase rather than once. Each of these shots may be made against a different target. Alternatively, Legolas may instead choose to make one shot, but in this case he will always hit on a roll of a 2+, regardless of In The Way tests, if the target is Engaged in combat or any other factors, including modifiers, Magical Powers and so forth. If Legolas uses this one shot to target a Cavalry model, he may choose whether he hits the rider or the mount.





TAURIEL......85 POINTS ELF, MIRKWOOD, INFANTRY, HERO – HERO OF FORTITUDE

One of the patrol leaders within Thranduil's halls, Tauriel is a tremendous fighter who is capable of facing multiple foes at once. She is matchless in the deadly press of combat, weaving through the ranks of her foes with her blades and leaving nought but stumbling corpses in her wake. The compassion that she shows to Kíli in saving him from an untimely fate proves her to be a valuable ally on the Dwarves' quest to Erebor. Tauriel has grown very fond of the Dwarf and will fight to the last in order to prevent any harm from befalling him.



WARGEAR

Armour, Elven-made daggers and Elven cloak.

HEROIC ACTIONS

- · Heroic Accuracy
- · Heroic Strike

OPTIONS

Elf bow5 points

SPECIAL RULES

Woodland Creature.

Blade Mistress ACTIVE – Tauriel's skill at wielding her paired daggers is incredible.

Tauriel receives an additional Attack for each enemy model she is Engaged with after the first. This bonus is determined at the start of each Fight, and lasts until all Strikes from that Fight have been resolved.

Vengeful Fury PASSIVE – Tauriel will descend into a grieving rage should any harm befall Kíli.

If Kíli the Dwarf, Champion of Erebor is in your army, and is





The captains of Thranduil's Palace Guard enjoy a position of great honour within the court of Mirkwood. Their lot is to advise the king and oversee his protection. In battle, they form an unflinching barrier of blades around their liege. Tasked with ensuring the preservation of their woodland king, these warriors fight with unwavering loyalty.

PALACE GUARD CAPTAIN......75 POINTS

ELF, MIRKWOOD, INFANTRY, HERO - HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M		
6"	6/3+	4	6	2	2	6	2	1	1

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

HEROIC ACTIONS

· Heroic March

OPTIONS

Shield......5 points

SPECIAL RULES

Bodyguard, Woodland Creature.

King's Guard PASSIVE – Defending their king, the Palace Guard fight all the harder.

Whilst within 3" of Thranduil, King of the Woodland Realm, this model receives a bonus of +1 to their Fight value.



The most capable among the ranks of the Mirkwood Elves are made captains. Able to lead by example, these brave warriors guide those under their command with utter surety. Armed with Elven glaives, they can be found carving into the ranks of Azog's army during the Battle of the Five Armies.

MIRKWOOD CAPTAIN......75 POINTS ELF, MIRKWOOD, INFANTRY, HERO – HERO OF FORTITUDE



WARGEAR

Heavy armour and Elven-made glaive.

Glaive ACTIVE — A long, elegant weapon with a curved blade at each end, the champions of Mirkwood wield these glaives to deadly effect, fluidly striking and fending off their enemy's blows in a graceful, martial dance.

A glaive can be used either as a spear or a hand-and-a-half sword. Alternatively, the bearer of a glaive can use the Shielding rule.

HEROIC ACTIONS

• Heroic March

SPECIAL RULES

Woodland Creature.



The captains of the Mirkwood Rangers play a vital role in stemming the encroaching taint of evil. Sharp eyed, surefooted and deadly, they lead patrols of Elven warriors deep into the darkness of Mirkwood to battle the evil beasts that dwell there.

MIRKWOOD RANGER CAPTAIN......75 POINTS

ELF, MIRKWOOD, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 6/3+ 4
 4
 2
 2
 6
 2
 1
 1

WARGEAR

Elf bow, Elven-made daggers and Elven cloak.

HEROIC ACTIONS

· Heroic Accuracy

SPECIAL RULES

Woodland Creature.

Knife Fighters — Battling beneath the boughs of Mirkwood has taught the Mirkwood Rangers to use their knives with peerless skill.

Mirkwood Rangers receive an additional Attack for each enemy model they are Engaged in combat with after the first (to a maximum of 3 bonus Attacks). This bonus is determined at the start of each fight, and lasts until all Strikes from that fight have been resolved.

WARRIORS OF THE HALLS OF THRANDUIL



Charged with the protection of the Elvenking's halls, the Palace Guard are a cadre of skilled Elven warriors chosen from amongst the noble families of the ancient Greenwood. Equipped with the finest weapons, they are a veritable combat elite, led by the king's own son.

PALACE GUARD12 POINTS ELF, MIRKWOOD, INFANTRY, WARRIOR

Mv F S D A W C 6" 5/3+ 3 5 1 1 5

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

OPTIONS

War horn	30 points
Banner	25 points
Shield	1 point
Spear	1 point

SPECIAL RULES

Bodyguard, Woodland Creature.

King's Guard PASSIVE — Defending their king, the Palace Guard will fight all the harder.

Whilst within 3" of Thranduil, King of the Woodland Realm, Palace Guard receive a bonus of +1 to their Fight value.



The Elves of Mirkwood are highly skilled warriors, far outclassing the races of Men and Dwarves in matters of war. Their speed, grace and agility upon the field of battle has seen many an enemy fall lifeless to the ground. It is this skill and prowess that the Elves of Mirkwood bring to combat Azog's forces during the Battle of the Five Armies.

Mv F S D A W C 6" 5/3+ 3 5 1 1 5

WARGEAR

Heavy armour and Elven-made hand-and-a-half sword.

OPTIONS

Banner	points
Elf bow2	points
Elven-made glaive (see page 74)2	points
Shield	point

SPECIAL RULES

Woodland Creature.



Elven knights are rightfully feared across
Middle-earth for their exceptional swiftness and skill in
battle, and the cavalry of Mirkwood are no exception.
Hand-picked by their king from the finest Elven soldiers,
these deadly riders accompany Thranduil in place of his
Palace Guard when he rides to war during the Battle of
the Five Armies.

MIRKWOOD CAVALRY......16 POINTS ELF, MIRKWOOD, CAVALRY, WARRIOR

Mv	F	S	D	A	W	C	
6"	5/3+	3	5	1	1	5	

WARGEAR

Heavy armour, Elven-made hand-and-a-half sword and horse.

OPTIONS

Banner	25 points
Shield	1 point

SPECIAL RULES

Expert Rider, Woodland Creature.

King's Knights PASSIVE — When riding alongside their liege, the knights of Mirkwood are deadlier still.

Whilst mounted, Mirkwood Cavalry models count as being in range of a banner if they are within 6" of Thranduil, King of the Woodland Realm.



The sickening of the Greenwood, twisting it into the sinister realm of Mirkwood, makes travel beneath its dark boughs a perilous undertaking. Mirkwood Rangers show no fear, however, for they are hunters without peer and deadly warriors one and all.

MIRKWOOD RANGER14 POINTS ELF, MIRKWOOD, INFANTRY, WARRIOR

Mv F S D A W C 6" 5/3+ 3 3 1 1 5

WARGEAR

Elf bow, Elven-made daggers and Elven cloak.

OPTIONS

War horn......30 points

SPECIAL RULES

Woodland Creature.

Knife Fighters ACTIVE - See Page 75.



The sentinels wander the paths far from the settlements of the Elves, and as such it is them that will often be the first to encounter any enemies that stray onto their borders. It is their duty to warn the realms of the Elves of any danger and to aid in the woodland's protection. The sentinels carry lutes, horns and other musical instruments on their patrols. The tunes they play are entwined with magical properties, enough to lead their foes astray or strengthen the resolve of those around them.

WOOD ELF SENTINEL25 POINTS ELF, LÓRIEN, MIRKWOOD, INFANTRY, WARRIOR

Mv F S D A W C

WARGEAR

Elven-made sword, Elf bow and Elven cloak.

SPECIAL RULES

Woodland Creature.

Enchanting Song ACTIVE — The magical songs woven by the tunes of the sentinels can serve a variety of different uses.

A Sentinel may sing one song each turn, provided they are not Engaged in combat. These function exactly like Magical Powers except that they are automatically cast without spending Will, and cannot be resisted.

The Hymn of Elbereth – Range 12" – This beautiful song raises the spirits of the targeted model. The target friendly model will automatically pass all Courage tests for the remainder of the turn.

Eldamar Madrigal – Range 12" – The target enemy model must immediately take a Courage test. If the test is passed, nothing happens. If the test is failed, the target model falls under the control of the opposing player who may then move it up to its maximum Move, even if it has already moved that turn. This move cannot be used to enter an enemy's Control Zone, dismount, lay down, perform an action that would cause harm to the target (such as jumping off a cliff, etc) or anything that would require the model to roll a D6 (such as a Jump test). Affected models may move no further that turn.

The Lay of Gondolin – This somber verse recalls the mighty Elf city of Gondolin – a name fit to freeze the hearts of Evil beings. If the Sentinel sings this song, they cause Terror until the end of the turn.

RADAGAST'S ALLIANCE

adagast the Brown is one of the Istari as well as a member of the White Council. However, unlike his colleagues, Radagast is an unusual fellow. Rather than concerning himself with the problems of the wider world, he has instead chosen to live a life of solitude within the southern borders of Mirkwood.

Within his home in Rhosgobel, Radagast has developed an incredible affinity with nature, one that has provided him with many allies across Middle-earth. First of these allies is the Great Eagles of The Misty Mountains, who have even been known to allow the Brown Wizard to ride upon their back during flight – a great honour that is rarely bestowed upon other races in Middle-earth. Radagast's avian allies have certainly proven their worth in the latter years of the Third Age, answering the Brown Wizard's call to join the Battle of the Five

Armies, rescuing Gandalf from the pinnacle of Orthanc and even coming to the rescue at the Battle for the Black Gate.

Radagast's list of allies does not stop with the Great Eagles, however, for he has also found friends among the beasts of the world. The greatest of these is the skin-changer, Beorn, a man capable of shifting his shape from a tall and strong human to a vicious bear. A man who keeps himself to himself at his home in the Carrock, Beorn shares in Radagast's love for nature and makes sure that he protects those beings around his homestead from all manners of evil. Although largely a being of peace, Beorn is not adverse to battle when it comes to defending his lands from the Orcs that roam the wilds. Beorn also joins Radagast and the Eagles at the Battle of the Five Armies, taking great delight in righting the wrongs done to his race by the Pale Orc.

ARMY COMPOSITION

This army may include: Radagast the Brown, Beorn, Gwaihir and Great Eagles.

The profile for Gwaihir can be found **on page 83**. Gwaihir counts as a Hero of Valour if taken as part of a Radagast's Alliance army list.

The profile for Great Eagles can be found on page 83.

ARMY BONUS

"The Eagles are coming!" – Eagle models from this army list gain a bonus of +1 to their Strength on a turn in which they charged.



HEROES OF RADAGAST'S ALLIANCE



RADAGAST THE BROWN......150 POINTS WIZARD, INFANTRY, HERO - HERO OF LEGEND

One of the Istari sent to Middle-earth during the Third Age, Radagast is a Wizard of great power – in his own way. Preferring the company of animals to that of other races, Radagast's affinity with nature is second to none. Although he often travels atop his sleigh pulled by Rhosgobel rabbits, Radagast has also been gifted with the rare privilege of riding the Great Eagles of The Misty Mountains.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7



WARGEAR

*Staff of Power and dagger.

HEROIC ACTIONS

- · Heroic Channelling
- · Heroic Defence

OPTIONS

May exchange Staff of Power for Great Eagle	50 points
Sleigh	45 points
Horse	10 points
Sebastian	5 points

Great Eagle – This is a mount. The Great Eagle profile is listed **on page 83**. Additionally, if Radagast dismounts, the Great Eagle automatically passes its Courage test to stay and fight.

SLEIGH

This is a mount with the following profile and the Woodland Creature special rule.

If Radagast is slain or dismounts, remove the sleigh from play.

Sebastian PASSIVE — If Radagast is accompanied by Sebastian, he may always make an additional Attack in close combat, with a Fight value and Strength of 1 (roll a separate D6 for Sebastian) which cannot be altered by Might.

SPECIAL RULES

Master of Birds PASSIVE – Radagast is often accompanied by a flock of birds, which will act as his eyes and ears as needed.

Radagast is always assumed to have Line of Sight to any point on the battlefield. Additionally, **Eagle** models within 12" of Radagast have the Resistant to Magic special rule.

One with Nature PASSIVE — Radagast's strong connection with nature allows him to effortlessly blend into his surroundings.

Whilst he has the **Infantry** keyword, Radagast may move through areas of difficult terrain without penalty. Additionally, he will also gain the Stalk Unseen special rule.

MAGICAL POWERS	Range	Casting
Panic Steed	12"	2+
Terrifying Aura		2+
Immobilise	12"	3+
Renew	12"	3+
Nature's Wrath	6"	4+
Aura of Dismay		5+



BEORN200 POINTS

MAN, INFANTRY, HERO - HERO OF VALOUR

Beorn is a towering bear of a man – literally! A burly woodsman whose home is on the outskirts of Mirkwood, Beorn is a skin-changer, a man with the power to adopt the form of the bear that he so uncannily resembles. Beorn is a mighty force for good, who will play an instrumental part in the rising struggle against the forces of Evil. During the Battle of the Five Armies, it is the arrival of Beorn that marks a significant turning point upon the fields outside Erebor.

Mv F S D A W C 6" 6/4+ 5 5 3 3 6

M W F 3

WARGEAR

Two-handed axe.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Strength
- Heroic Defence

SPECIAL RULES

Burly, Fearless, Resistant to Magic, Woodland Creature.

Skin-changer ACTIVE — Beorn has the ability to transfigure his body into a deadly bear.

To change Beorn's form, the controlling player may roll a D6 at the start of Beorn's Move. On the roll of a 4+ (Might may be used to modify this roll), Beorn changes shape from a man into a bear (or vice-versa). Replace the Beorn model with the Beorn the Bear model (or vice-versa). Beorn can then continue with his move as normal, including making Charges. Beorn cannot change form if there is an enemy model in base contact with him.

BEORN THE BEAR

BEAR, MONSTER, INFANTRY, HERO

Mv F S D A W C M W F 8" 8/4+ 8 8 3 3 6 ** * *

SPECIAL RULES

Burly, Fearless, Resistant to Magic, Terror, Woodland Creature.

Crushing Strength BRUTAL POWER ATTACK — If Beorn wins a Duel, instead of striking as normal, choose a losing model — that model immediately suffers a Strength 10 hit. If the To Wound roll is successful, the victim suffers another Strength 10 hit, and so on, until the victim is dead or Beorn fails to wound his victim.

Berserk PASSIVE — As a bear, Beorn pushes aside the quiet wisdom he possesses as a man, instead becoming a frenzied killer.

Beorn the Bear must always Charge an enemy if he is able to. Additionally, Beorn may not use the Stand Fast! or Heroic Actions of other models, and other models may not use his, whilst he is in bear form. **Skin-changer** ACTIVE — Beorn has the ability to transfigure his body into a deadly bear.

To change Beorn's form, the Good player may roll a D6 at the start of Beorn's Move. On the roll of a 4+ (Might may be used to modify this roll), Beorn changes shape from a man into a bear (or vice-versa). Replace the Beorn model with the Beorn the Bear model (or vice-versa). Beorn can then continue with his move as normal, including making Charges. Beorn cannot change form if there is an enemy model in base contact with him.

*Beorn is a very unusual character, in that he can shift between being a man and a bear. When he alters form, replace him with the appropriate model. Also, when he changes, he adopts the appropriate profile and characteristics. Beorn's Might, Will, Fate and Wounds remain unchanged when he changes form.



THE MISTY MOUNTAINS

Eagles of Middle-earth. Largely indifferent to the squabbles of the world below their perch, the Eagles are noble and proud birds that rarely involve themselves with the goings-on of the wider world. These majestic creatures nonetheless possess an incredible intellect and a predatory fierceness seldom found in combination with each other.

There are few in Middle-earth that are even aware of the Great Eagles' existence, and there are fewer still who can say that they have ridden as a passenger upon one, for the Eagles of The Misty Mountains are not quick to trust those they meet. It is said that only the Wizards have earned true friendship with the Eagles, but how this friendship was first formed is a secret known only to the Istari and the Eagles themselves.

Whilst remaining aloof from the conflicts of the lands below, there have been occasions in which the Eagles have intervened to provide aid for those in need. It was the Eagles that came to the rescue of Frodo and Sam on the slopes of Mount Doom, a deed that undoubtedly saved the exhausted Hobbits' lives. It was the Eagles who rescued the company of Thorin Oakenshield from the baying Wargs of Azog's pack, and Gwaihir himself was responsible for the rescue of Gandalf from the pinnacle of Orthanc, allowing the Grey Wizard to escape Saruman's clutches. They have been known on rare occasions to aid the Free Peoples of Middle-earth in much larger battles. Without the arrival of the Eagles at both the Battle of the Five Armies and the Battle of the Black Gate, it is likely that countless Men, Elves and Dwarves would have been slaughtered by the vast hordes that opposed them.

As the Third Age draws to a close, the Eagles of The Misty Mountains must join with the Free Peoples of Middle-earth in an effort to prevent darkness from descending upon the world. For should the world become wreathed in shadow, the Eagles will likely face the same doom as the other races of Middle-earth.

ARMY COMPOSITION

This army may include: Gwaihir and Great Eagles.

ARMY BONUS

"The Eagles are coming!" – Eagle models from this army list gain a bonus of +1 to their Strength on a turn in which they charged.



HEROES OF THE MISTY MOUNTAINS



The greatest Eagle in The Misty Mountains, Gwaihir the Windlord is a noble and wise beast. From atop his lofty perch, Gwaihir sees far across the lands below. More than just an animal, Gwaihir possesses a deep understanding of the goings-on of those below his roost. Yet often he chooses to remain high above so as not to trouble himself with the 'ants' beneath his mountain kingdom.

GWAIHIR150 POINTS EAGLE, MONSTER, INFANTRY, HERO - HERO OF LEGEND

Mv	F	S	D	A	W	C	M		
3"	8/4+	6	8	2	3	6	3	3	3

WARGEAR

Claws and beak.

HEROIC ACTIONS

- · Heroic Strike
- · Heroic Strength
- Heroic Defence

SPECIAL RULES

Fly, Monstrous Charge, Terror.

Lord of the Eagles ACTIVE – Though Gwaihir is a noble creature, his keen intelligence is known only to a select few.

Only **Eagle** and **Wizard** models may benefit from Gwaihir's Stand Fast! or benefit from his Heroic Actions.

WARRIORS OF THE MISTY MOUNTAINS



Soaring high above the realms and kingdoms of Middleearth, the Great Eagles of The Misty Mountains hold themselves apart from the problems below. However, if the need is great, they will flock down to lend aid to those who need it. GREAT EAGLE......100 POINTS EAGLE, MONSTER, INFANTRY, WARRIOR

Mv F S D A W C 3" 7/4+ 6 8 2 3 6

WARGEAR

Claws and beak.

SPECIAL RULES

Fly, Monstrous Charge, Terror.

THE WHITE COUNCIL

ormed in order to combat the growing power of the Necromancer in Dol Guldur, the White Council contains arguably the greatest assembly of wisdom and martial prowess of this Age or any other. When called upon to fight, the White Council are all but unmatched in the ways of combat and magical power, making them a very real threat to the evil that is sat simmering within the ruins of Dol Guldur.

The leader of the White Council is Saruman, the greatest of the Istari and a formidable Wizard. His power extends further than any of the other Istari sent to Middle-earth, and his knowledge of sorcery is far greater than that possessed by any of his colleagues. As well as Saruman, two other Istari also form a part of the White Council.

The first of these is Gandalf the Grey, and whilst Saruman considers him to do nothing but meddle in the affairs of the free folk, Gandalf is intent on ensuring that evil does not again find a foothold in Middle-earth. The final Istari within the ranks of the White Council is Radagast, the Brown Wizard. Though thought of as useless by Saruman, it is actually Radagast that alerts Gandalf to the growing darkness within Dol Guldur. Without the somewhat scatterbrained Wizard, it is possible that the White Council may not have known of the danger until it was too late.

Aside from the Istari, the council also contains the most powerful and noble Elf lords in Middle-earth. With unrivalled skill with a blade, these mighty warriors provide the council with great martial prowess. Elrond, the Master of Rivendell, is one of the council's chief members and is both a skilled fighter as well as a talented diplomat. He accompanies his colleagues to Dol Guldur to combat the Necromancer and the Nazgûl head on. Glorfindel is an Elf lord with a lineage that stretches back for many years. Over his long life, he has carried out many great deeds and accomplished many heroic feats, causing his name to be steeped in legend – enough to strike fear into the hearts of his foes.

Perhaps the most compelling figure within the White Council, however, is Lady Galadriel. An Elf of unparalleled power, Galadriel is without doubt the greatest member of the council, and arguably the most powerful being in all of Middle-earth. Those that are brave or foolish enough to stand in her way will be swiftly subjected to her awesome wrath.

It is this group of beings that have tasked themselves with protecting the Free Peoples of Middle-earth from harm, and those that seek to destroy the peace that many have fought so hard to preserve will be dealt a quick and just judgment on the blades of the White Council's swords or by its immeasurable magical power.

ARMY COMPOSITION

This army may include: Saruman the White; Galadriel, Lady of Light; Elrond, Master of Rivendell; Gandalf the Grey; Radagast the Brown; Glorfindel, Lord of the West and Celeborn.

The profile for Elrond, Master of Rivendell can be found **on page 62**. Elrond, Master of Rivendell counts as a Hero of Valour if taken as a part of a White Council army list.

The profile for Gandalf the Grey can be found **on page 16**. Gandalf the Grey counts as a Hero of Valour if taken as a part of a White Council army list.

The profile for Radagast the Brown can be found **on page 79**. Radagast the Brown counts as a Hero of Valour if taken as a part of a White Council army list.

The profile for Glorfindel, Lord of the West can be found **on page 63**. Glorfindel, Lord of the West counts as a Hero of Valour if taken as a part of a White Council army list.

ADDITIONAL RULES

A White Council army may only include a single warband. Unlike the usual model limit of a **Hero** plus twelve Warriors, the White Council includes only Heroes, up to a maximum of ten.

ARMY BONUS

"Are you in need of assistance?" – A member of the White Council from this army list adds +1 to the dice roll when attempting to Resist magic, so long as there is another member of the White Council from this army list within 6".

HEROES OF THE WHITE COUNCIL



As head of the White Council, Saruman the White has the final say in sanctioning any actions its members make. Though he had previously opposed moving openly against the Necromancer of Dol Guldur, believing him to be no real threat, recent events have forced him to take action. Saruman now leads the White Council in unleashing its full power against Sauron.

Mv F S D A W C 6" 5/4+ 4 5 1 3 7



WARGEAR

*Staff of power.

HEROIC ACTIONS

- · Heroic Channelling
- · Heroic Defence

OPTIONS

SPECIAL RULES

Voice of Curunír ACTIVE – It is said that Saruman's greatest power is his voice.

Saruman the White's Stand Fast! has a range of 12" and, unlike other **Hero** model's Stand Fast! rolls, can affect other **Hero** models.

Consuming Rivalry PASSIVE — The head of the White Council resents Gandalf, and often sees him as a nuisance.

Saruman the White will never move as part of a Heroic Action called by Gandalf the Grey, nor will he accept Gandalf the Grey's aid in the form of the Strengthen Will spell – if Gandalf the Grey casts this Magical Power on Saruman the White, it has no effect.

Lord of the Istari PASSIVE — Saruman is the most powerful of the five Wizards sent to Middle-earth, and is the leader of their Order.

Saruman the White can choose to re-roll one dice when making Casting or Resist tests.

MAGICAL POWERS	Range	Casting
Aura of Command	-	2+
Immobilise	18"	2+
Terrifying Aura	-	2+
Command	18"	3+
Sorcerous Blast	12"	4+



GALADRIEL, LADY OF LIGHT130 POINTS

ELF, LÓRIEN, INFANTRY, HERO - HERO OF VALOUR

Amongst the eldest and most powerful of her kind, Galadriel is a part of the White Council that ventures to Dol Guldur to save Gandalf from the Necromancer. Galadriel cares for Gandalf deeply, so much so that she will not allow harm to come to him – a fact that the Keeper of the Dungeons finds out first-hand. Able to banish the Nazgûl through force of will and bearing the Light of Eärendil, Galadriel confronts Sauron, threatening to destroy him if he does not return to the void from whence he came.

Mv	F	S	D	A	W	C
6"	6/3+	4	3	3	3	7



WARGEAR

The Light of Eärendil and Nenya.

Nenya PASSIVE – This unobtrusive ring is one of the three Elven rings gifted to the Elves by Sauron.

Galadriel, Lady of Light can re-roll her dice when using Fate points.

The Light of Eärendil PASSIVE - Galadriel bears the Star-glass, a phial filled with water from her fountain and the light of the Evening Star.

Shooting attacks that are directed against Galadriel, Lady of Light, or any model within 6" of her, will only hit on a To Hit roll of a 6.

HEROIC ACTIONS

- · Heroic Channelling
- · Heroic Strike

SPECIAL RULES

Terror, Woodland Creature.

*The Lady of Lothlórien PASSIVE — Whilst Lothlórien endures, Galadriel commands great power.

Galadriel, Lady of Light can expend a single point of Will each turn without depleting her own store.

War Aspect PASSIVE – When roused to wrath, Galadriel's fury is truly terrifying to behold.

All enemy models within 6" of Galadriel, Lady of Light suffer a -1 penalty to their Courage. Furthermore, Galadriel, Lady of Light never counts as being unarmed.

MAGICAL POWERS	Range	Casting
Fortify Spirit	12"	2+
Banishment	12"	3+
Instill Fear	3"	4+



ELF, LÓRIEN, INFANTRY, HERO - HERO OF VALOUR

One of the eldest of the Elves in Middle-earth, Celeborn is wise and powerful almost beyond comparison. He has provided many words of wisdom to the Councils of the Wise since the days of the Last Alliance. Standing beside the Lady Galadriel, Celeborn remains firm and unwavering against the powers of the Dark Lord, and will continue to do so as the Ages pass.

Mv F S D A W C 6" 6/3+ 4 4 3 3 7



WARGEAR

Celeborn is unarmed.

HEROIC ACTIONS

- · Heroic Channelling
- Heroic Strike
- Heroic Defence

OPTIONS

Heavy armour	10 points
Elven-made hand-and-a-half sword	5 points
Shield	5 points

SPECIAL RULES

Terror, Woodland Creature.

Lord of the West ACTIVE – see page 61.

Lord of Lórien — The armies of the Galadhrim will follow Celeborn's lead against seemingly insurmountable odds.

Celeborn's Stand Fast! is 12", rather than 6".

MAGICAL POWERS	Range	Casting
Aura of Command	-	2+
Enchanted Blades	6"	3+
Immobilise	12"	3+



Whilst some of those that wander do so complete and with their wits intact, there are also those who have been driven mad by grief or worse. The latter was the unfortunate situation that befell the Dwarf lord, Thráin. Driven into madness following the beheading of

his father at the hands of the Pale Orc, Thráin fled into the wild before being captured and tortured at the hands of the Necromancer of Dol Guldur. Years of being subjected to torment has left Thráin a broken Dwarf, barely able to remember his own name, let alone his proud heritage.

ARMY COMPOSITION

This army may include: Thráin the Broken.

ADDITIONAL RULES

The Wanderers in the Wild represent the strange and mysterious folk who do not fit into any army, and as such are not represented as an army on the Allies Matrix. Each profile in the Wanderers in the Wild will state which armies they can ally with, and what level of alliance they will be.

ARMY BONUS

As the Wanderers in the Wild are not an army, and not even really a fighting force, there is no Army Bonus for them.



HEROES OF WANDERERS IN THE WILD



Captured and tortured, Thráin is now a broken being who is barely able to remember his name, let alone his proud history and heritage. He is still dangerous, however, for deep in his damaged mind lies the instincts of a proud Dwarf warrior.

THRÁIN THE BROKEN......10 POINTS DWARF, INFANTRY, HERO - INDEPENDENT HERO

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 4/4+
 2
 4
 1
 2
 4
 0
 0
 0
 0

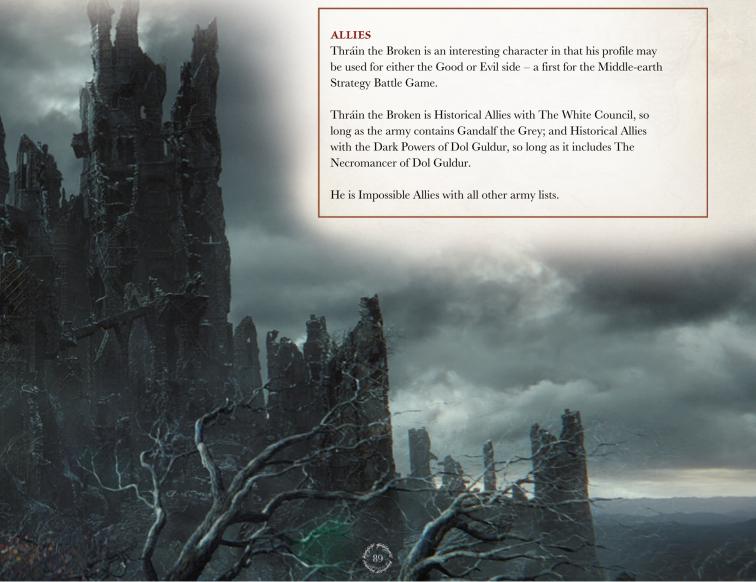
WARGEAR

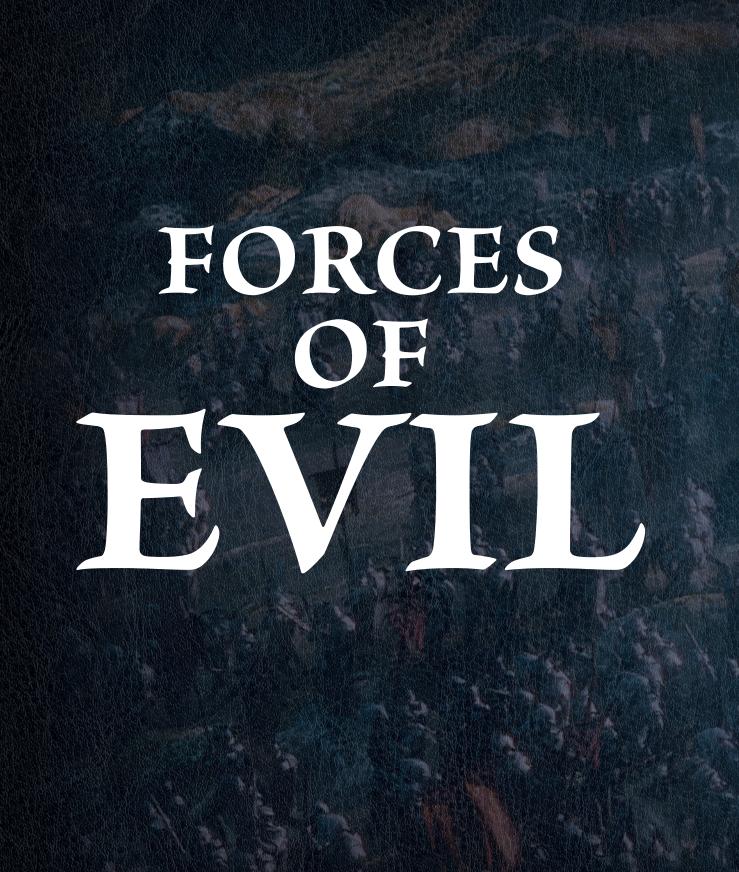
Dagger.

SPECIAL RULES

Shattered Spirit PASSIVE – The torment Thráin has endured has left his spirit broken.

At the start of every Priority phase, before rolling for Priority, Thráin must take an unmodified Courage test. If the test is passed, he acts normally. If it is passed on a double, Thráin adds +2 to his Fight, Strength, Attacks and Courage until the end of the turn. If the Courage test is failed, then the opposing player controls Thráin as if he was one of their models. If Thráin is being used as a Good model, then when he fails his Courage test, the only difference between him and other Evil models is that Good models cannot target Thráin with missile fire or Magical Powers that cause damage, and cannot make Strikes against him. Thráin must always take this Courage test, he can never be forced to automatically pass it.







AZOG'S LEGION

arching upon the kingdoms of Erebor and Dale, Azog's legions spill forth from the cesspits of Dol Guldur eager for the sound of battle and the taste of blood. As the bitter rivalry between the feuding Elves and Dwarves comes to a head, Azog unleashes his legions upon his unsuspecting enemies, the giant werewyrms that lay beneath the plains of Erebor providing passage for Azog's vast legions of Orcs and other foul creatures.

From atop his signal tower, Azog can observe the ever-changing ebb and flow of the battle that rages on beneath him, allowing him to use his tactical mind to react to the battle as it changes. Using his signal tower, Azog commands his forces with a combination of banners and horns, alerting his troops to a change in tactics or to execute a specific manoeuvre.

The bulk of Azog's armies are made up of the vicious Orcs from Dol Guldur and Gundabad. Clad in thick, crude armour, these Orcs are veterans of the many wars with the Dwarves and Elves, the hatred of their races still etched into their brains. Desperate to spill the blood of their most bitter enemies, these Orcs are unleashed upon the ranks of Dwarves, Men and Elves, intent on destroying every single one of them.

It is not just Orcs that Azog commands – he also has a host of fearsome warbeasts at his disposal. Huge Trolls march forth from Gundabad, armed with crude wooden clubs or sharpened gauntlets used to cleave through enemy ranks with frightening ease. Some Trolls are so large, they can be fitted with a whole catapult upon their back. It is these that Azog uses to smash through the walls of Dale, allowing his warriors to flood the city. Although not as big as Trolls, Ogres are an imposing threat, smashing aside Dwarves and Men in order to bring death to Azog's enemies.

From the north, a second army approaches. Bolg has ridden to Mount Gundabad in order to bring forth the vast legions that lie within the fortress' iron walls. Alongside the numerous Gundabad Orc Warriors run the Gundabad Berserkers, hulking Orcs wielding brutal and wicked-looking weapons. War Bats flock from the caves of the mountains. These dread creatures have been bred specifically for war and their razor-sharp talons will see to the deaths of Dwarves and Elves alike.

It is these forces that Azog believes will secure a bloody and decisive victory, allowing for the kingdom of Angmar to rise again and bring terror back to the north, as well as letting the Pale Orc finally settle an old score and erase the line of Durin for good.

ARMY COMPOSITION

This army may include: Azog; Bolg; Gundabad Orc Captains; Goblin Mercenary Captains; Gundabad Orc Warriors; Gundabad Berserkers; Gundabad Trolls; Catapult Trolls; Troll Brutes; Ogres; War Bats and Goblin Mercenaries.

ARMY BONUS

"Let the legions come forth!" – If either Azog or Bolg is the leader of your force then they gain the Master of Battle special rule.



HEROES OF AZOG'S LEGION



AZOG......165 POINTS

ORC, GUNDABAD, INFANTRY, HERO - HERO OF LEGEND

The Necromancer of Dol Guldur is revealed as the Great Enemy, yet it is through his mighty vassal, Azog, that Sauron threatens to crush all resistance to his power in the north. The time for secrecy has passed, and the Pale Orc is now unleashed upon his foes as the fearsome general of Sauron's massed hordes, intent on finishing what he started and ending the line of Durin.

Mv F S D A W C 6" 7/5+ 5 5 3 3 5



WARGEAR

Sword and mace.

HEROIC ACTIONS

- · Heroic March
- · Heroic Strike
- · Heroic Strength
- · Heroic Challenge

OPTIONS

Signal Tower	200 points
The White Warg	50 points
Stone flail	20 points
Heavy armour	10 points

Stone Flail ACTIVE – This huge stone flail is capable of crushing bone and flinging enemies to the ground.

The stone flail is a two-handed weapon that follows the normal rules for flails, with the following exceptions. When fighting with the stone flail, Azog's Fight value is reduced to 6/5+. Azog does not reduce his Fight value for using the Whirl Special Strike. Additionally, Wounds inflicted by the stone flail cause not 1 Wound but D3 Wounds instead (determine the number of Wounds after Fate points are used), and any model that is struck, but not slain, is knocked Prone.

SPECIAL RULES

Burly.

General of the North ACTIVE – By Sauron's will, Azog is the undisputed commander of the Orc hordes.

Azog's Stand Fast! rule has a range of 12" and, unlike any other **Hero** model's Stand Fast! rule, can affect other **Orc Hero** models.

I am the Master ACTIVE — Azog is a jealous leader, and will fight any who threaten his rule.

When rolling To Wound an enemy **Hero** model after winning a Fight, Azog never needs to roll more than a 3+ to score a wound, regardless of their Defence.

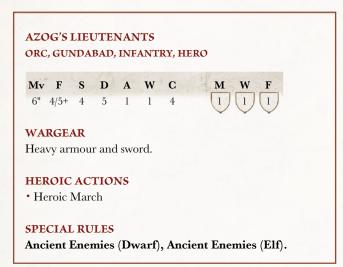
SIGNAL TOWER

Azog commands his legions of Orcs from atop his Signal Tower. Using the huge banners that make it up, Azog is able to direct his troops from a great distance – the giant horn ringing out to signal a change in the Pale Orc's plans. Upon this purpose-built command position, Azog has complete control over the battles that rage below.

The Signal Tower consists of four major parts:

- The Banner of Dol Guldur The largest and most imposing banner upon the tower.
- The Banner of Gundabad The two-pronged banner located to the right of the tower.
- The Banner of Angmar The central stationary banner.
- The Horn of Gorgoroth The giant horn.

The Signal Tower also comes with seven of Azog's Lieutenants, armed with swords, to man the tower. These Lieutenants do not count as part of Azog's warband and may not lead troops.



Signal Tower – The Tower is placed in position before a battle commences, allowing for Azog to command his troops effectively from the start of the battle.

Before deployment, but after players have decided on their board edges, the controlling player may place the Signal Tower, plus the seven of Azog's Lieutenants, anywhere on the battlefield. The Signal Tower may not be subsequently moved. Note: the Lieutenants must be deployed on the Signal Tower.

It must always be Manned PASSIVE – The different parts of the Signal Tower must all be manned in order for them to function and deliver Azog's commands.

Any of Azog's Lieutenants may man a part of the Signal Tower – to do this they must be in base contact with the part they wish to man. Whilst manned, each part of the Signal Tower has a different effect, as follows:

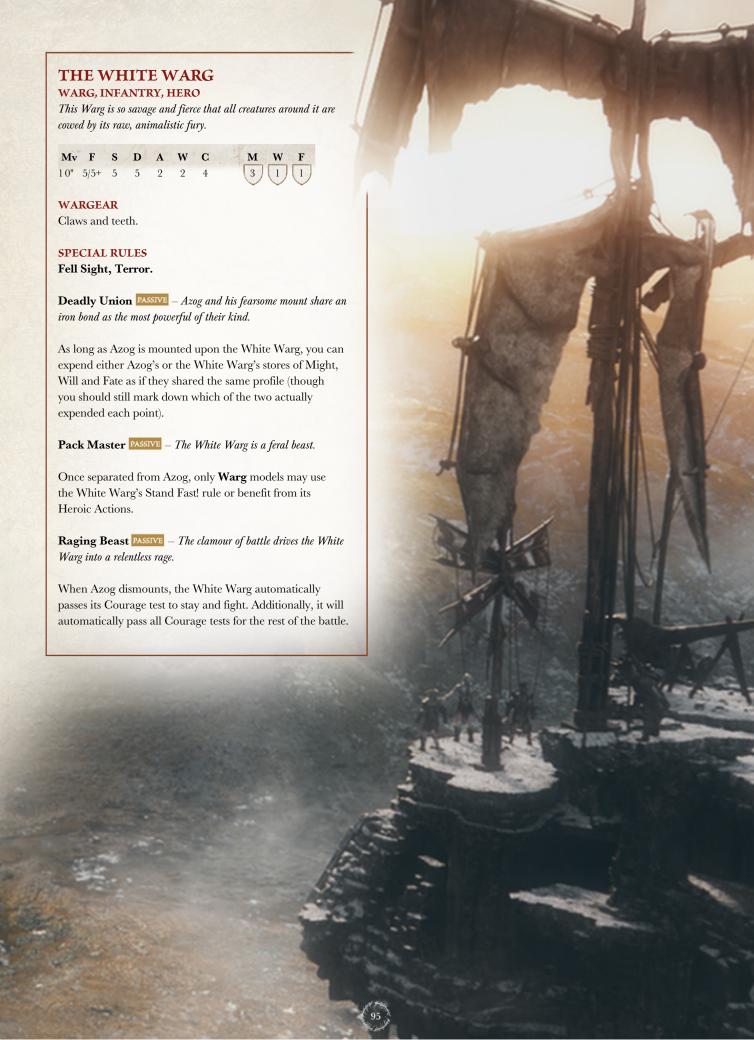
- The Banner of Dol Guldur PASSIVE All friendly Gundabad models on the battlefield count themselves as being in range of a banner.
- The Banner of Gundabad
 PASSIVE All friendly Gundabad

 Hero models on the battlefield may declare Heroic Marches without reducing their store of Might.
- The Banner of Angmar PASSIVE Whenever a friendly **Gundabad** model on the battlefield suffers a Wound, roll a D6. On the roll of a natural 6, the Wound is ignored exactly as if a point of Fate had been spent. Note that this supersedes other rules that confer similar effects, e.g., Fury.
- The Horn of Gorgoroth PASSIVE Counts as a War Horn.
 Additionally, all enemy models on the battlefield suffer -1 to their Courage value. Note that this is not cumulative with other rules that confer similar penalties.

Summoning of the Hosts PASSIVE — Atop his signal tower, Azog is able to command masses of Orcs at once.

If the Signal Tower is taken as an upgrade for Azog, then 24 Warriors may be included in Azog's warband rather than 18. These may deploy within 12" of Azog rather than the usual 6".

Destroying the Signal Tower has a Defence value of 10 with 3 Wounds, and each is considered as a separate Battlefield target. Additionally, if an enemy model spends a full turn in base contact with any part of the Signal Tower without doing anything else (i.e., not shooting, using Magical Powers or fighting in combat), then that part of the Signal Tower is disabled and its effect is lost.





Second-in-command under Azog, Bolg rules the Orcs of Mount Gundabad with an iron fist. Every bit as cruel and deadly as his sire, Bolg fights with staggering strength and viciousness, his every effort intended to break bones and shed the blood of those who oppose him. At the Battle of the Five Armies, Bolg is eager to unleash his brutality upon the Dwarves that have evaded him.



 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 7/5+ 5
 7
 3
 3
 5
 3
 3
 1

WARGEAR

Heavy armour and two-handed pick.

HEROIC	ACTIONS	OPTION
ILLICIC	ACTIONS	OF HON

- Heroic March
 Heroic Strike
 Fell Warg
 Doints
 5 points
- · Heroic Strength
- Heroic Challenge

If your army includes Bolg, all Hunter Orcs and Hunter Orc Captains in your army gain the Morgul Arrows special rule (see below).

SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf), Burly.

The Bringer of Death ACTIVE – Slaughter and torture are Bolg's stock-in-trade, and those who face him in battle are overawed by his murderous nature.

Every time that Bolg slays an enemy model, take note of it. Once he has killed two or more enemies, he causes Terror. Once he has killed five or more enemies, he also gains the Harbinger of Evil special rule. Once he has killed 10 or more enemies, he gains the Mighty Hero special rule.

Morgul Arrows PASSIVE – The poison that coats these deadly arrows is found in the darkest parts of Minas Morgul.

Any model that suffers a Wound from a model with this special rule's shooting attacks, and isn't slain, must roll a D6 at the start of each subsequent turn. On the roll of a 1, that model suffers a Wound.





Bloody-minded and savage warriors, whose strength and resilience overshadows that of their peers, the captains of Gundabad are the most sturdy and ruthless Orcs in The Misty Mountains. These are the warriors whom the greatest Orc warlords surround themselves with.

GUNDABAD ORC CAPTAIN50 POINTS ORC, GUNDABAD, INFANTRY, HERO - HERO OF FORTITUDE

Mv F S D A W C M W F 6" 4/5+ 5 6 2 2 4 2 1 1

WARGEAR

Heavy armour and sword.

HEROIC ACTIONS

Heroic March

OPTIONS

Shield......5 points

SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf).



The promise of revenge was enough to convince these wicked leaders to take up arms against the Dwarves. Life in The Misty Mountains has made the leaders of the Goblin Mercenaries more cunning than those they command, able to launch ambushes from seemingly impossible locations.



GOBLIN MERCENARY CAPTAIN50 POINTS GOBLIN, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5" 3/5+ 4
 5
 2
 2
 3
 2
 1
 1
 1

WARGEAR

Armour and sword.

HEROIC ACTIONS

· Heroic March

SPECIAL RULES

Cave Dwellers.

Chittering Hordes ACTIVE — Goblins are so eager to get to grips with their enemy that they will clamber over one another to stab at their foes.

Models with this special rule can Support as if they had spears, with the exception that they can only ever Support another model with the Chittering Hordes special rule. A Supporting model does get the benefit of having a two-handed weapon, if it has one.

Mercenary Ambush ACTIVE — These Goblins jump out from hidden places in order to assault their foes.

Warbands led by a Goblin Mercenary Captain that contain solely Goblin Mercenaries do not have to deploy on the board at the start of the game. Instead, they may be kept in reserve.

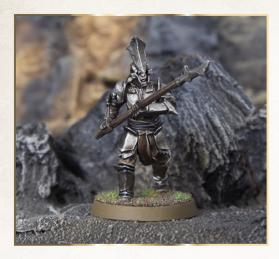
From turn 2 onwards, the controlling player must test to see if their Goblin Mercenaries have arrived. To do this, the Goblin Mercenary Captain must make a Courage test at any point during the controlling player's Move phase.

If the test is passed, the controlling player may choose whether or not the Goblin Mercenaries have arrived. If the test is failed, then the opposing player may choose whether or not the Goblin Mercenaries have arrived.

Once they have arrived, the controlling player places the warband fully within any eligible terrain piece on the board. Models deployed in this way may not be placed within the Control Zones of any enemy models. This counts as the Goblin Mercenaries' movement for that turn. If the entire warband cannot be placed for any reason (such as there are no eligible terrain pieces), then they may arrive as Reinforcements from a board edge of the controlling player's choice instead.



WARRIORS OF AZOG'S LEGION



The Orcs of Gundabad are powerful fighters, regimented and trained to a high standard that few other Orcs aspire to. They have become the hated foes of the determined Dwarves who have spent many years and lives waging war against them.

GUNDABAD ORC WARRIOR8 POINTS ORC, GUNDABAD, INFANTRY, WARRIOR

Mv F S D A W C 6" 3/5+ 4 5 1 1 3

WARGEAR

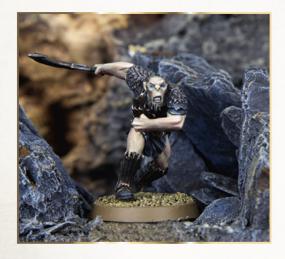
Heavy armour and sword.

OPTIONS

Banner	25 points
Shield	1 point
Spear	1 point

SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf).



Sprinting ahead of the Orcs brought forth from Gundabad are the Gundabad Berserkers. Wilder and more feral than other breeds of Orc, Gundabad Berserkers are creatures of heaving muscle and snarling malice, hardened killers with a monstrous craving for flesh, making them ideal companions for Bolg.

GUNDABAD BERSERKER......15 POINTS ORC, GUNDABAD, INFANTRY, WARRIOR

Mv F S D A W C

WARGEAR

Armour and sword or axe.

OPTIONS

Two-handed pick......1 point

SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf).

Oblivious to Pain PASSIVE — Driven into a frenzy by the spilling of the enemy's blood, Gundabad Berserkers pay little to no attention to the pain that is inflicted upon them.

Every time a Gundabad Berserker suffers a Wound, roll a D6. On a roll of a 6 (or a 5+, if the Banner of Angmar on Azog's Signal Tower is on the battlefield and manned), the Wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.





Amongst the deadliest of creatures under Azog's command are the Gundabad Trolls. These massive beasts are clad in crude metal armour and wield either a huge wooden club capable of turning even the mightiest warriors to paste, or a pair of deadly scythe gauntlets that can effortlessly slice Man and beast in two. The sight of such a fearsome foe is enough to cause doubt in even the bravest of hearts.

GUNDABAD TROLL120 POINTS

TROLL, GUNDABAD, MONSTER, INFANTRY, WARRIOR

Mv F S D A W C 6" 7/6+ 7 8 3 4 4

WARGEAR

Heavy armour and the choice of either a massive crushing club or a pair of scythe gauntlets.

SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf), Terror.

Crushing Club ACTIVE — The clubs wielded by Gundabad Trolls are easily capable of squashing an enemy in one hit.

Wounds caused by Strikes from Gundabad Trolls armed with a crushing club cause not 1 Wound but D3 Wounds instead – determine the number of Wounds caused before Fate points are used. Any model that is targeted with strikes from a Crushing Club, and survives, is also knocked Prone on a roll of a 3+.

Scythe Gauntlets ACTIVE — Gundabad Trolls armed with scythe gauntlets are capable of cleaving an enemy in half in one swift strike.

A Gundabad Troll armed with a pair of scythe gauntlets receives a +1 bonus to its Strikes when rolling To Wound.



TROLL, GUNDABAD, MONSTER, SIEGE ENGINE, INFANTRY

To breach the walls of enemy cities, Azog utilises the Catapult Trolls at his disposal. Great war catapults are strapped to these hulking creatures, creating the ultimate siege weapons, which are capable of bringing Dale's walls crashing down. With crude metal gauntlets attached to their hands, these Trolls are also able to crush their foes in battle.

WARGEAR

Catapult and metal gauntlets.

SPECIAL RULES

Terror.

Catapult – A Catapult Troll always follows the rules for Volley Fire, giving it a range of 12"-96". Shots fired from the Catapult are resolved at Strength 10. When firing the Catapult, follow the rules for Siege Engines in the main rules manual with the following exceptions:

The Catapult Troll may still fire in the same turn that it has moved in, even if this is up to its full Move value. However, if the Catapult Troll has moved, it will only hit on the roll of a 6. The Catapult may still be fired whilst the Troll is in combat. If you wish to do this, and a 1 is rolled when rolling To Hit, the Catapult will malfunction and the Catapult Troll will suffer a wound. A Catapult Troll does not have a crew in the same way as a conventional Siege Engine - however, it is classed as a large **Siege Engine** and the Troll itself is considered to be the Siege Veteran. However, unlike other Siege Veterans, the Troll has no points of Might, Will or Fate. Unlike other Siege Engines, the Catapult Troll cannot be destroyed if a model spends its entire turn in base contact with it.

Area Effect – The impact caused by the rocks crashing into the ground is enough to fling nearby warriors to the floor, showering them in debris.

If the Catapult scores a hit against a Battlefield target, all Mansized (or smaller) models within 2" are Knocked to the Ground. Cavalry models within 2" must take a Thrown Rider test. Additionally, any model within 2" also suffers a Strength 6 hit.

Goblin Crew ACTIVE – The Catapults are manned by a team of Goblins who, when needed, will readily join in slaughtering those unlucky enough to stand against them.

If the Catapult Troll wins the Fight, in addition to any Strikes that the Troll makes, the Goblin crew may also make Strikes against those in combat with the Troll. The Goblins inflict D6 Strength 3 Strikes if the Catapult Troll wins the Fight. Note that if the Catapult Troll uses a Brutal Power Attack, then the Goblins do not get these additional Strikes.

Metal Gauntlets ACTIVE - The gauntlets attached to these Trolls provide them with sufficient means to swiftly despatch those in their path. A hit from these weapons can send even the sturdiest of warriors flying.

Catapult Trolls never count as being unarmed. Furthermore, count their Strength as 10 when rolling for distance with a Hurl Brutal Power Attack.





Tortured and mutilated by Orcs, these Trolls have been specifically bred for war. Many of them have had limbs removed and replaced with crude and merciless weaponry. With every lumbering stride, they crush and mangle those in their path, spiked feet and swinging flails leaving a trail of broken bodies and splattered gore in their wake.

TROLL BRUTE......100 POINTS

TROLL, GUNDABAD, MONSTER, INFANTRY, WARRIOR

Mv F S D A W C 6" 5/6+ 7 6 3 4 3

WARGEAR

Flails.

SPECIAL RULES

Fearless, Terror.

Crushing Blow ACTIVE — As Troll Brutes move, they smash their flails into the ground in an attempt to crush whatever lies in their path.

Each time a Troll Brute moves into base contact with another model, it must inflict a single Strength 10 hit upon that model. **Cavalry** models suffer these hits on both the rider and the mount. If the model is slain, then the Troll Brute may continue its move. If it is not slain, then the Troll Brute stops (exactly like a charging model would) and, if the model is an enemy, will fight it as normal in the Fight phase.



Smaller, but less cumbersome than the Trolls of Azog's legions, the Ogres pose a different threat at the Battle of the Five Armies. Wielding huge wooden clubs, these foul creatures are often commanded to seek out war machines and tear them to pieces.

Mv F S D A W C 8" 5/6+ 6 5 3 3 3

WARGEAR

Wooden clubs.

SPECIAL RULES

Terror.

Relentless Advance When commanded, the Ogres of Azog's armies will charge through the ranks of their own troops in order to meet their enemies head-on.

When an Ogre charges into combat, they can pass 'through' friendly **Orc**, **Goblin** and **Bat** models when they move and each model that they pass through suffers a Strength 3 hit. A model that they end their move on is automatically removed as a casualty. A model with this special rule cannot be Compelled/Commanded over friendly models if it is forced to Charge as part of that Magical Power.

WAR BAT25 POINTS

BAT, GUNDABAD, INFANTRY, WARRIOR

Dwelling in the northern fortress of Gundabad, these bats have been bred solely for war. Flying ahead of Bolg's army, the War Bats are the first of Bolg's reinforcements to reach the Battle of the Five Armies. Razor-sharp talons pluck warriors from the field of battle, piercing armour and tearing flesh as they fling their prey to the ground.

Mv F S D A W C

WARGEAR

Razor-sharp teeth and talons.

SPECIAL RULES

Fly.

Piercing Talons ACTIVE — War Bats are armed with vicious talons that are able to rip through armour with frightening ease.

When a War Bat Charges, the Defence of the charged model, and any models that subsequently counter-charge, is reduced by 2 against the War Bat's Strikes.

Pluck ACTIVE — As a War Bat flies over its prey, it will attempt to seize it in its vicious talons and fling it to the ground.

At the end of a War Bat's Move, pick an unengaged Man-sized (or smaller) enemy model that it has moved over and roll a D6. On a 4+, that model suffers a Strength 4 hit. If it survives, roll another dice. On a 4+, that model is Knocked to the Ground.





Following the Goblin King's death at the hands of Thorin's Company, the Goblins of Goblin-town have joined Azog's forces at the Battle of the Five Armies. Eager to avenge their fallen king, these mercenaries have been provided with better equipment than that of their fellows still in Goblin-town, and can arrive at the battle seemingly from out of nowhere.

GOBLIN MERCENARY5 POINTS GOBLIN, INFANTRY, WARRIOR

Mv F S D A W C 5" 2/5+ 3 4 1 1 2

Goblin Mercenaries may only ever be in a warband led by a Goblin Mercenary Captain.

WARGEAR

Armour and either sword or pick.

SPECIAL RULES

Cave Dwellers.

Chittering Hordes ACTIVE - See page 97.

Mercenary Ambush ACTIVE - See page 97.



AZOG'S HUNTERS

ver since his defeat at the Battle of Azanulbizar, over a hundred years before, Azog has thirsted for the blood of Thorin Oakenshield. His desire to exact a brutal and bloody revenge upon the heir of Erebor has all but consumed him, driving him to near madness. From his camp atop the ruined watchtower of Amon Sûl, Azog has sent out word of a price upon the head of Thorin and has gathered to him all manner of barbaric creatures to aid him in his crusade to wipe out the line of Durin.

The Pale Orc rides into battle upon his great White Warg, a huge and vicious beast that towers over Orc and Warg alike. Atop this beast, Azog leads his followers in the hunt for Thorin's Company. Alongside the Pale Orc rides his spawn, Bolg. Every bit as cruel and unrelenting as his father, it is Bolg who continues the chase for the Dwarves when Azog is summoned by the dark power that dwells in Dol Guldur – the true master of evil.

Azog's Hunters are made up of many packs of vile Hunter Orcs, cunning and silent killers that have become accustomed to tracking their targets

across all manner of terrain. Alongside them ride the Fell Wargs, beasts of an untapped power. Their senses greater than those of their lesser kin, Fell Wargs make for a deadly addition to Azog's forces. There are even some Orcs brave, or foolish, enough to ride these vicious creatures, combining the skills of both warriors to create a threat that is much greater than the sum of its parts.

In the absence of either Azog or Bolg, the Hunter Orcs are led by their captains, ruthless veterans who are tasked with keeping their packs in line and doing the will of the Pale Orc. Many of these captains have found that their skills lend them to different roles within the ranks of the Hunter Orcs. Fimbul has proven himself to be an expert in tracking and riding atop a Fell Warg, and so it is he that leads the Warg Riders into war. Narzug has exceptional skill with a bow, even for an Orc without the training of an Elf or Man. Even Yazneg, despite all of his failures, has proven his worth at times, leading the initial pursuit of the Dwarves. It is quite possible that, without the intervention of the Elves of Rivendell, Yazneg would have returned to Azog with the head of Thorin in his hands and the quest of the company would have failed.

ARMY COMPOSITION

This army may include: Azog; Bolg; Yazneg; Narzug; Fimbul the Hunter; Hunter Orc Captains; Hunter Orcs and Fell Wargs.

The profile for Azog can be found **on page 93**. Azog counts as a Hero of Legend if taken as part of an Azog's Hunters army list. Azog may not take the Signal Tower, heavy armour or stone flail if taken as part of an Azog's Hunters army list.

The profile for Bolg can be found **on page 96**. Bolg counts as a Hero of Valour if taken as part of an Azog's Hunters army list.

ARMY BONUS

"They strike in the wee small hours when everyone's asleep" – The Azog's Hunters army list may include 50% bows rather than 33%. Additionally, all models in the Azog's Hunters army list have their Shoot value improved by 1.



HEROES OF AZOG'S HUNTERS



Yazneg is the brutish and cruel captain of Azog's Hunter Orcs. He leads this vicious band of creatures in an effort to track down and kill Thorin's Company – and anything else that is unfortunate enough to get in his way.

YAZNEG.......45 POINTS ORC, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M		
6"	4/5+	4	5	2	2	3	3	1	1

WARGEAR

Armour and two-handed axe.

HEROIC ACTIONS	OPTIONS
Heroic Strike	Fell Warg10 points
	Lance5 points

SPECIAL RULES

Expert Rider.

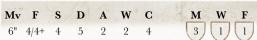
The Price of Failure PASSIVE - Yazneg's master is not one to tolerate failure lightly...

If your army contains both Azog and Yazneg, and the two are in base contact at the beginning of your Move phase, instead of rolling the dice to make a Courage test when your force is Broken, you can remove Yazneg from play. If you do so, Azog is considered to have automatically passed his Courage test and his Stand Fast! will affect the entire battlefield. Furthermore, if Yazneg is removed from play in this way then whilst Azog is still alive, all Hunter Orcs, Hunter Orc Captains, Fimbul the Hunter and Narzug re-roll failed Courage tests.



One of the captains of Azog's Hunter Orcs, Narzug possesses an unusually exceptional skill with a bow for an Orc, even rivaling that of some Men. His arrows are laced with a deadly toxin, and those who are pierced by one of Narzug's arrows will soon be left choking on the poison that rushes through their veins, if the initial shot didn't do the job. Like all of those that lead packs of Hunter Orcs, Narzug is a vicious fighter and well-versed in both the art of stealth and brutal hand-to-hand combat.

NARZUG......50 POINTS ORC, INFANTRY, HERO – HERO OF FORTITUDE



WARGEAR

Armour, sword and Orc bow.

HEROIC ACTIONS	OPTIONS
Heroic Accuracy	Fell Warg

SPECIAL RULES

Expert Rider.

Morgul Arrows – see page 96.

Lethal Aim ACTIVE — Narzug's skill with a bow is unrivalled within the ranks of the Hunter Orcs.

Each turn, Narzug may spend a single point of Might without reducing his store (even if he has none remaining) to modify either a To Hit roll, an In The Way roll or a To Wound roll when shooting his Orc bow.



Fimbul is the wily lieutenant of Azog's Hunters. A cunning Orc who has become accustomed to pursuing and tracking his prey, Fimbul has proven his worth to Azog's cause many times over the years. A vicious fighter, he takes great pride in his skills as a tracker and will doggedly pursue his foes without ever tiring from the chase.

FIMBUL THE HUNTER.....50 POINTS

ORC, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 5/5+ 4
 5
 2
 2
 4
 3
 1
 1

WARGEAR

Armour, sword and Orc bow.

HEROIC ACTIONS

• Heroic Strike

OPTIONS

Fell Warg10 points

SPECIAL RULES

Expert Rider.

Hunt Master ACTIVE – Fimbul's ability to stalk his foes extends across all types of ground.

When mounted, Fimbul ignores the penalties suffered by **Cavalry** models attempting to move in difficult terrain – this even enables him to gain the bonuses for charging!



Warbands of Hunter Orcs are often led by seasoned veterans, warriors who are well-practiced in both stealth and brutal murder. These captains will tirelessly carry out the bidding of the Pale Orc, often engaging in gruelling pursuits across the mountains and plains of Middle-earth as they track their prey.

HUNTER ORC CAPTAIN......45 POINTS ORC, INFANTRY, HERO - HERO OF FORTITUDE

Mv	F	S	D	A	W	C			F
6"	4/5+	4	5	2	2	3	2	1	1

WARGEAR

Armour and two swords.

HEROIC ACTIONS

Heroic March

OPTIONS

Fell Warg10	points
Orc bow5	points
Two-handed pick5	points

SPECIAL RULES

Many Blades — Hunter Orcs carry a variety of long knives, wicked swords and other, stranger weapons into battle.

Whilst they have the **Infantry** keyword, a model with this special rule receives +1 Attack.

WARRIORS OF AZOG'S HUNTERS



Whereas most Orcs prefer to face their enemies head-on upon the battlefield, Hunter Orcs prefer a much more subtle approach to war. Favouring to use their skills as both trackers and hunters, these ruthless Orcs will lie in wait for days if necessary in order to spill the blood of their prey.

HUNT	ER ORC	8 POINTS
ORC. INFA	ANTRY, WARRIOR	

Mv	F	S	D	A	W	C
6"	3/5+	4	4	1	1	2

WARGEAR

Armour and two swords.

OPTIONS

War horn	30 points
Banner	25 points
Fell Warg	8 points
Orc bow	1 point
Two-handed pick	1 point

SPECIAL RULES

Many Blades - see page 106.



Unlike the Wargs that dwell elsewhere in Middle-earth, the Fell Wargs utilised by Azog's Hunters are even more fearsome. Their senses are heightened and they can seemingly see around corners and other such barriers, making these beasts a deadly enemy to face. Many unsuspecting warriors have found themselves mauled by these vicious and sinister creatures.

Mv F S D A W C 10" 3/5+ 4 4 1 1 2

WARGEAR

Claws and teeth.

SPECIAL RULES

Fell Sight.

DARK POWERS OF DOL GULDUR

ol Guldur was once a stronghold of Sauron whilst he was under the guise of the Necromancer, and was abandoned during the Third Age. However, in more recent years, a darkness has begun to spread outwards from the old fortress' crumbling walls. A sickness has descended upon the Greenwood, giving it the name of Mirkwood, and nothing good grows there anymore.

Within the ruins of Dol Guldur, the Necromancer has returned, building his strength as he prepares to unleash his power against the Free Peoples of Middle-earth. The Dark Lord only needs to regain the One Ring to once more bring devastation upon Middle-earth, and cast it into shadow. It is from his position in Dol Guldur that Sauron intends to orchestrate his hunt for the Ring.

To his side, Sauron has summoned his most deadly servants to aid him in his dark quest, the Nazgûl. However, these incarnations of the Black Riders are unlike any that have been seen before or will be seen again. Clad in thick, spiked armour and wielding a variety of deadly and unusual weaponry, these Nazgûl are more suited to the ways of

combat, rather than the dark sorceries they have been known for in their other forms. Alongside the Nazgûl fight the Castellans of Dol Guldur, mindless and tortured spirits mangled by Sauron's malice and bent to his will. It is these forces that will lead the Dark Lord's hunt for The One Ring.

Sauron also hungers for the Rings of Power, hoping to use them in order to track down The One Ring. It is the task of the monstrous Keeper of the Dungeons to locate and retrieve these rings, by whatever means he deems necessary. The Keeper of the Dungeons takes great delight in the maining and torturing of those that are held in the cells of Dol Guldur, his lust for blood driving him onwards to complete his task.

Legions of Orcs have been drawn to the ever-growing darkness of Dol Guldur, preparing for the wars that are yet to come. Packs of feral Hunter Orcs, along with numerous Fell Wargs, litter the stone floors of the ruined fortress and rank upon rank of vicious Gundabad Orcs head up the ruined city's armies. With Sauron's host built, it will not be long before he unleashes his full power upon Middle-earth.

ARMY COMPOSITION

This army may include: The Necromancer of Dol Guldur; Nazgûl of Dol Guldur; The Keeper of the Dungeons; Castellans of Dol Guldur; Hunter Orc Captains; Gundabad Orc Captains; Hunter Orcs; Gundabad Orc Warriors; Fell Wargs and Mirkwood Spiders.

The profile for Hunter Orc Captains can be found **on page 106** and the profile for Gundabad Orc Captains can be found **on page 96**. These count as Heroes of Fortitude if taken as part of a Dark Powers of Dol Guldur army list.

The profile for Hunter Orcs can be found **on page 107**, the profile for Gundabad Orc Warriors can be found **on page 98** and the profile for Fell Wargs can be found **on page 107**.

The profile for Mirkwood Spiders can be found **on page 116**.

ADDITIONAL RULES

The Necromancer, and all nine Nazgûl of Dol Guldur, may be deployed as one warband if you wish, so long as the warband contains no other models.

ARMY BONUS

"His Spirit has lost none of its potency" – Whenever the Necromancer of Dol Guldur attempts to cast a Magical Power, by expending one or more Will points, he automatically adds an extra free Will point to the Casting test.

HEROES OF THE DARK POWERS OF DOL GULDUR



THE NECROMANCER OF DOL GULDUR......250 POINTS

SPIRIT, DOL GULDUR, INFANTRY, HERO - HERO OF LEGEND

Sauron has returned, his eye now fixed upon the Lonely Mountain that holds the key to reclaiming the realm of Angmar in the north. Building his power in Dol Guldur in the guise of the Necromancer, Sauron has assembled a vast army. Even now, Sauron still wields tremendous power and is able to make Gandalf's staff disintegrate before his eyes. Unable to fully regain his form, however, Sauron must use his most deadly of servants to combat the White Council as they attempt to put a stop to his designs upon Middle-earth.

Mv	F	S	D	A	W	C	M	W
6"	7/4+	6	8	1	1	6	M 3	25

HEROIC ACTIONS

- Heroic Channelling
- · Heroic Strength
- Heroic Challenge

SPECIAL RULES

Ancient Evil, Terror, Will of Evil.

*He cannot yet take Physical Form PASSIVE - The Necromancer is unable to fully manifest, making it harder to combat him effectively.

The Necromancer may use his Will points as Fate points if he wishes.

Drain Soul ACTIVE – The potency of the Necromancer's power is a deadly force to face.

Any model that suffers a wound from the Necromancer during the Fight phase is automatically slain regardless of the number of Wounds on its profile. A Hero can use Fate to avoid Wounds suffered, but if even a single Wound is not avoided then the Hero is slain and removed as a casualty.

Master of the Nazgûl PASSIVE - The Necromancer's powers sustain the Nazgûl, making them much more deadly when near their master.

Any Nazgûl of Dol Guldur in the same army as the Necromancer of Dol Guldur gains a bonus of +1 to their rolls for their Unholy Resurrection special rule whilst he is alive and on the board.

Note: The Necromancer is in fact Sauron. This means you cannot have both Sauron and the Necromancer in the same army, as much as you may want to!

MAGICAL POWERS	Range	Casting
Drain Courage	12"	2+
Transfix	12"	2+
Compel	12"	4+
Instill Fear	3"	4+
Shroud of Shadows	12"	4+
Your Staff is Broken	12"	4+
Chill Soul	12"	5+
Sap Will	12"	5+



THE NAZGÛL OF DOL GULDUR75 POINTS

SPIRIT, RINGWRAITH, DOL GULDUR, INFANTRY, HERO - HERO OF VALOUR

Appearing at Dol Guldur in a very different form to that of the Black Riders, at this point in their existence the Nazgûl are much swifter with a blade than the robed figures that appear many years later. Summoned into being by the Necromancer of Dol Guldur, the Nazgûl engage the White Council in a grim ballet of whirling blades and darting movement. Able to constantly return to battle once banished, the servants of the Dark Lord are a deadly foe unlike any the White Council has faced before.

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	6	2	1	6	M 2	1	0

WARGEAR

Each of the Nazgûl has different wargear, as described over the following pages.

SPECIAL RULES

Harbinger of Evil, Terror.

One of Nine PASSIVE - Nine rings of power were gifted by Sauron to the race of Men.

There can only be a maximum of nine **Ringwraith** models, of any combination (including Ringwraiths or any of the named Wraiths), in your force. Additionally, a **Hero** wearing the Ring is not invisible to these models as he is to others.

The Servants of Evil PASSIVE - Whilst all of the Nazgûl are bound to the will of Sauron, each of them is slightly different, and as such fights in a different way.

When choosing which Nazgûl to field, pick one option from the list that follows. Each Nazgûl may only be taken once, unless otherwise stated.

Unholy Resurrection PASSIVE - Through their dark power, the Nazgûl of Dol Guldur are able to return to the field of battle repeatedly if they are defeated.

If a model with this special rule is slain, place a marker where it was removed from the board. In the next Priority phase, after Priority has been rolled, roll a D6. On a 3+, the model regains 1 Wound and may be placed anywhere within 6" of the marker, so long as it is not placed in base contact with an enemy model. Any Might or Will points that were spent remain spent. Whilst the marker is in play, the Nazgûl counts as on the board for the purpose of working out whether your force is Broken or reduced to 25% - though they cannot hold objectives and will still count as slain for the purposes of any special rules that would require a model to be slain (such as a Heroic Combat). If the roll is a 1 or a 2, then the Nazgûl has been banished remove the marker and the Nazgûl from play. Wounds caused by Magical Powers or Elven-made weapons inflict a -1 penalty to the Unholy Resurrection roll. If, when the game ends, a marker is in play and the corresponding Nazgûl is not on the board, that Nazgûl will count as having been slain for the purposes of victory conditions.

THE WITCH-KING OF ANGMAR WARGEAR

Armour and sword.

SPECIAL RULES

Angmar Arisen PASSIVE — The greatest of the Nine, the Witch-king is the most deadly of all the Nazgûl.

The Witch-king has 3 Might instead of 2.

KHAMÛL THE EASTERLING WARGEAR

Armour and two-handed mace.

SPECIAL RULES

Rhûnish Fury PASSIVE — Originating from a fierce warrior culture, Khamûl is well-versed in the ways of combat.

Khamûl the Easterling has 3 Attacks instead of 2.

THE DARK HEADSMAN

WARGEAR

Armour and axe.

SPECIAL RULES

Executioner ACTIVE – This Nazgûl takes great pleasure in removing the heads of his foes.

If the Dark Headsman scores a natural 6 when rolling To Wound, then the Strike causes not 1 Wound but D3 Wounds instead (determine the number of Wounds after Fate points are used).

THE FORSAKEN

WARGEAR

Armour and Trident Spear.

SPECIAL RULES

Trident Spear ACTIVE — An unusual, yet deadly weapon, this spear is capable of penetrating steel plate armour as if it were nothing but cloth.

The Trident Spear is a spear. Additionally, the Forsaken must reroll all failed rolls To Wound.

THE LINGERING SHADOW

WARGEAR

Armour and sword.

SPECIAL RULES

Unnatural Speed ACTIVE — Able to dart around his enemies, the Lingering Shadow's speed is unmatched by any of the Nazgûl of Dol Guldur.

After Priority has been rolled, the controlling player may remove the Lingering Shadow from the board and place him anywhere within 3" of where he originally was. Note, the Lingering Shadow may not be placed in base contact with an enemy model. This does not count as moving.

THE ABYSSAL KNIGHT

WARGEAR

Armour and Elven-made sword.

SPECIAL RULES

Spiritual Displacement — These two Nazgûl that share the same name are able to effortlessly interchange with each other.

An army may include up to two Abyssal Knights. In the Priority phase, after Priority has been rolled for, the controlling player can choose to remove one of the Abyssal Knights from the board and immediately place it into base contact with the other, so long as it is not also placed in base contact with an enemy model. This does not count as moving.

THE SLAYER OF MEN

WARGEAR

Armour and two-handed mace.

SPECIAL RULES

Deadly Strength ACTIVE – The Nazgûl, known only as the Slayers of Men, wield their maces with frightening skill and strength.

An army may include up to two Slayers of Men. Additionally, a Slayer of Men never suffers the -1 penalty for wielding a two-handed weapon.



The Keeper of the Dungeons guards the prisoners brought to the fortress of Dol Guldur. He is a huge and barbaric Orc who relishes in the torturing and disfiguring of his victims. Tasked with obtaining the Elven ring from Gandalf, it took Galadriel herself to prevent the Keeper of the Dungeons from completing his master's bidding.

THE KEEPER OF THE DUNGEONS......75 POINTS

ORC, DOL GULDUR, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 6" 5/5+ 5
 6
 2
 2
 5
 3
 3
 0

WARGEAR

Armour, sword and two-handed pick.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Strength
- · Heroic Challenge

SPECIAL RULES

Burly.

Torturer ACTIVE — The Keeper of the Dungeons delights in the maining of those in his path. The more pain he inflicts, the more blood he thirsts for.

Every time the Keeper of the Dungeons slays a model, keep a note of it. Once he has killed one or more models, he may re-roll To Wound rolls of 1. Once he has killed three or more models, he causes Terror. Once he has killed five or more models, he re-rolls all failed To Wound rolls.

"You have something my Master wants!" ACTIVE — The Keeper of the Dungeons has been tasked with retrieving the Elven rings, a task he is determined to complete.

The Keeper of the Dungeons gets a bonus of +1 To Wound against any model that bears one of the three Elven rings: Nenya, Narya or Vilya.





Bound to the unrelenting will of the Necromancer, the Castellans of Dol Guldur are mindless spirits born out of malice and the Dark Lord's will to dominate. Who or what they were before succumbing to Sauron's power may never be known, yet now they are bound in shadow eternally and will share in his fate. In war, they have a single purpose, to crush Sauron's enemies.

CASTELLAN OF DOL GULDUR.....40 POINTS

SPIRIT, DOL GULDUR, INFANTRY, HERO - MINOR HERO

Mv F S D A W C M W F 6" 5/4+ 5 6 2 1 6 0 12 0

WARGEAR

Armour and sword.

OPTIONS

Morgul blade......5 points

Morgul Blade ACTIVE — Once per game, this model's controlling player may declare they are using their Morgul blade during the Fight phase before rolling To Wound. If a model is using a Morgul blade, they must direct all of their Strikes against a single target. An enemy that suffers a Wound from the Morgul blade is automatically slain, regardless of the number of Wounds on their profile. Heroes may use Fate to avoid these Wounds, but if even a single Wound is not saved, they are slain. If the model using the Morgul blade is mounted, they must use the rider's Attacks and Strength if using the Morgul blade.

SPECIAL RULES

Terror, Will of Evil.

Automatons PASSIVE — Castellans are beings of war; they have no knowledge of tactics or leading an army.

Castellans of Dol Guldur do not grant their Stand Fast! rule to nearby **Warrior** models.

Will of the Necromancer PASSIVE — Bound to the strength of the Necromancer, Castellans can prolong their existence through unnatural means.

Castellans of Dol Guldur may use Will points as Fate points if they wish.

DARK DENIZENS OF MIRKWOOD

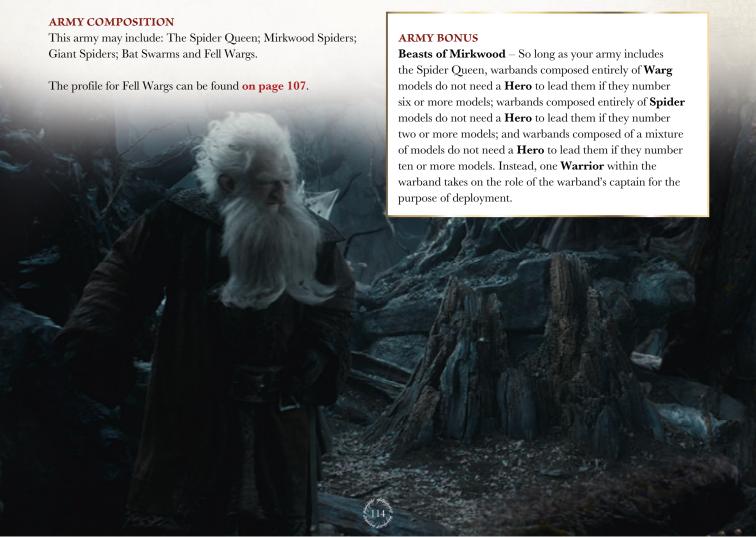
Within the dark forest of Mirkwood, many foul creatures breed and flock to the dark powers rising in the forest's depths. No longer Greenwood the Great, as it once was in days of old, the forest has since been renamed Mirkwood. Concealed in the dense gloom of the forest, many vile and horrid creatures dwell; many having developed a seemingly unquenchable thirst for blood as they constantly stalk the forest's many paths in search of prey.

However, no creature in Mirkwood is as terrifying or as deadly as the Spider Queen. This enormous, bloated creature is a spawn of Ungoliant that has since taken up residence within Mirkwood's trees. Quite how and when she began her dwelling in the forest is unknown, as are the reasons for her settling there. Her lair lies deep within it, and those that enter that foul place do not re-emerge; either dragged there as prey or hunted as they wander Mirkwood's endless paths.

As the Spider Queen migrated to Mirkwood, so too did her kin. Spiders of numerous species nest within the trees, hunting the Elves and unwary travellers that stray off the safe paths and into their webs. Once the Spiders of Mirkwood have set their eyes on a potential victim, it is unlikely that the unfortunate soul will ever see the outside of the forest again.

Mirkwood's constant gloom doesn't just house spiders, it is also home to other evil creatures. Swarms of giant bats swirl around the heads of travellers, disorientating them and biting at exposed flesh, and packs of ravenous Fell Wargs roam the forest in search of a meal, ever eager to sink their razor-sharp claws into their prey.

Over the course of the Third Age, Mirkwood has become a hostile and dangerous place; no longer the place of beauty that it once was. Travellers that venture into its boughs must be prepared for its dangers, or they will never make it out alive.



HEROES OF THE DARK DENIZENS OF MIRKWOOD



Within the depths of Mirkwood, hidden in the shadows, dwells a creature of monstrous terror. This spawn of Ungoliant has grown to an enormous size, feeding on the unwary travellers that innocently stray into her domain. The Spider Queen possesses a malicious intelligence, luring her prey into her clutches before catching them in her vile webs. The back of the Spider Queen is constantly crawling with her numerous offspring who, when commanded by their matriarch, will scuttle forwards in order to feed.

THE SPIDER QUEEN115 POINTS SPIDER, MIRKWOOD, MONSTER, INFANTRY, HERO - HERO OF VALOUR

Mv F S D A W C M W F 10" 6/6+ 6 4 2 3 4 3 3

WARGEAR

Large venomous fangs.

HEROIC ACTIONS

- Heroic Strike
- · Heroic Defence

SPECIAL RULES

Monstrous Charge, Swift Movement, Terror, Venom.

Progeny — When called upon, the children of the Spider Queen burst forth from the nests upon her back and towards those deemed as easy prey.

During any point in her Move phase, the Spider Queen may expend any number of remaining Will points to summon a Broodling. For each Will point expended in this way, place a single Broodling base anywhere within 3" of the Spider Queen but not in base contact with any enemy models. Broodlings may Move and Charge on a turn in which they were summoned. Broodlings are not counted when working out if a force is Broken.



WARRIORS OF THE DARK DENIZENS OF MIRKWOOD



Mirkwood is haunted by many sinister and creeping things that have been twisted and mutated by the dark power corrupting the forest. The species of Mirkwood Spiders that nest in the high branches are perhaps chief amongst them; huge, bloated creatures with a dark intellect and a taste for blood. Many a warrior has succumbed to these creatures, trapped by the thick, sticky webbing they shoot to ensnare their prey.

MIRKWOOD SPIDER......20 POINTS SPIDER, MIRKWOOD, INFANTRY, WARRIOR

Mv F S D A W C 10" 2/5+ 5 3 2 2 2

WARGEAR

Venomous fangs.

SPECIAL RULES

Poisoned Fangs, Swift Movement, Terror.

Spider Webs ACTIVE - Mirkwood Spiders can shoot webs to ensnare their prey.

A Mirkwood Spider can shoot webs at its enemies. They are treated as a throwing weapon with a range of 8". If a Mirkwood Spider hits its target, do not roll To Wound. Instead, the model suffers the effects of the Paralyse Magical Power. A **Hero** model hit by a Spider Web can choose to expend a Fate point in the same manner as if it had just suffered a Wound in order to dodge the attack. If successful, the target model is not Paralysed.



Within the boughs and branches of Mirkwood there dwells countless creatures and living things, yet none are perhaps as vicious as the Giant Spiders that stalk Mirkwood's many paths. A completely different species of spider to the ones that lurk in the high branches of the forest, these spiders are much more vicious and daring than their cousins, and will not hesitate to terrifyingly rear up their front legs at those who stumble across their nests before charging towards them to feast.

GIANT SPIDER......20 POINTS SPIDER, MIRKWOOD, INFANTRY, WARRIOR

Mv F S D A W C 10" 4/6+ 5 3 2 2 3

WARGEAR

Venomous fangs.

SPECIAL RULES

Poisoned Fangs, Swift Movement, Terror.



Mirkwood is not just home to the giant and bloated spiders that stalk it pathways; there are other sinister creatures that dwell within its branches. Among them are the giant bats, which have grown far beyond their normal size after feasting upon the blood of unfortunate passers-by. When these creatures flock together, they blot out what little sunlight filters down to the woodland floor, allowing them to set upon their prey in near-complete darkness. These bats will often follow Wargs or Mirkwood Spiders on a hunt, both utilising each other in order to secure a meal out of those foolish enough to stray from Mirkwood's paths.

BAT SWARM......35 POINTS
BAT, INFANTRY, WARRIOR

Mv F S D A W C 3" 1/5+ 3 3 2 4 2

WARGEAR

Claws and teeth.

SPECIAL RULES

Fly.

Blinding Swarm PASSIVE — Those caught within the spiral of bats are barely able to see, let alone fend off those attacking them.

The Fight value of any enemy model Engaged in combat with a Bat Swarm is halved (rounding down).



GOBLIN-TOWN

eep within the caverns and caves of The Misty Mountains there are a multitude of Goblin kingdoms, many of which delve deep into the rock of Middle-earth. Perhaps the greatest of these kingdoms is that of Goblin-town. Whilst other kingdoms often use long-dead Dwarven cities, Goblin-town is almost entirely built by the Goblins – a combination of rickety wooden walkways and structures made from the bones of their prisoners.

In charge of this dread kingdom is the Goblin King. A huge and vile creature, covered in boils and pustules, the Goblin King rules over Goblintown with a ruthless malice. His size has in the past led to some debate over whether he is even a Goblin at all or perhaps some other creature. Such debate only ends one way, with those that doubt him placed upon the Goblin King's many tools of torture. From atop his grisly throne, he enjoys nothing more than watching his prisoners squeal in agony as their bones bend and snap upon the 'bone breaker'.

The Goblins of Goblin-town are disgusting creatures, riddled with countless diseases and each of them sporting a plethora of deformities. In fact, the greater the amount of mutations that a Goblin has, the

higher up the ranks he is considered to be – this makes the captains of the Goblin hordes a hideous bunch of nightmarish creatures! These troglodyte beings carry a variety of wicked weapons, crafted from whatever materials they can get their boil-ridden hands on, whether this is scraps of used metal or even the sharpened edges of the broken bones of their victims.

It has been known for the Goblin King to form pacts with other evil beings, for a price. It is for this reason that the Goblin Mercenaries exist. More cunning than those that spend their days dwelling in the darkness of Goblin-town, Goblin Mercenaries plan ambushes for their unsuspecting foes, where they pounce upon them with overwhelming numbers.

It is not just Goblins that reside within the darkness of the Misty Mountains. Deep within the caverns dwells a creature who remains unseen. In his possession is an item of immense, malicious power, a relic of Mordor with the spirit of a dark force bound to it. The creature has no concept of this, however, and uses it to remain invisible to the Goblins that he shares the caves with. It is this small trinket that, when it falls into the possession of Bilbo Baggins, will shape the future of Middle-earth forever.

ARMY COMPOSITION

This army may include: The Goblin King; Grinnah; The Goblin Scribe; Gollum; Goblin Captains; Goblin Mercenary Captains, Goblin Warriors and Goblin Mercenaries.

The profile for a Goblin Mercenary Captain can be found **on page 97**. Goblin Mercenary Captains count as a Hero of Fortitude if taken as part of a Goblin-town army list.

The profile for Goblin Mercenaries can be found **on page 103**.

ARMY BONUS

"Down down down in Goblin-town" – Each Goblin Hero model may increase their maximum warband size by six models.



HEROES OF GOBLIN-TOWN



THE GOBLIN KING......130 POINTS

GOBLIN, MONSTER, INFANTRY, HERO - HERO OF LEGEND

The denizens of the rickety construct of Goblin-town are ruled over by the Goblin King. This giant and bloated creature is perhaps the greatest ruler of any of the Goblin holds within the Misty Mountains. Ruling over his followers with an iron fist, the Goblin King does not suffer trespassers into his kingdom and delights in finding new and convoluted ways to torture and maim them.

Mv F S D A W C 6" 6/5+ 5 5 3 3 3



WARGEAR

Two-handed pick.

HEROIC ACTIONS

- · Heroic Strike
- · Heroic Strength
- · Heroic Challenge

SPECIAL RULES

Burly, Cave Dweller, Resistant to Magic, Terror.

Relentless Advance ACTIVE – When the Goblin King charges, any Goblins in his way are in serious danger.

When the Goblin King Charges into combat, he can pass 'through' friendly **Goblin** models when he moves. Each **Goblin** he moves through suffers a Strength 3 hit. Any **Goblin** that he ends his move on is automatically slain. A model with this special rule cannot be Compelled/Commanded over friendly models if it is forced to Charge as a part of that Magical Power.

Blubbery MassPASSIVE — The Goblin King's vile blubbery flesh absorbs blows with ease.

Every time the Goblin King is wounded, roll a D6. On a 3+, the Wound is ignored. Magical Powers and Elven-made weapons ignore this ability.

Goblin Projectile ACTIVE — The Goblin King will readily hurl nearby Goblins at his foes if it suits him.

In the Shoot phase, if there is a friendly **Goblin** model in base contact with the Goblin King, and neither are Engaged in combat, the Goblin King may make a shooting attack with a range of 12" – this counts as a throwing weapon. Remove the **Goblin**, roll To Hit and take any In The Way tests for the shooting attack. The shot is resolved at Strength 8 and will automatically knock Prone any model it hits.



Grinnah is the Goblin King's cunning lieutenant, a position that holds a relative amount of power in Goblintown. Whilst he is a capable fighter, Grinnah's true strength lies in his ability to manipulate those around him for his own gain. Grinnah has deceived more than one Goblin in order to save his own skin.

GRINNAH40 POINTS GOBLIN, INFANTRY, HERO - HERO OF FORTITUDE

 Mv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 5"
 3/5+
 4
 4
 2
 2
 3
 3
 1
 1

WARGEAR

Dagger and scourge.

Scourge This is a throwing weapon with a range of 2" and a Strength of 2.

HEROIC ACTIONS

· Heroic Strike

SPECIAL RULES

Cave Dweller.

Chittering Hordes – See page 122.

Swap with Me ACTIVE — Grinnah has an uncanny knack of being able to get another Goblin in trouble in order to protect himself.

Swap with Me is a special Heroic Action that Grinnah can use at the start of any phase. Using Swap with Me enables Grinnah to swap places with any friendly **Goblin** model (except the Goblin Scribe) within 3". This does not count as moving. If there is no room to place the swapped model, you must choose another, or the Heroic Action is wasted.



A withered and deformed being, the Goblin Scribe is certainly no fighter. Upon a system of pulleys and ropes, the Goblin Scribe is able to navigate the tunnels and caverns of Goblin-town in order to relay the commands of the Goblin King, and to send for reinforcements quickly, should his blubbery liege ever come under attack.

THE GOBLIN SCRIBE50 POINTS GOBLIN, INFANTRY, HERO - MINOR HERO



WARGEAR

The Goblin Scribe is unarmed.

SPECIAL RULES

Always more where they came from ACTIVE — Goblin tunnels are teeming with more Goblins, and the Scribe knows just where to find them.

At the end of his Move phase, the Goblin Scribe may opt to take a Courage test. If the test is passed, you may move D3 extra Goblin Warriors onto the board (+1 for each point that he passed his test by) – from an edge chosen by the controlling player. If the Goblin Scribe is forced to automatically pass this Courage test, then D3 Goblin Warriors will enter the board as described above.

Immobile PASSIVE — Withered and feeble, the Goblin Scribe cannot move on his own.

The Goblin Scribe is automatically Trapped if he loses a Fight. Additionally, in the Move phase, friendly models may move him and his frame, in which case he is considered to be a Heavy Object.



GOLLUM35 POINTS

HOBBIT, INFANTRY, HERO - INDEPENDENT HERO

Within the depths of The Misty Mountains dwells the pallid, gangrel creature, Gollum. In his possession lies the One Ring, a trinket of immeasurable power. This has tortured and warped Gollum's soul, bringing him an unnaturally long life and twisting him beyond all recognition. Yet his need for the Ring has become so great that he cannot bear to be parted from it. And so, in the gloom of his cave, Gollum dwells – quite content to spend the rest of his days in seclusion.

Mv F S D A W C 5" 4/4+ 4 4 2 2 4

WARGEAR

Strangling fingers.

HEROIC ACTIONS

• Heroic March

SPECIAL RULES

Cave Dweller.

The Precious CTIVE — Unless there is another Ringbearer (such as Bilbo, Frodo or even Sauron himself!) in play, Gollum always has the Ring. Should the Ringbearer be slain in a Fight with Gollum, then he automatically recovers the Ring — add it to his wargear.

Strangler PASSIVE — Gollum has become practiced in silently slaying his prey, whether this be a tasty fish or an unsuspecting foe.

Gollum is never considered to be unarmed, ever.





Only the most depraved and malicious Goblins can rise above their peers to the rank of captain. Those that do, however, are free to enjoy the perks that such a status offers, so long as they carry out the Goblin King's will. In battle, these captains lead the teeming rabbles of Goblins into war, fighting to ensure that they can keep their status within the Goblin King's courts.

GOBLIN CAPTAIN......35 POINTS

GOBLIN, INFANTRY, HERO - HERO OF FORTITUDE

3/5+

WARGEAR

Armour and sword or pick.

HEROIC ACTIONS

Heroic March

SPECIAL RULES

Cave Dwellers.

Chittering Hordes — Goblins are so eager to get to grips with their enemy that they will clamber over one another to stab at the foe.

Models with this special rule can Support as if they had spears, with the exception that they can only ever Support another model with the Chittering Hordes special rule. A Supporting model does get the benefit of having a twohanded weapon, if it has one.



WARRIORS OF GOBLIN-TOWN



These Goblins are stunted, deformed, degenerate creatures that have spent nearly their entire lives under The Misty Mountains. Their sinister appearance certainly suits them, as these Goblins are vile creatures that enjoy nothing more than torturing those that they stumble across. Although individually weak and no match for a warrior, these mutated creatures find their strength lies in their numbers.

GOBLIN WARRIOR......4 POINTS GOBLIN, INFANTRY, WARRIOR

Mv F S D A W C 5" 2/5+ 3 3 1 1 2

WARGEAR

Either a sword, pick, mace or flail.

OPTIONS

Two-handed axe......1 point

SPECIAL RULES

Cave Dwellers.

Chittering Hordes ACTIVE — Goblins are so eager to get to grips with their enemy that they will clamber over one another to stab at the foe.

Models with this special rule can Support as if they had spears, with the exception that they can only ever Support another model with the Chittering Hordes special rule. A Supporting model does get the benefit of having a two-handed weapon, if it has one.



THE TROLLS

tone Trolls often dwell in The Misty Mountains; hulking and vicious creatures that relish causing pain to those they encounter. Yet these creatures have one distinct weakness – the sun. Should a Stone Troll be caught within the sun's rays, they will quickly find themselves transmogrifying into the very substance that the mountain they herald from is made of.

Bill, Bert and Tom are three such creatures. Venturing down from the mountains, further than any Stone Trolls had done in an Age, the Three Trolls set up camp at the aptly named Trollshaws. Quite how long they had spent in their dwellings remains unknown, but they had managed to build up an impressive hoard of treasure, weapons (including Sting, Glamdring and Orcrist) and, of course, gold.

The Trolls had raided the surrounding areas for food, feasting upon the local people, livestock and whatever else they could get their giant grubby hands on.

It is these three Trolls that the company of Thorin Oakenshield encounter as they make their way towards The Misty Mountains. Rushing out to save their burglar from being scoffed by the squabbling Trolls, the Dwarves then find themselves caught and bagged up by these creatures, ready to be cooked and eaten, as well. If it wasn't for Bilbo's quick and clever thinking, the company would surely have perished; for the Hobbit's stalling tactics bought enough time for Gandalf to return to the company's rescue – smiting stone and drenching the Trolls in sunlight, and thus sealing their fate.

ARMY COMPOSITION

This army may include: Bill the Troll; Bert the Troll and Tom the Troll.

ADDITIONAL RULES

The Three Trolls may be deployed as one warband if you wish.

ARMY BONUS

"Hold his toes over the fire, make him squeal" – You may include the Campfire in your army without having to pay the points for it. Additionally, the Three Trolls will treat the Campfire as a banner in addition to all other effects it would usually provide.



HEROES OF THE TROLLS



BILL THE TROLL......150 POINTS

TROLL, MONSTER, INFANTRY, HERO - HERO OF VALOUR

Bill, or William as he is sometimes known, is the leader of the three Stone Trolls that ventured down from the mountains of the north and settled in the Trollshaws. A huge and imposing creature even by the standards of his race, Bill is a deadly foe and is more than a match for even the most skilled warrior. He has a short fuse at the best of times and, in the days leading to the Trolls' encounter with a certain Hobbit, the constant meals of roast mutton have made him all the more irritable.

Mv	F	S	D	A	W	C
6"	7/5+	7	7	3	3	4



WARGEAR

Club or fork (counts as a dagger).

HEROIC ACTIONS

- · Heroic Strike
- · Heroic Strength

OPTIONS

Campfire PASSIVE — After forces are deployed, but before the first turn begins, place the Campfire anywhere on the board outside of your opponent's deployment area. Bill, Tom and Bert gain the Resistant to Magic special rule and a bonus of +1 to their Courage value whilst they are within 6" of the Campfire.

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).

Keep 'em for Later ACTIVE — The Three Trolls are more than happy to stuff their foes into a bag so that they can eat them later.

If this Troll wins a Fight, they may choose one Man-sized (or smaller) model from the Fight and Keep 'em for Later instead of rolling for Strikes or using a Brutal Power Attack. Replace the model with a 25mm marker that represents the unfortunate victim stuffed in a bag. The model thereafter counts as being subject to the Paralyse Magical Power.

Mince 'em Fine BRUTAL POWER ATTACK — When Bill wins a Fight, he may choose to perform a Mince 'em Fine Brutal Power Attack instead of making Strikes. Choose one enemy model in the Fight — both Bill and the chosen model roll a D6 and add their respective Strength values. If Bill rolls higher, the victim suffers a number of Wounds equal to the difference — each of which may be prevented by a Fate point in the usual way. Regardless of who rolls higher, the victim Backs Away as normal.



Bert is the group's cook and quite a good one by Troll standards. Fiercely proud of his unique cooking skills, Bert will defend his concoctions against the criticisms of his fellow Trolls with a swift sharp thwack from his ladle. When faced with the prospect of cooking Dwarf, it was Bert's idea to roast them slowly over the fire and feast upon them the following night – yet it was the constant indecision on how to cook Thorn's Company that

BERT THE TROLL130 POINTS TROLL, MONSTER, INFANTRY, HERO – HERO OF FORTITUDE

Mv F S D A W C M W F 6" 7/5+ 7 7 3 3 4 2 1 1

WARGEAR

Club or knife (counts as a dagger).

HEROIC ACTIONS

- · Heroic Strength
- Heroic Defence

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).

Keep 'em for Later – see page 125.

Roast 'em Slowly BRUTAL POWER ATTACK — When Bert wins a Fight, he may choose to perform a Roast 'em Slowly Brutal Power Attack instead of making Strikes, as long as he is within 6" of a fire. Choose an enemy model involved in the Fight and place it in base contact with the fire. That model is immediately Set Ablaze.





Tom is in the unfortunate position among the Trolls of not being the leader of their little band, and also being the weakest of the three. Constantly bullied and hit over the head by both Bill and Bert, Tom has developed a short fuse, which is not helped by being unable to shake his lingering cold. However, taking his frustrations out on the other two Trolls would be unwise, so when they are attacked by Thorin's Company, Tom sees an opportunity to take out his displeasure upon them instead.

TOM THE TROLL120 POINTS TROLL, MONSTER, INFANTRY, HERO – HERO OF VALOUR

 Iv
 F
 S
 D
 A
 W
 C
 M
 W
 F

 1"
 6/5+
 6
 6
 3
 3
 3
 1
 3
 1

WARGEAR

Club or spoon (counts as a dagger).

HEROIC ACTIONS

• Heroic Defence

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8).

Keep 'em for Later - see page 125.

Lingering Cold ACTIVE — Tom has a lousy cold that he simply cannot shake; he is likely to sneeze over anyone who gets too close.

During a Fight that involves him, and before making a Duel roll, Tom may expend a point of Will to halve the Fight value of a single foe in base contact as he sneezes on his victim.

Squash 'em to Jelly BRUTAL POWER ATTACK — When Tom wins a Fight, he may choose to perform a Squash 'em to Jelly Brutal Power Attack, instead of making Strikes. Every enemy model involved in the same Fight (not counting Supporting models) suffers a Strength 6 hit. Any who survive are knocked Prone.



DESOLATOR OF THE NORTH

In the ages gone by, somewhere within the mountains to the north of Middle-earth, dwelt the great Fire-drakes. These mighty creatures would strike fear into the hearts of any who would hear their roar, and few were those that would ever get the chance to witness one of these incredible creatures and live to tell the tale.

However, out of all of the great Fire-drakes of the North, there was one that was more feared and more famous than any other in history – Smaug.

It was with the destruction of the cities of Dale and Erebor that Smaug truly became the feared wyrm of legend. For under the rule of Thrór, the vast treasure hoard of Erebor had continued to grow, its wealth unmatched among the Dwarven kingdoms of Middle-earth. It was this great wealth that drew Smaug to Erebor, for Dragons covet gold more than anything else.

The city of Dale was the first to feel Smaug's wrath, the Dragon setting the city alight and razing its buildings to the ground. The citizens of Dale could only flee the city, or die in the attempt. The city's guard did what they could to force Smaug back, but the Dragon's wrath was too fierce and those that stayed to fight him soon felt the full force of his power. Even Girion, the lord of the city, was unable to slay the beast. Firing Black Arrow after Black Arrow at him, Girion was unable to pierce Smaug's hide and ultimately perished along with his city.

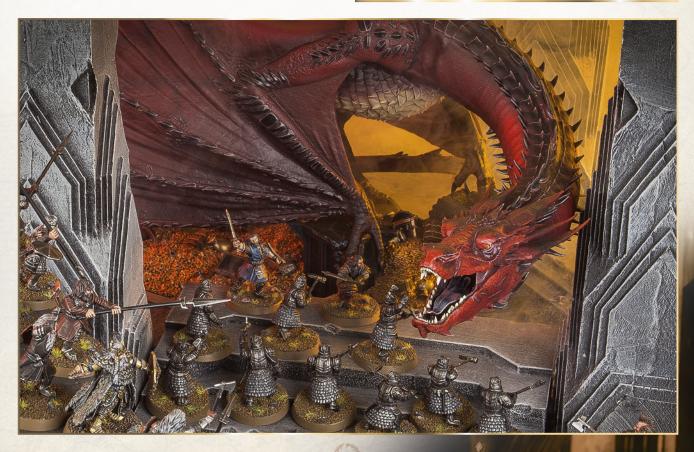
It was following Dale's destruction that Smaug turned his attention to Erebor. Smashing through the mountain's stone walls, Smaug laid claim to The Lonely Mountain and the treasure that lay within. Though Thrór and many of his kin managed to flee the city, and escape the Dragon's fury, Erebor was ultimately lost. Smaug, the greatest and chiefest calamity, had become King Under the Mountain.

ARMY COMPOSITION

This army may include: Smaug.

ARMY BONUS

The Desolator of the North army list does not get a special rule – having a massive fire-breathing Dragon is a deadly enough bonus as it is!



DRAGON, MONSTER, INFANTRY, HERO - HERO OF LEGEND

Smaug is a Fire-drake hailing from the mountains far to the north, and it is doubtless that he is the largest and most powerful of his kind left in Middle-earth. His greed led him to covet the great wealth of Erebor for himself, and so he took wing, caring not that in order to claim his prize he had to assail the greatest kingdom of Durin's folk. So were Erebor and the neighbouring Dale, City of Men, laid to ruin, and the survivors forced to flee their ancestral homes.

Mv F S D A W C 6" 8/2+ 9 9 4 20 6



WARGEAR

Razor-sharp teeth and massive talons.

HEROIC ACTIONS

- · Heroic Channelling
- Heroic Strike
- · Heroic Strength
- · Heroic Challenge

SPECIAL RULES

Ancient Evil, Fearless, Fly, Resistant to Magic, Terror.

Breathe Fire ACTIVE — Smaug's fiery breath has brought death and ruination to countless foes and entire cities.

Smaug must expend a point of Will to Breathe Fire. Treat Smaug's fiery breath as a bow with a range of 18". If the shot hits, the target and all models (friendly or enemy) within 2" of the target suffer from the Set Ablaze special rule, though the immediate hit these models suffer is Strength 10 instead of Strength 9. Cavalry models suffer these hits on both the rider and the mount. Fate rolls may be taken as normal to prevent wounds, but any model that suffers a wound from Smaug's fiery breath is automatically slain.

*Desolator of the North PASSIVE — Though Smaug is known by many titles for his terrible deeds, it is for the destruction of Erebor, Dale, and the surrounding lands, that the mighty Dragon is held in such infamy.

Smaug may expend a single point of Will each turn without depleting his own store. Furthermore, Smaug re-rolls To Wound rolls of 1 when making Strikes against **Dwarf** models.

Immovable Object PASSIVE — Smaug's titanic bulk is such that little can pose him any real threat.

Smaug cannot be Knocked to the Ground or otherwise moved against his will, and never Backs Away if he loses a Fight – his opponents must Back Away, even if they win! As a result of this, Smaug can never be Trapped.

Missing Scale PASSIVE – Though Girion, Lord of Dale, failed to slay Smaug, one of his arrows left its mark nonetheless.

If a model rolls a natural 6 To Hit Smaug with a shooting attack, then makes a successful roll To Wound, Smaug suffers a number of wounds equal to the Strength value of the missile weapon used by the shooting model.

Unstoppable Momentum ACTIVE — Few creatures exist in Middleearth that can stand before Smaug's draconic might.

If Smaug Charges into combat and wins the ensuing Fight, all of his opponents are Knocked to the Ground, regardless of their size (except a War Mumak of Harad, Iron Hills Chariot, or any model that can never be knocked Prone). Furthermore, should Smaug choose to make a Barge Brutal Power Attack, any models forced to Back Away also suffer a Strength 9 hit.

MAGICAL POWERS	Range	Casting
Transfix	12"	3+
Compel	12"	4+
Instill Fear	3"	5+
Sap Will	12"	5+







Scenarios



DESTRUCTION OF DALE

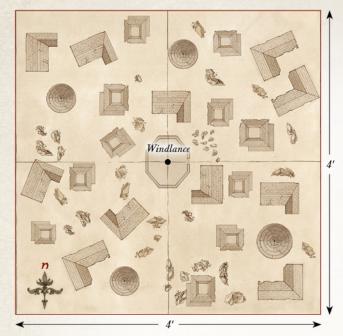
Since the re-founding of Erebor in the Third Age, Dale had been a prosperous city filled with laughter and trade. Its markets were known far and wide and it had become the centre of all commerce in the north. People would come from across Middle-earth to visit the city's stalls and purchase its wares. However, Dale's time of prosperity and good fortune was not to last.

From the mountains to the north, the sound of creaking trees and rushing wind could be heard; a sound that heralded the destruction of the great city of Men. Smaug, the great Fire-drake of the north, had come to claim the treasures of Erebor and to bring death and ruin to Dale.

Smaug's arrival was terrible to behold, and huge jets of flame flooded the city as the beast made strafing runs across it. Buildings were torched and the once proud market stalls were reduced to naught but ash as Smaug unleashed his fury upon the city.

It was in this moment that Girion, the Lord of Dale, made his last stand. Rallying his warriors to him, Girion commanded every able fighter to stand and take aim at the beast. The Lord of Dale himself manned the Windlance in defence of his city, firing Black Arrow after Black Arrow in an attempt to pierce Smaug's aged and tough hide. If Girion is able to use this Dwarven war machine to pierce the Dragon's scaled hide, then the city of Men may stand a chance of surviving Smaug's fiery wrath...





LAYOUT

This battle takes place within Dale, City of Men. To represent this, you will want a board covered in buildings, roads, pathways and, of course, plenty of towers to fire at the Dragon from. The centre of the playing area should have the highest tower on the board (this needs to be accessible), and the Windlance should be placed on top of this – Dale's only hope at stopping the dreaded Smaug!

STARTING POSITIONS

The Good player deploys their force anywhere on the board, but at least 6" from any board edge and at least 6" from the Windlance. The Evil player does not deploy Smaug; he will move onto the board on the first turn.

SPECIAL RULES

The Coming of Smaug – The Dragon has come from the north and is circling the city, ready to unleash his wrath upon the people of Dale.

At the end of the Evil player's first Move phase, Smaug will arrive. The Evil player rolls a D6. On a 1-3, the Good player may decide which board edge Smaug arrives from. On a 4+, the Evil player may choose instead.

Not Yet Loosened – The Lord of Dale is yet to leave his mark upon the great Fire-drake.

Smaug is not subject to his Missing Scale rule in this Scenario.

The Lord of Dale – This is the moment in history where Girion will make his last stand, and the outcome will form his legacy for years to come.

Girion automatically passes all Courage tests for this Scenario. Additionally, Girion may choose to re-roll a single D6 in each turn.

PARTICIPANTS

GOOD

Girion, Lord of Dale; 2 Captains of Dale; 30 Warriors of Dale.

EVIL

Smaug.



BATTLEOF AZANULBIZAR

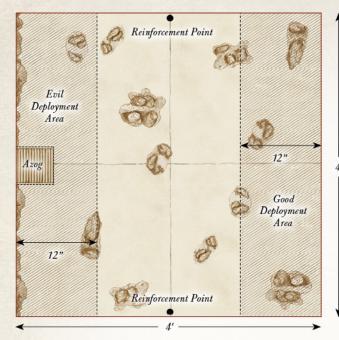
ollowing the loss of The Lonely Mountain to Smaug, the Dwarves of Erebor set out to reclaim the former Dwarven kingdom of Khazad-dûm. In the years since the awakening of Durin's Bane, the once proud ancestral home of the Dwarves had become overrun and defiled by Orcs and other vile creatures. No more was Khazad-dûm a place of Dwarven industry and the sound of harps; instead, it had descended into a realm of darkness and cruelty, becoming known instead as the Black Pit of Moria.

As Thrór leads the Dwarves of Erebor towards their rightful home, the Pale Orc, Azog, the leader of the Orc armies, strides forth from the Dimrill Gate as tides of Orcs pour from the bowels of the mountain with the sole purpose of putting an end to the Dwarven advance.

Azanulbizar will now be the site of a bloody battle between Dwarves and Orcs. Countless casualties will be suffered on both sides as they fight for control of the Dimrill Gate. If the Dwarves fail to reclaim the realm of Khazad-dûm, then Azog will put an untimely end to the line of Durin and the Dwarves will never again lay claim to the mountain...







LAYOUT

This battle takes place upon the slopes of the Dimrill Dale, a rocky battlefield of scree-strewn slopes and clumps of wiry foliage. The western board edge represents the thick rock walls of Khazad-dûm, and in the centre are the gates to the formerly great Dwarven realm.

STARTING POSITIONS

The Good player deploys their army anywhere within 12" of the eastern board edge. The Evil player then deploys their army anywhere within 12" of the western board edge, with Azog within 3" of the Dimrill Gate.

OBJECTIVES

The Dwarves are fighting to reclaim Moria and rid the lands of the Orc's leader, Azog. However, Azog's mission is far simpler – to end the line of Durin. The Good player wins if, at the end of any turn, Azog has been slain and there are at least twelve Good models within 6" of the Dimrill Gate. The Evil player wins immediately if all of the Good Heroes have been slain.

SPECIAL RULES

Long live the King! – With Thrór alive, his ancestors do not yet need to avenge his death.

Whilst Thrór is alive and on the battlefield, Thráin receives no benefit from his Blood Feud special rule. Additionally, Thrór cannot benefit from the Arkenstone in this Scenario.

There was one I could follow – In the wake of his grandfather's death, and his father's presumed fate, Thorin rallies the Dwarves that remain for the final charge towards their enemies.

If both Thrór and Thráin have been slain, and Young Thorin Oakenshield wins a Duel roll, then all **Dwarf** models on the board count as if they are in range of a banner until the end of the turn.

Hordes without End – The armies under Azog's command are impossibly vast, flocking to battle to spill Dwarvish blood.

Whenever an Evil Warrior model is slain, place it to one side. At the end of each subsequent Evil Move phase, roll a D6 for each model set aside in this manner. On a 3+, it may enter play, via the rules for Reinforcements, from the Dimrill Gate or either of the two points marked Reinforcements. These Reinforcements stop immediately if Azog is slain. The Evil force cannot be Broken in this Scenario.

PARTICIPANTS

GOOI

Thrór; Thráin; Young Thorin Oakenshield; Young Balin the Dwarf; Young Dwalin the Dwarf; 36 Warriors of Erebor; 24 Grim Hammers.

\mathbf{EVIL}

Azog; The Keeper of the Dungeons; 3 Gundabad Orc Captains; 48 Gundabad Orcs.



ROAST MUTTON

aving set off from The Shire to begin their quest to The Lonely Mountain, the company of Thorin Oakenshield has stopped in the region of Trollshaws to make camp and take rest. However, unbeknownst to the Dwarves, some of the ponies that have carried them have gone missing. When Bilbo, Kili and Fili search for their missing steeds, they happen upon the camp of three monstrous Trolls who have captured their ponies with the intent of feasting on them.

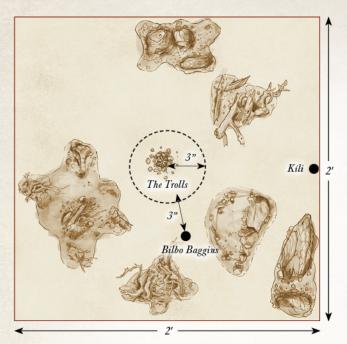
In an effort to rescue the distressed creatures, Bilbo sneaks into the Trolls' camp to set them free. Yet as he does so, he is unwittingly grabbed by a cold-filled Troll who uses him as an impromptu handkerchief.

Bilbo suddenly finds himself in the clutches of the Three Trolls, who have now set about deciding how best to cook and eat him, and any other burrahobbits that may be lurking nearby.

Yet as the Trolls are about to seal Bilbo's fate, Kíli bursts through the foliage, catching them off-guard and commanding them to release their prisoner. Following Kíli, the rest of the company throw themselves into a swirling melee in order to rescue Bilbo from a miserable death.

Can the Dwarves survive long enough to see the sun rise and the Trolls turned to stone, or will the company of Thorin Oakenshield become naught more than a tasty meal for them?





LAYOUT

This Scenario takes place in the Trolls' camp in a clearing in the Trollshaws. In the centre of the board, place the Trolls' Campfire. Around the edge of the board there should be a few trees and pieces of woodland terrain representing the surrounding forest.

STARTING POSITIONS

The Evil player places the Three Trolls within 3" of the Campfire. The Good player then places Bilbo within 3" of Bill and places Kíli touching the centre of any board edge. The rest of Thorin's Company will be available later.

OBJECTIVES

The Dwarves are trying to rescue Bilbo by slaying the Trolls, whilst the Trolls are after a good meal that won't taste like chicken. Thorin's Company wins if they can slay all of the Trolls before daybreak. The Trolls win if all members of Thorin's Company are slain or stuffed into sacks before the sun comes up. The game is a draw if, when the sun rises, all of Thorin's Company are not dead or in a sack, or if the Trolls are not dead. Additionally, if Bilbo is slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

"The dawn will take you all!" – At the end of the sixth turn, the sun will rise. However, Gandalf will still need to sunder the rocks to allow light into the clearing to save the company.

At the start of turn 7, and each turn thereafter, roll a D6. On a 4+, Gandalf has broken the rocks surrounding the clearing, allowing sunlight to flood in and turn the Trolls to stone.

"I said drop him!" – The Dwarves have rushed to the aid of their burglar, and must now fight to rescue him.

At the end of the Good player's first Move phase, roll a D6 for each member of Thorin's Company not on the board. On a 3+, they enter the board from the point that Kíli was deployed. Any Dwarves that do not arrive will enter from the same point at the end of the Good player's second Move phase.

A Burrahobbit? – The Trolls are somewhat confused by Bilbo's sudden appearance, and would much rather find more to make a pie than simply scoff the Hobbit.

The Trolls may not make Strikes against Bilbo until the start of the third turn, or until Bilbo charges one of them.

PARTICIPANTS

GOOD

Thorin Oakenshield; Kíli the Dwarf; Fíli the Dwarf; Balin the Dwarf; Dwalin the Dwarf; Bifur the Dwarf; Bofur the Dwarf; Bombur the Dwarf; Ori the Dwarf; Nori the Dwarf; Dori the Dwarf; Óin the Dwarf; Glóin the Dwarf; Bilbo Baggins. As they have not yet ventured into the Troll's hoard, Thorin and Bilbo do not have Orcrist or Sting respectively. Bilbo also has not yet found The Ring.

EVIL

Bill the Troll; Bert the Troll; Tom the Troll.

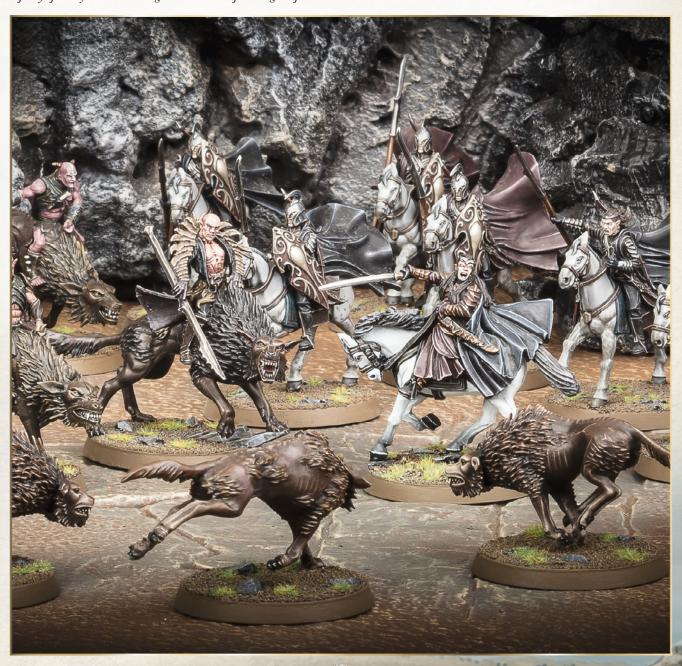
HUNTING PARTY

After being hounded by Azog's Hunters across the plains and hills that make up the areas surrounding Rivendell, the company of Thorin Oakenshield, led there by Gandalf the Grey, has finally managed to escape, finding safety within the rocks that hide the entrance to the Last Homely House. Although Radagast the Brown has done his best to lead the ravenous Wargs astray, some have still managed to catch the Dwarves' scent and discover their whereabouts.

Yet before Yazneg's pack can pursue their prey into the secret passageway, a flurry of deadly Elven arrows signals the arrival of the knights of

Rivendell, led by Lord Elrond. For having seen the Orc pack patrolling the borders of their land, the elite Elven warriors set about engaging their foe to drive them away from Rivendell.

The Orcs under Yazneg's command are now embroiled in a skirmish with the Elves, a fight they have no real hope of winning. Yazneg must endeavour to make his way back to his master to bring a report of the situation with the Dwarves to the Pale Orc's attention, whilst the Elves are determined to rid their lands of evil beings for good.





LAYOUT

This Scenario takes place upon the rocky plains near the Hidden Valley. The board should be scattered with large rocks, rock piles and hills. There should be a rock pile that houses the entrance to the Hidden Valley in the centre of the board.

STARTING POSITIONS

The Evil player deploys their models anywhere within 6" of the centre of the board. The Good player then deploys their models anywhere more than 10" away from any Evil model.

OBJECTIVES

Having noticed the Orcs on their borders, Elrond has led the Knights of Rivendell against them in an attempt to drive them from the Elves' land. With the pursuit of his prey having failed, Yazneg must now escape to bring a report of the situation to his master; although the news of failure may not be something that the Pale Orc wishes to hear...

The game lasts for ten turns. The Good player wins if they can slay 50% of the Evil force. The Evil player wins if Yazneg manages to escape the board via any board edge. If both players (or neither) manage to achieve their objective, the game is a draw.

SPECIAL RULES

Elven Assault – With the Orcs distracted by their pursuit of the Dwarves, the Elves are able to take them completely by surprise.

The Good player has Priority in the first two turns of this Scenario.

PARTICIPANTS

GOOD:

Elrond with heavy armour and horse; 12 Rivendell Knights with shield.

EVIL:

Yazneg on Fell Warg: 12 Hunter Orcs on Fell Warg: 12 Fell Wargs.



ESCAPE FROM GOBLIN-TOWN

ollowing their stay within the safety of the Last Homely House, the Dwarves of Thorin's Company set off to traverse the winding and treacherous paths of The Misty Mountains. The paths taken prove to be difficult, as the elements seem to be against them. Rain lashes down upon their faces, and thunder and lightning play havoc with their senses. Even as they walk the mountain paths, huge stone giants wage war with each other, utterly oblivious to the Dwarves, and place the company in dire peril.

It is decided that the company must stop until the weather improves. Finding a seemingly empty cave, a rarity in the mountains, the company settles down to rest. Yet during their slumber, the Dwarves are awoken by a series of loud cracks as the floor gives way and they plummet into the clutches of the vile denizens of Goblin-town.

Captured and unable to break free, the Dwarves of Thorin's Company are brought before the huge blubbery mass of the Goblin King, who taunts them before revealing that the Pale Orc's defiling days are far from done, as Thorin believed, and that Azog has placed a large price upon the head of the one who cut off his arm. Yet even as hope wanes for the Dwarves, help is at hand as the Grey Wizard makes his way to aid them in their escape.





This Scenario takes place upon the rickety walkways that make up the vile dwelling of Goblin-town, deep within The Misty Mountains. The board should be covered with various walkways of all different shapes and sizes. There should be a large platform near the centre of the board where the Goblin King's throne sits and the Dwarves will start – the weapons pile will be located next to the Goblin King's throne. It is important to have multiple walkways on each board edge that leave the board in all directions to give Thorin's Company a selection of ways to escape Goblin-town.

STARTING POSITIONS

The Good player deploys the Dwarves anywhere within the marked area on the map. The Evil player then deploys Grinnah, the Goblin Scribe, the Goblin Captain and the Goblin Warriors anywhere on the board, at least 3" away from any Dwarf. The Goblin King is deployed touching his throne. Gandalf is kept aside for later in the game.

OBJECTIVES

The company of Thorin Oakenshield must escape the clutches of the denizens of Goblin-town if they are to hope to continue on their quest towards Erebor. The Goblin King has heard of the price put upon Thorin's head by the Pale Orc, and must prevent the Dwarves from escaping in order to claim his reward.

At the start of the game, the Evil player nominates any board edge; this is the edge that Thorin's Company must escape from. The Good player wins if at least eight members of Thorin's Company escape the chosen board edge, whilst the Evil player wins if they can prevent this.

SPECIAL RULES

Take up arms – Upon being presented to the Goblin King, the Dwarves have been stripped of their weapons, which now lay to one side of the Goblin King's throne.

The Dwarves all start the game unarmed. Any Dwarf that moves into base contact with the weapons pile at any point in their Move phase may pick up their weapons – at which point they are no longer considered to be unarmed.

A Wizard is never late – Gandalf has followed the Dwarves into the depths of Goblin-town in order to save them from a terrible fate.

At the end of the Good player's second Move phase, Gandalf will arrive; roll a D6. On a 1-3, the Evil player chooses any board edge for Gandalf to enter play from. On a 4+, the Good player may choose.

Kill them all! – Under the command of their king, countless Goblins flock to battle to slay the Dwarves.

At the end of each of the Evil player's Move phase, the Evil player may move up to D6 previously slain Goblin Warriors onto the board from any point on any board edge chosen by the Evil player.

"I Know that Sword!" – Horrified at the sight of the Goblin Cleaver, the Goblin King is slow to react to the Dwarves' sudden outbreak, rendering him temporarily helpless.

The Goblin King may not move during the first turn of the game.

PARTICIPANTS

GOOD

Thorin Oakenshield with Orcrist and Oakenshield; Kíli the Dwarf; Fíli the Dwarf; Balin the Dwarf; Dwalin the Dwarf; Bifur the Dwarf; Bofur the Dwarf; Bombur the Dwarf; Ori the Dwarf; Nori the Dwarf; Dori the Dwarf; Óin the Dwarf; Gandalf the Grey.

EVIL:

The Goblin King; Grinnah; The Goblin Scribe; Goblin Captain; 36 Goblin Warriors.

OUT OF THE FRYING PAN, AND INTO THE FIRE

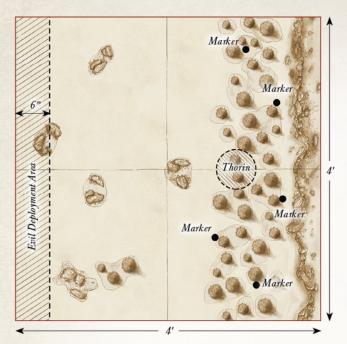
aving escaped the Goblin tunnels of The Misty Mountains and the ordeals they have faced within, the Dwarves of Thorin's Company stop within the surrounding forests to regroup and rest. Yet no sooner have they managed to catch their breath, the sound of baying Wargs can be heard across the air, signalling that the company is by no means safe yet.

Hounded by Wargs and Orcs, the company of Thorin Oakenshield sprints for safety from the howling beasts that thirst for their blood. Yet as the company tries to escape, a sheer drop halts their path, and now the only way to go is up the trees that line the edge of the

cliff face. Scrambling up the tree trunks with only seconds to spare, the Dwarves are now trapped in the boughs with their hunters looking towards them.

From his tree, Thorin sees what he had dared not believe. The Pale Orc, Azog, alive and still drawing breath. Filled with rage, Thorin clambers down from the safety of the branches and prepares to fight against his grandfather's murderer. With Thorin Oakenshield consumed with thoughts of revenge, Bilbo follows him in an attempt to save the heir of Erebor from a grizzly fate; whilst within the high branches, Gandalf sends a plea of help to some unlikely allies...





This Scenario is played in the woodland around The Misty Mountains, where Azog and his hunters corner the company of Thorin Oakenshield. A cliff runs along the eastern board edge, trapping the Dwarves between a sheer drop and their hunters. Several trees should be dotted along the eastern board edge, whilst the rest of the board is dotted with rocky outcrops and bushes.

STARTING POSITIONS

The Evil player deploys all of their models within 6" of the western board edge. The Good player then deploys Thorin in base contact with the tree nearest to the centre of the western board edge (see map). All other Good models will be available later in the game.

OBJECTIVES

The Eagles must rescue all of the Dwarves before Azog is able to slay Thorin. The Orcs are simply trying to kill Thorin and prevent the rest of the Dwarves from escaping.

The Good player wins if the Eagles safely carry all the markers, Thorin and Bilbo off any board edge. The Evil player wins if they can prevent this from happening.

SPECIAL RULES

Rescuing Dwarves – The Dwarves are in need of rescue, a feat only capable by the Great Eagles.

Before the game starts, players take it in turn to nominate five trees, starting with the Good player. These are the trees where the Dwarves and Bilbo are hiding; place a marker beside each tree to remind you. At the end of the Good Move phase, any Eagle not involved in a fight (including Gwaihir) may pick up a marker it is in base contact with as if it were a Light Object. Thorin and Bilbo may be carried in the same way. If an Eagle leaves the board whilst carrying Dwarves, then those Dwarves are considered rescued.

The Eagles are Coming! – From atop their lofty perch, the Eagles have noticed the company's peril and now fly to the rescue.

The Eagles enter the board from the northern or southern board edge at the end of the Good player's second Move phase as Reinforcements. An Eagle that leaves the board carrying Dwarves, or that was previously slain, may re-enter the board from either the northern or southern board edge as Reinforcements. An Eagle carrying Dwarves may not use Brutal Power Attacks. If an Eagle is slain whilst carrying a marker, then the marker is lost and the Dwarves are slain.

Thorin's Wrath – Filled with rage at the sight of the Pale Orc, Thorin races towards his foe.

During each Good Move phase, Thorin must move as close as possible to Azog, charging him if he can.

Bilbo – Seeing Thorin sealing his own fate, Bilbo leaves the relative safety of the trees in order to help him.

At the start of any Fight phase, the Good player may place Bilbo in base contact with any model involved in a fight with Thorin. If Bilbo enters this way, he must also be rescued (otherwise, he counts as being included with one of the markers).

PARTICIPANTS

GOOD

Thorin Oakenshield with Orcrist and Oakenshield; Bilbo Baggins with Sting; Gwaihir; 4 Great Eagles.

EVIL

Azog on White Warg; Fimbul the Hunter on Fell Warg; 12 Hunter Orcs on Fell Warg; 12 Fell Wargs.

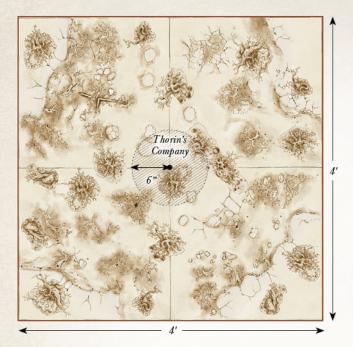
FLIES AND SPIDERS

fter stopping at the house of Beorn, and the departure of Gandalf at the edge of the forest, the company of Thorin Oakenshield venture into the gloom of Mirkwood, warned to keep to the path. Yet as the Dwarves traverse the twisting and overgrown trails, they become confused and lost as the powers that lay upon the forest infect their minds and betray their wits.

Soon, the Dwarves of Thorin's Company find themselves caught amongst the huge sticky webs of the vile beings that dwell within the forest's boughs, and at the mercy of their hunger. Seeing that his companions are in dire trouble, Bilbo slips on the magic ring he found within the Goblin tunnels and cuts the bound Dwarves free from their sticky prisons.

Being free does not mean being out of danger, however, and the spiders are not best pleased that their feast is now putting up more of a fight than they were hoping for. The Dwarves must fend off their arachnid captors, or become but another tasty morsel and fail in their quest. Yet, even as the Dwarves fight for their lives, help is not far away...





This Scenario is set within the depths of Mirkwood, and as such the board should be covered in trees and forest terrain, with a few small clearings dotted around. The centre 6" of the board should also be clear of trees.

STARTING POSITIONS

Thorin's Company are deployed within the central clearing. The spiders are deployed anywhere at least 10" from the Dwarves. The Elves are kept aside for later.

OBJECTIVES

The Dwarves are fighting to survive against the bloated and ravenous spiders of Mirkwood. The spiders are simply after a tasty meal, and the Dwarves seem to be a fitting feast!

The game lasts for twelve turns. If at the end of twelve turns there are still ten or more members of Thorin's Company left alive, the Good player wins. The Evil player wins if they can slay at least six members of the company. Any other result is a draw.

SPECIAL RULES

Haze of Mirkwood – The thick mysterious air of the forest has seeped into the minds of the Dwarves, rendering them in a groggy state.

At the start of each of the Dwarves' move, roll a D6. On a 4+, that Dwarf may not move that turn, may only roll a single dice for a Duel roll and may not make Strikes.

The Rangers – Upon hearing the sound of battle, Legolas, Tauriel and the Rangers of Mirkwood rush to the Dwarves' aid.

At the end of the Good player's fourth Move phase, they may move Legolas, Tauriel and the Mirkwood Rangers onto the board as Reinforcements from any board edge.

The Spiders' Nest – The Dwarves are deep within the nesting area of the Mirkwood Spiders, and more constantly scuttle to an apparently easy meal.

Any Mirkwood Spiders that are slain are kept to one side. At the start of each turn, before Priority is rolled, the Evil player may place any previously slain Mirkwood Spiders on the board at least 10" away from any Good models. These Spiders may act as normal.

PARTICIPANTS

G001

Thorin Oakenshield with Orcrist and Oakenshield; Kíli the Dwarf; Fíli the Dwarf; Balin the Dwarf; Dwalin the Dwarf; Bifur the Dwarf; Bofur the Dwarf; Bombur the Dwarf; Ori the Dwarf; Nori the Dwarf; Dori the Dwarf; Óin the Dwarf; Glóin the Dwarf; Legolas Greenleaf; Tauriel; 10 Mirkwood Rangers.

\mathbf{EVIL}

10 Mirkwood Spiders.



FIRE AND WATER

aving been awoken by Bilbo during the Hobbit's search for the Arkenstone, Smaug engages the intruder to his realm in a battle of wits. Yet for all of Bilbo's pleasantries and attempts to deflect the Dragon's questions, Smaug guesses the burglar's intentions. Filled with wrath at the coming of the usurper, Thorin Oakenshield, Smaug gives chase to Bilbo and the Dwarves of Erebor, during which he will nearly perish under a lake of liquid gold brought about by Thorin's Company.

Filled with rage from his encounter with the Dwarves in Erebor and their attempt on his life, Smaug promises revenge upon the fishermen of Laketown for the aid they provided to Thorin.

His wrath rains down upon Esgaroth like a murderous storm, setting huge swathes of the settlement alight with tremendous strafing runs and gouts of flame. The only hope for the people of Lake-town is for the Dragon to be slain, an act much easier said than done.

Yet all is not lost. Having escaped imprisonment at the hands of the Master of Lake-town, Bard grabs his great bow and sets out to finish what his ancestor Girion started many years before, lest Lake-town be razed to the ground and be consumed by fire and smoke – the mark left upon the Dragon by the Lord of Dale may yet prove to be Smaug's undoing.





This Scenario is played across the wooden jetties and walkways of Esgaroth. There should be five towers on the board; one in the centre, with the other four arranged as shown on the map. Plenty of other buildings and houses should be dotted around Lake-town, providing lots of hiding places from Smaug's flames.

STARTING POSITIONS

The Good player deploys Bard touching the eastern board edge. They then deploy Bain, Sigrid, Tilda, Tauriel, Kíli, Fíli, Bofur and Óin touching the western board edge. The Master of Lake-town, Alfrid and Braga are deployed touching the southern board edge. The Lake-town Guard are deployed anywhere on the board.

OBJECTIVES

Smaug has come to wreak death and destruction on the fishing settlement of Lake-town, and will not rest until it is naught but ash. The only way to stop the mighty beast is to slay him. This is a fight to the death; the first side to wipe out their opponent's force is the winner.

SPECIAL RULES

The Black Arrow – Bain has recovered the Black Arrow from its hiding place, and must now deliver it to his father, so that Bard can slay the beast.

Bain starts the game in possession of the Black Arrow, which is a Light Object. If both Bard and a model carrying the Black Arrow are both in the same tower, Bard may fire the Black Arrow as if he were firing the Windlance, and still benefits from the Black Arrow special rule. Bard may still fire the Black Arrow even if he moved this turn.

A Dragon's Wrath – Smaug is focused only on destroying Lake-town, and pays little attention to those running for their lives on its walkways.

All Good Heroes gain the Stalk Unseen special rule. Any **Hero** in one of the towers will lose this special rule whilst they remain in the tower.

A Touch of Destiny – This is Bard's defining moment; the moment where he will either go down in history as the Dragon Slayer, or perish along with his loved ones.

Bard gains the Mighty Hero special rule. Additionally, Bard is not affected by Sigrid & Tilda's Something to Fight For special rule.

The Waters of the Long Lake – Esgaroth sits upon the Long Lake, and the waters could help douse the flames that now engulf Lake-town.

Any model that has been Set Ablaze that moves into the waters of the Long Lake will immediately extinguish the flames.

The Defence of Lake-town – Such is Smaug's tremendous bulk that he can easily be targeted by bowfire – not that arrows will have much effect against the Dragon's thick hide.

Good models may shoot at Smaug even if he is Engaged in combat, with no risk of hitting friendly models. Any model that shoots at Smaug in this way suffers a -1 penalty when rolling To Hit – this is cumulative with other such penalties, such as moving and shooting.

PARTICIPANTS

GOOD

Bard the Bowman; Bain, Son of Bard; Sigrid & Tilda; Tauriel; Kíli the Dwarf; Fíli the Dwarf; Bofur the Dwarf; Óin the Dwarf; the Master of Lake-town; Alfrid the Councillor; Braga, Captain of the Guard and 24 Laketown Guard: 8 with sword, 8 with spear and 8 with bow.

EVIL

Smaug.

THE FALL OF THE NECROMANCER

aving ventured into the dark, ruined walls of Dol Guldur, Gandalf has uncovered the truth as to what dwells within. For lurking deep inside the seemingly forgotten fortress is none other than Sauron, the enemy of the Free Peoples of Middle-earth. Upon confronting this terrible foe, Gandalf has been captured and is now at the mercy of the monstrous Keeper of the Dungeons, who relishes the opportunity to torture and maim the Grey Wizard.

Yet help is at hand; for Radagast the Brown has been true to his word and brought news of Gandalf's predicament to the Lady Galadriel – perhaps the one being in Middle-earth that Sauron fears. The Lady of Light ventures to Dol Guldur to deliver Gandalf from the terrible fate that may await him, and she does not come alone.

The remaining members of the White Council also join their lady in the fight against this ancient foe now returned. The White Wizard Saruman uses his mastery of magical power and unrivalled knowledge of the enemy to combat the servants of the Dark Lord.

Elrond, the master of Rivendell, draws his blade and heads into the swirling melee of steel and ghostly weaponry; his sword clashing with those of the enemy in a desperate battle of speed and martial prowess.

Even the absent-minded Radagast assists the council by providing Gandalf with a means to escape on his rabbit-led sleigh. However, it will take every ounce of power and skill this collection of mighty beings possess to defeat the darkness and stop Sauron from returning to Middle-earth...





The board represents one of the many courtyards within Dol Guldur. Broken rubble, partly-fallen statues and stairways should be scattered across the battlefield.

STARTING POSITIONS

The Good player deploys Gandalf in the centre of the board. The Evil player then deploys the Keeper of the Dungeons within 3" of Gandalf. The Good player then deploys Galadriel touching any board edge. All other models are kept to one side for later in the game.

OBJECTIVES

The White Council are trying to save Gandalf from the clutches of the Necromancer, whilst also banishing Sauron from Dol Guldur. Sauron's mission is simple, namely to slay the White Council and thus remove the major threat to his rise to power. The Good player wins immediately if Gandalf is rescued by having him move off of any board edge and the Necromancer has been banished, whilst the Evil player wins if they can slay any three members of the White Council. Any other result is a draw.

SPECIAL RULES

A Wizard Lays Dying – Gandalf lays upon the stone floor of Dol Guldur, having been battered by the magics of the Necromancer and tortured at the hands of the Keeper of the Dungeons.

Gandalf starts the game with no Might or Will, no Staff of Power, and under the effects of the Paralyse Magical Power. Friendly models may carry Gandalf, in which case he is a Heavy Object.

"I will Destroy You" – In order to save Gandalf from the barbaric Keeper of the Dungeons, Galadriel can unleash her devastating power upon the Orc.

Galadriel can target the Keeper of the Dungeons with the Banish Magical Power as if it were a **Spirit** model.

"Nine for Mortal Men, doomed to die..." – Summoned by the Necromancer, the Nazgûl of Dol Guldur have been tasked with slaying the members of the White Council.

As soon as the Keeper of the Dungeons is slain, place all nine Nazgûl of Dol Guldur on the board at least 6" away from any Good model.

"Are you in need of assistance?" – Galadriel has not come to rescue Gandalf alone; Saruman and Elrond have also come to Dol Guldur.

The Good player may choose to have Saruman and Elrond enter the board at the end of any Good Move phase after the first turn. In the turn they arrive, Saruman and Elrond may use up to two Magical Powers. These may even be the same Magical Power twice if you prefer.

Radagast to the Rescue – Upon his sleigh, Radagast is tasked with carrying Gandalf to safety.

The Good player may choose to have Radagast arrive at the end of any Good Move phase after Saruman and Elrond have arrived. Gandalf may be loaded onto Radagast's Sleigh, at which point he counts as a passenger.

Sauron's Return – Though it was believed that he was unable to return, Sauron has in fact been growing in power in the depths of Dol Guldur, and he is now ready to reveal himself.

At the end of the ninth game turn, the Evil player places the Necromancer touching any board edge.

PARTICIPANTS

GOOD

Gandalf the Grey; Saruman the White; Radagast the Brown on Sleigh; Galadriel, Lady of Light and Elrond, Master of Rivendell.

EVII

The Necromancer; All 9 Nazgûl of Dol Guldur and the Keeper of the Dungeons.

BATTLEOF THE FIVE ARMIES

The Dragon, Smaug, lies dead, slain by the Black Arrow fired by Bard in Esgaroth. Yet ill temperament and conflict still lies ahead. Consumed by the Dragon sickness that lies upon the vast treasure hoard of Erebor, Thorin refuses to honour his oath to share the wealth with the people of Laketown; instead opting to send for his cousin, Dain, and an army of Dwarves from the Iron Hills.

Walled into his kingdom, Thorin is approached once more by Bard, Thranduil and a glittering host of Mirkwood Elves who, thanks to Bilbo, now possess the Arkenstone. Planning to use the jewel of Thorin's house as a bargaining piece, Thorin is once more confronted by Bard in an attempt to make the belligerent Dwarf honour his word. Yet Thorin will not cave, believing this to be a ruse made by his perceived enemies. Standing defiantly atop the gates of Erebor, Thorin hears the sound of iron-shod boots marching in unison towards his gates.

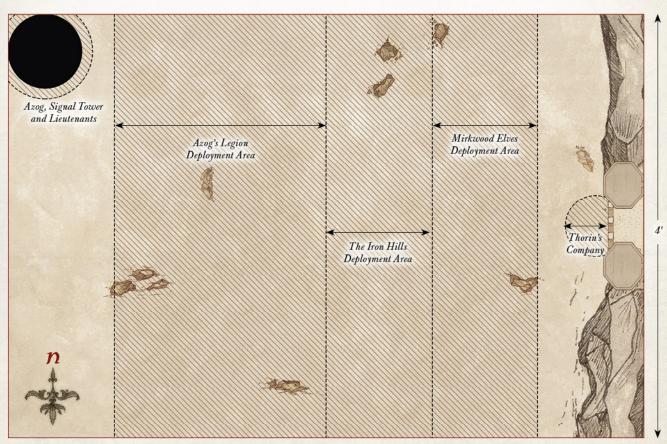
The arrival of Dain Ironfoot only exacerbates the situation, provoking Thranduil and starting a battle between Elves and Dwarves that sees casualties on both sides. As Dwarves and Elves clash blade with axe, the armies of Azog burst forth from the ground, uniting these unlikely allies together in order to prevent the mountain from falling into the hands of the enemy. As Dwarves, Elves and Men set aside their differences in the face of the armies of the Pale Orc, the battle for the mountain begins...

LAYOUT

The board represents the plains before Erebor – there should be a few scattered rocks and scrubland dotted around (not too much as there are a lot of models in this Scenario!). The eastern board edge represents the walls of Erebor, the centre of which marks the gates of Erebor.

STARTING POSITIONS

The Evil player deploys the Signal Tower as shown on the map, with Azog and all seven of his Lieutenants within 3" of it. They then deploy the Gundabad Orc Captains, Gundabad Orcs, Gundabad Trolls, Ogres and Catapult Troll between 12" and 36" of the western board edge. The Good player then deploys Dain and the Iron Hills Dwarves in the eastern half of the board within 12" of the centre of the board. They then deploy Thranduil and the Mirkwood Elves between 12" and 24" of the eastern board edge. Finally, the Good player deploys the members of Thorin's Company within 6" of the gates of Erebor. All other models are kept to one side.



OBJECTIVES

The game lasts until one force has been reduced to 25% of its starting numbers. There are five main objectives that both sides are trying to achieve. Whichever side achieves the most objectives is the winner:

- **1. Azog:** If Azog has been slain at the end of the battle, the Good player achieves this objective. If Azog is alive at the end of the battle, the Evil player achieves this objective.
- **2. Thorin:** If Thorin has been slain at the end of the battle, the Evil player achieves this objective. If Thorin is alive at the end of the battle, the Good player achieves this objective.
- **3. Thranduil:** If Thranduil moves off the western board edge to reach Dale, the Good player achieves this objective. If not, the Evil player achieves this objective.
- **4. The Battlefield:** At the end of the game, whichever force has the most models within 6" of the centre of the board achieves this objective.
- 5. Strength of Number: Whichever force reduces their opponent to 25% of their starting number first achieves this objective.

SPECIAL RULES

Forth from Gundabad – Whilst the Battle of the Five Armies has been raging, Bolg has been marching an army from Gundabad to join the melee.

At the end of the Evil player's fifth Move phase, the Evil player moves Bolg, the Gundabad Berserkers, the Goblin Mercenaries and the War Bats onto the board from any point on the northern board edge that is within 36" of the western board edge.

The Eagles are Coming – Called to battle by Radagast, the allies of the Free Peoples, both bird and beast, join the battle.

At the end of the Good player's seventh Move phase, the Good player moves Radagast, Gwaihir and the Great Eagles onto the board from any point on the northern board edge.

Beorn – Ferried to battle upon the back of his avian allies, Beorn thrusts himself into the battle with unrivalled fury.

Beorn enters the board as a passenger on the back of any of the Great Eagles (not Gwaihir or the one carrying Radagast) and follows the normal rules for passengers, with the exception that Beorn may both Move and Charge on the turn he dismounts. Beorn may not transform into a bear whilst mounted upon this eagle, but will automatically transform as soon as he dismounts.

PARTICIPANTS

GOOD

Erebor Reclaimed

Thorin Oakenshield, King Under the Mountain; Kíli the Dwarf, Champion of Erebor; Fíli the Dwarf, Champion of Erebor; Balin the Dwarf, Champion of Erebor; Dwalin the Dwarf, Champion of Erebor; Bifur the Dwarf, Champion of Erebor; Bofur the Dwarf, Champion of Erebor; Bombur the Dwarf, Champion of Erebor; Ori the Dwarf, Champion of Erebor; Nori the Dwarf, Champion of Erebor; Dori the Dwarf, Champion of Erebor; Óin the Dwarf, Champion of Erebor; Glóin the Dwarf, Champion of Erebor.

The Iron Hills

Dáin Ironfoot, Lord of the Iron Hills on war boar; Iron Hills Captain; Iron Hills Captain with Mattock; 36 Iron Hills Dwarves: 12 with spear, 12 with mattock, 12 with crossbow; Iron Hills Chariot.

Halls of Thranduil

Thranduil, King of the Woodland Realm on elk; 2 Mirkwood Elf Captains; 36 Mirkwood Elves; 12 with shield; 12 with Elven-made glaive; 12 with Elf bow.

Radagast's Alliance

Beorn; Radagast the Brown on Great Eagle; Gwaihir; 4 Great Eagles.

EVIL

Azog's Legion

Azog with heavy armour, stone flail and Signal Tower; Bolg; 5 Gundabad Orc Captains with shield; 2 Goblin Mercenary Captains; 60 Gundabad Orcs: 30 with shield, 30 with spear; 2 Gundabad Trolls with crushing club; 2 Gundabad Trolls with scythe gauntlets; Troll Brute; 6 Gundabad Ogres; 24 Gundabad Berserkers; 24 Goblin Mercenaries; 6 War Bats; Catapult Troll.

BATTLEFOR DALE

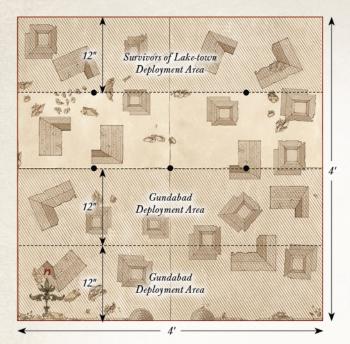
n the plains of Erebor, the Battle of the Five Armies is in full swing. The heavily-armoured Dwarves of the Iron Hills are fighting side-by-side with the glittering host of Mirkwood in an attempt to force back the vast legions of the Pale Orc. Yet it is not just Dwarves and Elves fighting for their lives. Within the walls of Dale, the refugees of Laketown have been thrust into a battle they did not expect, as Azog's Trolls breach the outer walls of the city.

Hordes of Gundabad Orcs, and even bigger threats, now flood the crumbling and snow-covered streets of Dale as they endeavour to capture the city for the Pale Orc.

However, those within the city are not without hope, for they have Bard the Dragon Slayer within their ranks. Holding his sword aloft, Bard leads the battered and ragged citizens of Lake-town against this new foe in defence of the city and the loved ones they hold dear; and they do not stand alone.

From the plains of Erebor, Thranduil leads the remaining Mirkwood Elves towards the city of Dale in a bid to aid those within its breached walls against the throng of Orcs and Ogres that threaten to raze the once glorious city to the ground. However, if Thranduil cannot reach the inhabitants of Dale in time, they will surely perish, like the Men of Dale many years ago.





This Scenario takes place within the city of Dale. The city is closely packed with houses, providing plenty of streets of various sizes in which to fight. The area within 6" of the centre of the board is clear and represents the courtyard. It is the streets that make this Scenario exciting; some should be big enough for only one or two models, whereas others should fit many more. The centre of the southern board edge represents the gates of Dale. Five Objective markers should be placed as shown on the map.

STARTING POSITIONS

The Good player deploys all of their models except the Elves (these are kept aside for later) anywhere within 12" of the northern board edge. The Evil player deploys half of their models anywhere within 12" of the southern board edge, and the other half anywhere between 12" and 24" of the southern board edge.

OBJECTIVES

The Orcs are trying to take the city, and will not stop until all those within it are dead. The Men and Elves are trying to prevent the city falling into Orcish hands. Both forces are trying to capture key areas of Dale (represented by the markers). The game lasts until one force has been reduced to 25% of its starting number; at which point whichever side has captured the most objectives by having more models within 3" of them is the winner. Additionally, if both Thranduil and Bard have been slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

The Elven Host – As the battle rages, the Elves charge into Dale to ensure its safety, and protect those within.

At the end of the Good player's second Move phase, the Elves move onto the board through the gates of Dale.

"You're not a Man, you're a Weasel" – With the Master gone, Alfrid has lost all influence with the people of Lake-town.

Alfrid may not use his Dubious Counsel special rule.

Radagast's Staff – After having his staff destroyed at the hands of the Necromancer, Gandalf is gifted a new one by Radagast. However, it is not always reliable, resulting in many of Gandalf's attempts at casting Magical Powers falling flat.

Whenever Gandalf declares that he is casting a Magical Power, declare how many Will points are being used, then roll a single D6 before rolling to cast. On a 1 or 2, the Magical Power is not cast and any Will points declared are lost.

PARTICIPANTS

GOOD

Bard the Bowman with armour; Bain, son of Bard; Sigrid & Tilda; Percy; Hilda Bianca; Alfrid the Councillor; Gandalf the Grey; Bilbo Baggins, Master Burglar; Thranduil, King of the Woodland Realm; Mirkwood Elf Captain; 36 Lake-town Militia: 12 with shield, 12 with spear, 12 with bow; 24 Mirkwood Elves: 8 with shield, 8 with Elven-made glaive, 8 with Elf bow.

EVIL

4 Gundabad Orc Captains with shield; 48 Gundabad Orcs: 24 with shield, 24 with spear; 4 Ogres.





THE LEADER

Once you have selected all of the warbands for your force, you will need to indicate which one of your **Hero** models is the leader of the army. The leader will automatically be the **Hero** model that has the highest Heroic Tier in your army. If two or more **Hero** models in your army are tied for the highest Heroic Tier, then you may choose which of them will be the army leader. Your army must have a leader.

ARMY BONUS

If your army consists entirely of models from a single army list, then the army receives its own unique Army Bonus. Each Army Bonus will be listed in the introduction for each army list. Note that, unless otherwise stated, the Army Bonus will only come into effect as long as your force only contains models from a single army list (although certain alliances will allow for the forces to keep their Army Bonus – see opposite).

ADDING ALLIES

Many of the most memorable moments in Middle-earth's history came about when several groups united in a common cause. To represent this, you don't have to choose all of your warbands from the same army list; they can come from any other army list from the same alignment (Good or Evil). However, each allied contingent must have at least one **Hero** model in it.

There are many advantages to adding allies into your force, either to overcome a weakness within your current force or to allow you to use all of your favourite models in your collection. Allies can also make your army behave differently on the battlefield, opening up fresh tactical opportunities.

WHO CAN ALLY?

When playing Matched Play games, there are only really two real sides; you are either trying to defeat Sauron (Good) or help him conquer Middle-earth (Evil). Good armies may only ally with other Good armies and Evil armies may only ally with other Evil allies. One force cannot contain both Good and Evil models.

Some armies have long-standing friendships and will ride to war in aid of their allies upon the battlefield; whilst others will only form an alliance under dire circumstances, and there are even some armies that simply did not exist at the same time as others. Whilst it is possible for you to ally any armies together in Matched Play games, there are benefits to taking armies that are proven allies – and even disadvantages for taking those that did not exist at the same time!

ALLIANCE MATRIX

Over the next few pages we present you with both of the full versions of the Allies Matrix, as well as all of the information that you need to use the Allies Matrix within your games. There is one Allies Matrix for Good, and a separate one for Evil; and each will denote which armies have which level of alliance with each other. There are three varying levels of alliance (listed below) - each with their own effects:

HISTORICAL ALLIES - GREEN



Historical Allies are those that risked everything to fight alongside each other, such as the Survivors of Lake-town and the Halls of Thranduil at the Battle of the Five Armies. They could also represent those forces that provided invaluable help to each other for a common goal, such as The Misty Mountains and Thorin's Company.

Historical Allies are allowed to keep all of their Army Bonuses even though the force is selected from more than one army list.

CONVENIENT ALLIES - YELLOW



Convenient Allies are those armies that were around at the same point in time, but never actually fought together (such as Azog's Hunters and The Trolls). While they may not have fought side-by-side, it is possible that, given the right circumstances, they might have found themselves upon the same battlefield.

Convenient Allies lose their Army Bonus, but suffer no further effects.

IMPOSSIBLE ALLIES - RED



As mentioned earlier, there are some armies in Middleearth that simply did not co-exist (Smaug was dead by the time Azog's Legion marched upon Erebor!). Whilst it is possible for you to make these alliances in your Points Match games, there are a few disadvantages for crossing time lines.

Impossible Allies lose their Army Bonus. Additionally, all models may only benefit from Heroic Actions or the

MORE THAN TWO ALLIES

There are occasions where you may wish to include models from more than two different army lists. In these situations, the lowest level of alliance from the Alliance Matrix is used for all alliances.

For example, Jay wishes to include models from the Army of Lake-town, Thorin's Company and The Misty Mountains army lists. Although the Army of Lake-town and Thorin's Company are Historical Allies, the Army of Lake-town are only Convenient Allies with The Misty Mountains. This means that all the alliances in Jay's force are considered to be Convenient Allies.

ALLIES AND BOW LIMIT

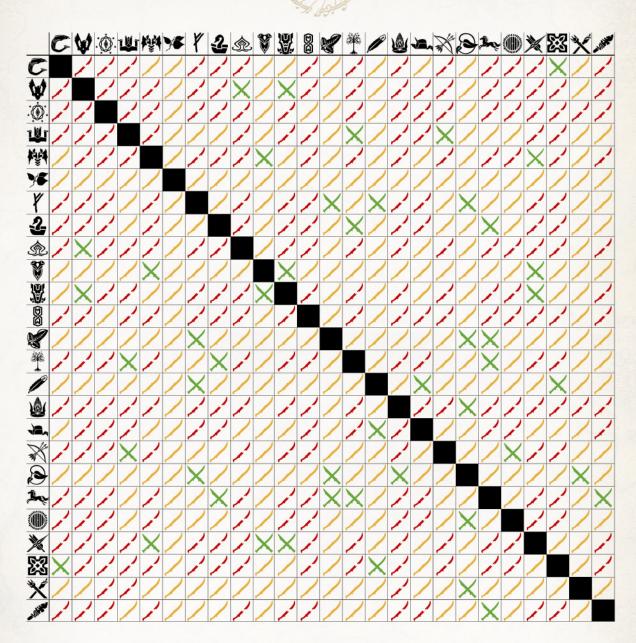
If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent - so, one in three models in each allied contingent can be given bows, rather than one in three across the entire force.

For example, Adam is collecting an Evil army that contains an allied contingent from The Dark Powers of Dol Guldur and another one from Azog's Legion. Though his force is 75-models strong, his warbands in The Dark Powers of Dol Guldur contingent only have a total of 31 Warrior models. The Bow Limit on the allied contingent from The Dark Powers of Dol Guldur list is therefore 11.

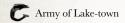
ALLIES AND THE LEADER

If your army contains several allied contingents, your leader must still be the **Hero** from the highest Heroic Tier.

GOOD ARMIES ALLIANCE MATRIX

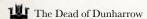


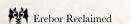
ARMY KEY









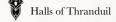




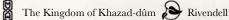
The Fellowship

















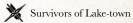


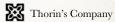


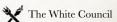


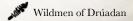






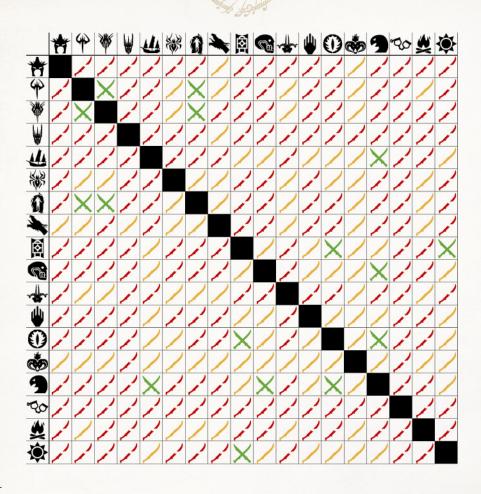








EVIL ARMIES ALLIANCE MATRIX



ARMY KEY



Angmar



Azog's Hunters



Azog's Legion



Barad-dûr



Corsairs of Umbar



Dark Denizens of Mirkwood



Dark Powers of Dol Guldur



Desolator of the North





The Easterlings



Far Harad



Goblin-town



Isengard



(1) Mordor



The Serpent Horde



Sharkey's Rogues



The Trolls



Variags of Khand



"Farewell Gandalf" "Farewell."

- Bilbo Baggins, The Hobbit: The Battle of the Five Armies