

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



ARMIES OF

THE HOBBIT™  
MOTION PICTURE TRILOGY

# MIDDLE-EARTH™

STRATEGY BATTLE GAME



"I'm going on an adventure!"

- BILBO BAGGINS, *The Hobbit: An Unexpected Journey*™

# CONTENTS

INTRODUCTION .....	4	FORCES OF EVIL.....	112
FORCES OF GOOD .....	6	Gundabad & Dol Guldur.....	114
Dwarven Holds.....	8	The Misty Mountains .....	134
Kingdoms of Men.....	42	Smaug .....	142
Elven Kingdoms .....	56		
The Free Peoples.....	70		
GOOD ARMY LISTS.....	80	EVIL ARMY LISTS .....	144
Thorin's Company.....	82	Army of Gundabad .....	146
Army of Thrór .....	84	Pits of Dol Guldur .....	148
The Iron Hills .....	86	Azog's Hunters.....	150
Erebor Reclaimed.....	88	Rise of the Necromancer .....	152
Army of Lake-Town .....	90	Goblin-Town.....	154
Survivors of Lake-Town.....	92	The Three Trolls.....	156
Garrison of Dale .....	94	Desolator of the North.....	158
Erebor & Dale .....	96		
Rivendell.....	98		
Halls of Thranduil .....	100		
Rangers of Mirkwood.....	102		
The Battle of Five Armies .....	104		
Assault on Ravenhill .....	106		
Radagast's Alliance.....	108		
The White Council.....	110		

ISBN: 978-1-83779-217-7

Product Code: 60 63 14 99 025

Produced by the Middle-earth team at Games Workshop.

Thanks to 'The Ringwraiths' for their playtesting endeavours, special thanks to Frank Barron, Dustin Rodriguez, and Melissa Lohman from Warner Bros, Fredrica Drotos, Sam Benson, Rebecca Hanson and John Mayo at Middle-earth Enterprises, and Daniel Falconer from Weta Workshop.  
With special thanks to Sir Peter Jackson and Philippa Boyens.

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



# INTRODUCTION



"DO WE SIT BACK AS OTHERS CLAIM WHAT IS RIGHTFULLY OURS? OR DO WE  
SEIZE THIS CHANCE TO TAKE BACK EREBOR. DU BEKĀR!"

- THORIN OAKENSHIELD, *THE HOBBIT: AN UNEXPECTED JOURNEY*™

# INTRODUCTION

**F**rom the stoic and stubborn Dwarves of Erebor, to the vicious armies of Orcs, Trolls and rabid beasts that fought under the command of the Pale Orc, and beyond, the events of *The Hobbit™* encompassed numerous factions, forces and heroes as Middle-earth was thrust into turmoil and war. Whether fighting to reclaim the Lonely Mountain and fend off Azog's forces, or siding with the Pale Orc as he seeks to bring an end to the line of Durin, the various armies of Middle-earth each have their own unique fighting styles, heroes and warriors that they can call upon to muster.

Welcome to *Armies of The Hobbit™*; the comprehensive guide to all of your favourite factions and characters found within *The Hobbit™* films. Within its pages you will find all of the profiles and Army Lists you will need to create armies from your favourite *The Hobbit™* films, along with a series of thematic rules to bring them to life on the tabletop. This tome is a companion to the *Middle-earth Strategy Battle Game Rules Manual*, which you will also need a copy of to get the most out of this publication.

## WHAT DOES THIS MANUAL CONTAIN?

*Armies of The Hobbit™* is split into two sections: Forces of Good and Forces of Evil. Each section showcases all of the profiles and Army Lists for that alignment, which will help you build your forces and organise your collection.

### PROFILES

Within these pages you will find all of the profiles for the various heroes, villains, warriors and creatures you will be familiar with from *The Hobbit™* films. Each profile will feature the rules for that character, including their points value, characteristics, Heroic Actions, Wargear and any special rules the character has.

The profiles are split into sections roughly based on the race or region of the characters in question. Each profile will be divided into one (or more) Army Lists, which will explain how you can use these characters in battle.

### ARMY LISTS

After all the profiles for a particular alignment – either Good or Evil – you will find that alignment's Army Lists. These are the various ways you can build your collection of Citadel and Forge World miniatures into Armies for Matched Play games. Each Army List represents a particular faction, alliance or group of characters that fought alongside one another at some point during one of *The Hobbit™* films, and allows you to recreate those factions yourself on the tabletop.

Each Army List will have a list of all the profiles that can be taken as part of that Army List, along with what Wargear from their profile they can take. This is important as sometimes a character may have an option in their profile but they might not be able to take it in a specific Army List if they did not use it at the point that the Army List is representing. For example, Azog the Defiler can take heavy armour and his stone flail in the Army of Gundabad Army List, but not in the Azog's Hunters Army List.

There may also be times where a profile is listed as having to have a specific piece of Wargear and their points cost in the Army List will have been adjusted to include this Wargear. For example, in the Army of Gundabad Army List, Azog must take heavy armour and so this has already been included in his points cost for that Army List.

An Army List will also divide the Hero models it can include into the Heroic Tier they are when included in that Army List. Sometimes a Hero will be a different Heroic Tier in different Army Lists, so this is a handy reference for players to know which Heroic Tier all of their Hero models are.

Each Army List will also have a selection of additional rules which will set out any criteria that have to be met as part of that Army List. For example, an Army List may need to have a certain Hero as its General, or perhaps a Hero can only lead certain Warrior models in their Warband. Whatever these criteria are, they will be laid out here.

Finally, each Army List will also contain a selection of special rules, which will help to set them apart from other Army Lists. Each special rule will add character and flavour to the force you are playing, helping to evoke the feeling that you are playing with the factions directly out of the films!

### WHAT ABOUT THE LORD OF THE RINGS™?

Fear not fans of *The Lord of the Rings™*! All of the Army Lists, rules and profiles for all your favourite heroes, villains, factions and scenes from *The Lord of the Rings™* can be found within the pages of *Armies of The Lord of the Rings™*. This publication works in much the same way as this manual and is fully compatible with the Middle-earth Strategy Battle Game.

# FORCES OF GOOD





# DWARVEN HOLDS



"And I thought to myself then: there is one who I could follow.  
There is one I could call king."

- BALIN, *The Hobbit: An Unexpected Journey*™



## THORIN OAKENSHIELD .....100 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	7	3	3	4+	5+	3	3	3

◆ **Race** DWARF   ◆ **Faction** THORIN'S COMPANY   ◆ **Unit Type** HERO, INFANTRY, UNIQUE   ◆ **Base size** 25MM

### WARGEAR

Heavy armour and hand weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic March
- Heroic Strength
- Heroic Strike

### OPTIONS

- Orcrist .....10 points
- The Oakenshield .....5 points

**Orcrist** ACTIVE – This is a Unique Elven hand-and-a-half weapon.

Orcrist has the Orcbane, Goblinbane and Uruk-haibane special rules. Additionally, the wielder of Orcrist has the Terror (Orc), Terror (Goblin) and Terror (Uruk-hai) special rules.

**The Oakenshield** ACTIVE – This is a Unique shield. Additionally, if Thorin elects to shield with the Oakenshield and wins the Combat, then he may inflict a single Strength 4 hit on one enemy model involved in the Combat.

### SPECIAL RULES

**"Loyalty, honour, a willing heart. I can ask no more than that"** PASSIVE  
Thorin has gathered his most trusted allies to his side, and they will fight to see him reclaim Erebor.

Friendly Thorin's Company models within 6" of Thorin may re-roll To Wound Rolls of a natural 1 when making Strikes. Additionally, friendly Thorin's Company models may benefit from Thorin's Stand Fast.





*The younger of Thorin's nephews, Kili immediately joins his uncle on his quest to the Lonely Mountain. Kili is an exceptional warrior with a blade, as well as a crack shot with a bow, skills befitting of his noble lineage. Though he is young and impetuous, Kili has an unshakable loyalty to his family and will stand beside his uncle and brother against anything that would threaten Thorin's quest for Erebor.*

## KÍLI THE DWARF .....50 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	3+	4	5	2	2	5+	6+	2	1	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Light armour, hand weapon and Dwarf bow.

### HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

### SPECIAL RULES

**Combat Synergy** ACTIVE – *Kili and Fili fight completely in sync with one another, effortlessly co-ordinating their offence.*

At the start of any Phase, before the Declare Heroic Actions step, if Kili and Fili are within 1" of each other then they can swap places with each other – this does not count as Moving. If they have used this special rule during a turn, then during the Fight Phase of that turn they may each re-roll a single D6 when making a Duel Roll.



*Older brother to Kili and nephew of Thorin, Fili is every bit his brother's equal. Yet where Kili excels in the use of a bow, Fili's skills lay more in the use of multiple blades, daggers and throwing weapons. Many an Orc has fallen foul of the swiftness with which Fili can wield his blades, and those who underestimate the young Dwarf prince will often find themselves felled before they can realise their folly. Much like his brother, Fili is fiercely loyal to Thorin and will give his all to aid his uncle.*

## FÍLI THE DWARF .....50 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	3+	4	5	2	2	5+	6+	2	1	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Light armour, hand weapons and throwing weapons.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

**Combat Synergy** ACTIVE – *Kili and Fili fight completely in sync with one another, effortlessly co-ordinating their offence.*

At the start of any Phase, before the Declare Heroic Actions step, if Kili and Fili are within 1" of each other then they can swap places with each other – this does not count as Moving. If they have used this special rule during a turn, then during the Fight Phase of that turn they may each re-roll a single D6 when making a Duel Roll.



*The oldest and wisest member of Thorin's Company, Balin has long stood by Thorin as both an advisor and friend. Although the years have taken their toll upon Balin and he is no longer the fighter he was in his youth, Balin's true value to the company is in his vast experience and wealth of knowledge. It is Balin that others turn to for wisdom, and more than once the ageing Dwarf has managed to cool the tempers of the hot-headed younger Dwarves of the company with sage words of caution and counsel.*

## BALIN THE DWARF .....40 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	5	1	2	4+	4+	1	3	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Light armour and hand-and-a-half weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Resolve

### SPECIAL RULES

**Longbeard** ACTIVE – With Balin's grand age comes a wealth of wisdom which allows him to read the flow of battle.

During the Priority Phase, after the roll for Priority has taken place, Balin can spend a Will Point to allow his controlling player to re-roll their roll for Priority.



## DWALIN THE DWARF .....95 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	5	6	2	2	4+	5+	2	2	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Armour, Grasper & Keeper and two-handed weapon.

**Grasper & Keeper** ACTIVE – These are Unique hand weapons.

Additionally, a model gains a bonus of +1 to its Attacks characteristic when using Grasper & Keeper, and any To Wound Rolls of a natural 6 that are not prevented will deal 2 Wounds rather than 1.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

**Burly, Fearless**

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

Dwalin is never considered to be Unarmed.

*A powerful and formidable warrior who has fought many wars alongside his liege since Erebor fell into the clutches of Smaug, Dwalin is, without question, the strongest member of Thorin's Company. When Thorin called for aid in his quest to reclaim the Lonely Mountain, Dwalin and his brother, Balin, were first to stand at their prince's side, pledging their service to Thorin. When called upon to fight, Dwalin does so without fear, smashing aside any who would stand against his liege.*



## BIFUR THE DWARF ..... 45 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	3+	4	5	2	2	5+	7+	1	1	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Light armour, hand weapon and Boar Spear.

**Boar Spear** ACTIVE – This can be used as either a spear or a two-handed weapon.

## HEROIC ACTIONS

- Heroic Strength

## SPECIAL RULES

**Throw Stones** (range 8", Strength 2)

**Embedded Axe** ACTIVE – *The axe lodged in Bifur's skull means he can only speak Khuzdul; if removed, he may speak the common tongue once more.*

If Bifur wins a Duel Roll, then he may choose to headbutt an enemy model instead of making Strikes. If he does, choose a single enemy model involved in the Combat. The chosen model suffers a single Strength 4 Strike from Bifur, though this will not be doubled if the chosen model is Trapped. If Bifur Wounds the chosen model with this Strike, then the axe-blade will have been freed from his skull. From this point on at the start of each Move Phase, before the Declare Heroic Actions step, Bifur may take an Intelligence Test; if the test is passed, Bifur may declare a Heroic Move that turn for free.





## BOFUR THE DWARF.....45 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	5	2	2	5+	6+	2	1	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Light armour and Mattock.

**Mattock** ACTIVE – This is a two-handed weapon. Additionally, if a model wielding a Mattock wins a Duel Roll they may choose to try to knock down an enemy model instead of making Strikes. If they do, choose a single enemy model involved in the Combat. This model and the chosen model both roll a single D6 and add their Strength characteristic. If this model rolls equal to or higher than the chosen model, then the chosen model is immediately knocked Prone. This may be done before any other friendly models make their Strikes.

## HEROIC ACTIONS

- Heroic Resolve

## SPECIAL RULES

**Steadfast** PASSIVE – Bofur has an infectious and boundless sense of optimism, which allows him and his allies to press on even against seemingly impossible odds with renewed determination.

Whenever a friendly Thorin's Company model within 3" of Bofur is affected by an enemy special rule or Magical Power, they may roll a D6. On a 3+, the model will ignore its effects. In the case of a Magical Power, any Resist Tests must be made before using this special rule.





## BOMBUR THE DWARF .....45 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	4	2	3	6+	6+	1	3	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Hand weapon.

## HEROIC ACTIONS

- Heroic Defence

## SPECIAL RULES

Dominant (2)

**Lumbering** PASSIVE – Bombur's love of food has made him quite overweight, and far from nimble or agile in a battlefield setting.

Bombur may not declare Heroic Moves. Additionally, if Bombur rolls a natural 6 on a Jump, Climb, Leap or Swim Test, then he must re-roll the result.

**Raising Spirits** ACTIVE – Bombur can lift the flagging morale of his kin with a kindly word or a proffered treat.

Once per turn, during his Activation, Bombur can choose a friendly Thorin's Company model within 3" and roll a D6. On a 4+, the chosen model regains a single Will Point spent earlier in the battle.





The youngest member of Thorin's Company, Ori joins Thorin's quest alongside his brothers, Nori and Dori. Having not known war like his brothers, Ori intends to chronicle the company's adventures but is somewhat naïve and in reality he has little idea of the dangers that lie on the journey ahead. Yet Ori is no coward, for when danger rears its head, he is quick to take up arms and fight alongside his kin.

## ORI THE DWARF .....40 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	3	3+	3	4	1	2	6+	6+	1	2	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Hand weapon and sling.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

Sharpshooter

**Deadeye** **ACTIVE** – Though a slingshot is not a deadly weapon, Ori has an uncanny ability to strike a target's weak spots with pinpoint accuracy.

If Ori scores a natural 6 when rolling To Hit with his sling, then do not make an In The Way Tests or roll To Wound. Instead the target will automatically suffer a single Wound.

**Chronicler** **ACTIVE** – Ori plans to document the adventures of the company and compile a record worthy of their exploits.

Whenever a friendly Thorin's Company model within 6" and Line of Sight of Ori slays an enemy Hero or Monster, then that Thorin's Company model may immediately regain a single point of either Might, Will or Fate spent earlier in the battle. If they are unable to regain a point of Might, Will or Fate, because their stores of each are full, then you may choose a different friendly Thorin's Company model within 6" and Line of Sight of Ori to regain it instead.



## DORI THE DWARF .....55 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	5	2	2	5+	5+	2	2	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Light armour and hand weapons.

### HEROIC ACTIONS

- Heroic Resolve

### SPECIAL RULES

**A Good Sort** **ACTIVE** – Dori sees it as his duty to keep his brothers out of trouble and protect them from harm.

Whilst within 3" of either Ori or Nori, Dori increases his Attacks to 3 and may re-roll any rolls of a 1 in his Duel Rolls.

Dori has taken it upon himself to look out for his younger siblings, trying to keep Ori from harm and keep Nori's unique brand of mischief under control – a difficult task on both accounts. Despite all of this, Dori is an experienced adventurer in his own right and one that will prove his worth multiple times over during the course of the quest to Erebor.



## NORI THE DWARF .....55 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	5	2	2	5+	5+	2	1	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Light armour, hand weapon and two-handed weapon.

## HEROIC ACTIONS

- Heroic Strike

## SPECIAL RULES

**Weapon Master** ACTIVE – Having spent plenty of time travelling the world, Nori has become adept at fighting with all manner of ‘borrowed’ weapons.

Nori is never considered to be Unarmed.

**“Just a couple of keepsakes”** ACTIVE – Nori is rather fond of liberating a number of valuable keepsakes on his travels, and will not lightly give them up.

Whilst Nori is carrying an Objective in Scenarios where this applies, he may re-roll all failed To Wound Rolls when making Strikes.

However, Nori may never pass an Objective Marker to a friendly model.



## GLÓIN THE DWARF .....85 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	7	3	2	4+	5+	2	2	2

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Heavy armour, hand weapons and throwing weapons.

## HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

## SPECIAL RULES

**Axe Mastery** ACTIVE – Glóin is a deadly fighter with his axes in hand, and even swarms of enemies cannot take down the furious Dwarf.

If Glóin is outnumbered in a Combat, he increases his Attacks to 4 for the duration of the Combat.

A formidable warrior, Glóin has joined Thorin's Company in the hope of finding his fortune. Having fought many battles against Orcs and Goblins, he possesses a number of skills that will prove incredibly valuable upon the company's quest. Though he is well versed in the use of many weapons, it is with the use of an axe where Glóin truly excels. Countless foes have fallen to Glóin's axe blades, and it is this skill at arms that Glóin intends to pass on to his young son upon his return.





*Óin is one of the oldest members of Thorin's Company; his beard has gone grey with age and his hearing is nowhere near what it once was. Along with his brother, Glóin, Óin joins the company out of loyalty to his distant cousin, Thorin. Óin's skills lie in his knowledge of plants and herbs, which he can use to heal the ailments of those around him. He also claims to be able to read the portents and predict what will happen, though his claims are usually met with exasperated eye-rolls and groans from the rest of the company.*

## ÓIN THE DWARF.....50 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	4	1	2	4+	6+	1	5	1

◆ **Race** DWARF ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Hand-and-a-half weapon and Hearing Trumpet.

**Hearing Trumpet** ACTIVE – Whenever an enemy Hero declares a Heroic Action within 6" of Óin, you may roll a D6. On a 5+, Óin may immediately declare the same Heroic Action for free. However, on a natural 1, Óin immediately loses a Will Point. If he cannot lose a Will Point in this manner, then Óin cannot Move during that turn as he tries to fix his Hearing Trumpet.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

**Healing Herbs** ACTIVE – Óin is a master of herbal medicines and can use them to heal wounds with surprising speed.

At any point during his Activation, Óin can choose a friendly Thorin's Company model in base contact and roll a D6. On a 4+, the chosen model immediately regains a Wound lost earlier in the battle. Óin can only use this special rule once per turn.

**Reading the Portents** ACTIVE – Óin claims to be able to read the portents to see what may happen and aid his allies, though doing so takes its toll on the ageing Dwarf.

During the Fight Phase, Óin can spend a Will Point to allow a friendly Thorin's Company model within 6" to re-roll a single dice during their Duel Roll. Óin can use this special rule multiple times during the same Fight Phase, so long as he has Will Points remaining.





*As 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 the world. It is to this end that Gandalf orchestrates a not-so-chance meeting with Thorin Oakenshield in Bree, advising the Dwarf prince to gather a band of trustworthy Dwarves to reclaim Erebor from the clutches of Smaug. Though Gandalf does wish to see the Dwarves take back their homeland, it is not solely for their benefit that he aids them, for Gandalf fears that an even greater evil is stirring within Middle-earth and he wishes to ensure it does not gain the Dragon's allegiance.*

## GANDALF THE GREY .....170 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	5	2	3	3+	3+	3	6	3

◆ **Race** WIZARD ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Glamdring, Narya and Staff of Power.

**Glamdring** **ACTIVE** – This is a Unique Elven hand-and-a-half weapon. A model gains a bonus of +1 to their Strength when making Strikes with Glamdring.

**Narya** **PASSIVE** – This is a Unique piece of Wargear. Gandalf may re-roll any failed Fate Rolls.

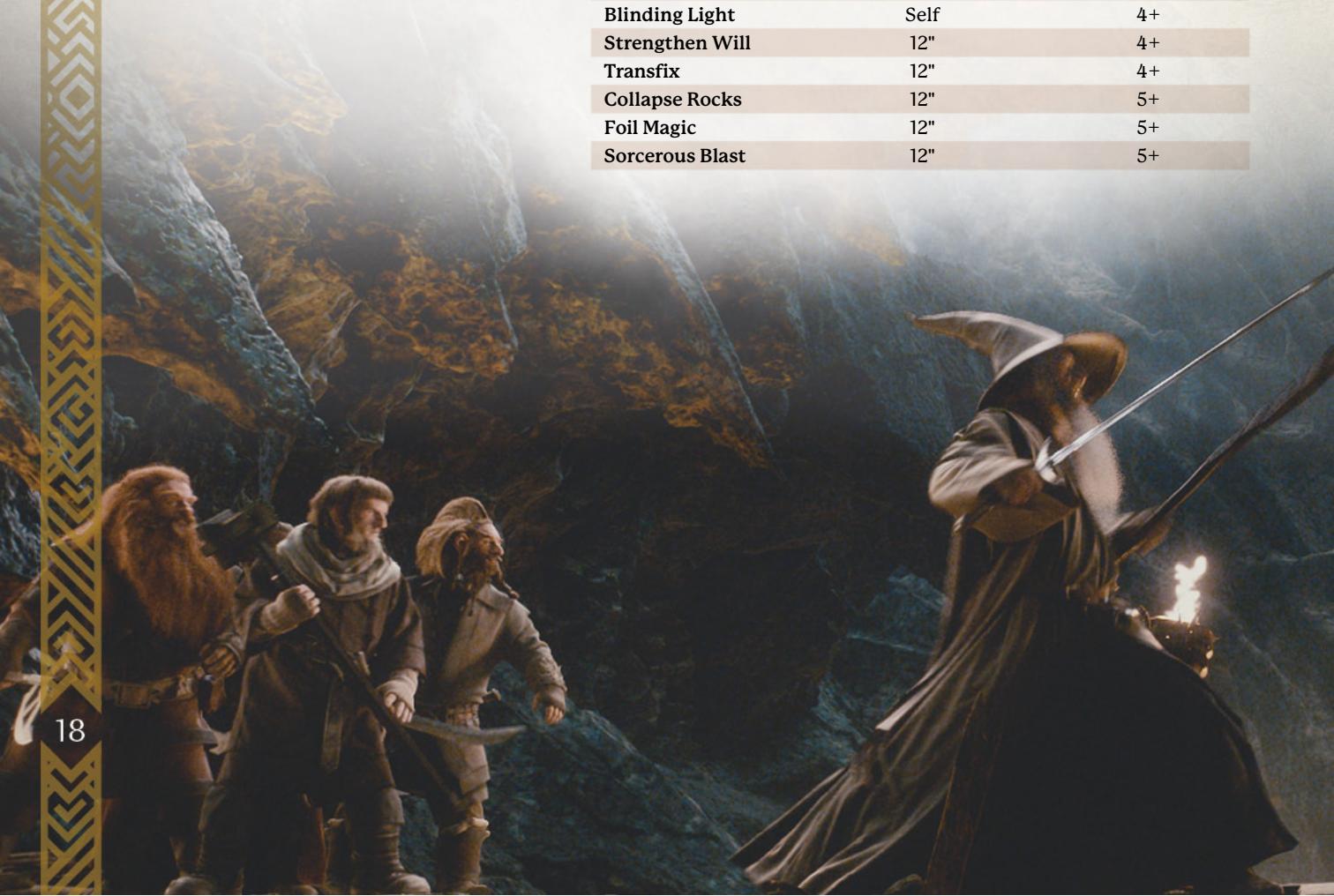
### HEROIC ACTIONS

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

### OPTIONS

- Horse .....20 points

MAGICAL POWERS	Range	Casting Value
Protection of the Valar	6"	3+
Terrifying Aura	Self	3+
Blinding Light	Self	4+
Strengthen Will	12"	4+
Transfix	12"	4+
Collapse Rocks	12"	5+
Foil Magic	12"	5+
Sorcerous Blast	12"	5+





## BILBO BAGGINS .....55 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
4"	3	3+	2	3	1	2	4+	4+	2	3	3

◆ **Race**  
HOBBIT

◆ **Faction**  
THORIN'S COMPANY

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Hand weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Resolve
- Heroic Strike

### OPTIONS

- Sting .....5 points
- The One Ring .....Free

**Sting** ACTIVE – This is a Unique Elven hand weapon. A model gains a bonus of +1 to their Strength when making Strikes with Sting.

### SPECIAL RULES

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

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

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





## THRÓR, KING UNDER THE MOUNTAIN .....130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	9	3	3	4+	5+	3	3	1

◆ **Race**

DWARF

◆ **Faction**

EREBOR

◆ **Unit Type**

HERO, INFANTRY, UNIQUE

◆ **Base size**

25MM

### WARGEAR

Mithril armour, shield, hand weapon, the Arkenstone and the Ring of Durin.

**The Arkenstone** PASSIVE – This is a Unique piece of wargear. The bearer of the Arkenstone passes Fate Rolls on a 3+. Additionally, when making a Fate Roll, if the result is a 4 or better, then the Fate Point is free and is not spent.

**The Ring of Durin** PASSIVE – This is a Unique piece of wargear. Once per game during the Priority Phase, after the roll for Priority has taken place, the bearer of the Ring of Durin can re-roll their side's Priority Roll.

### HEROIC ACTIONS

- Heroic Challenge
- Heroic Strike

### OPTIONS

Grim Hammer Warriors in Thrór's Warband may be upgraded to Guardians of the King for +1 point per model. Guardians of the King have a Strength of 4.

### SPECIAL RULES

Ancient Enemies (Orc)



## THRÁIN, SON OF THRÓR.....130 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	8	3	3	4+	5+	3	3	3

◆ **Race** DWARF   ◆ **Faction** EREBOR   ◆ **Unit Type** HERO, INFANTRY, UNIQUE   ◆ **Base size** 25MM

### WARGEAR

Heavy Dwarf armour and Master-forged two-handed weapon.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### OPTIONS

If your Army does not include Thrór, then Thráin carries the Ring of Durin.

**The Ring of Durin** PASSIVE – Once per game during the Priority Phase, after the roll for Priority has taken place, the bearer of the Ring of Durin can re-roll their side's Priority Roll.

### SPECIAL RULES

**Hatred (Gundabad)**

**Durin's Heir** PASSIVE – Even before his father's death, Thráin was beloved by Erebor's warriors. A Dwarf that stood beside him would fight to the bitter end.

Thráin's Stand Fast has a range of 12". Additionally, friendly Dwarf Hero models may benefit from Thráin's Stand Fast.





## YOUNG THORIN OAKENSHIELD.....110 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	8	3	3	4+	5+	3	3	3

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy armour, hand weapon and the Oakenshield.

The Oakenshield ACTIVE – This is a Unique shield. Additionally, if Thorin elects to shield with the Oakenshield and wins the Combat, then he may inflict a single Strength 4 hit on one enemy model involved in the Combat.

### HEROIC ACTIONS

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

### SPECIAL RULES

To Arms! ACTIVE – With a rousing cry, Thorin rallied the Dwarves of Erebor to attack once more with a redoubled fury.

Once per game, at the start of his Activation, Thorin can declare he is using this special rule. If he does, then until the end of the turn all friendly Erebor models within 3" of Thorin increase their Strength by 1.

As the son of Thráin, Thorin is a Dwarven prince and destined to sit upon the throne of Erebor. Possessing great skill-at-arms and the courage to match, Thorin holds a position of great honour and respect amongst his kin. It was traits such as these that stood Thorin in great stead when Smaug attacked Erebor, and again at the Battle of Azanulbizar many years later where he inspired the Dwarves to stand and fight. It was during that battle, when all hope seemed lost and the line of Durin faced extinction, where Thorin prevailed in spite of all the odds, taking up an oaken branch as a shield and defeating the Pale Orc – an act that gave him the name he now bears.



## YOUNG BALIN THE DWARF .....60 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	6	2	2	4+	4+	2	3	2

◆ **Race** DWARF    ◆ **Faction** EREBOR    ◆ **Unit Type** HERO, INFANTRY, UNIQUE    ◆ **Base size** 25MM

### WARGEAR

Armour and hand-and-a-half weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Resolve

### SPECIAL RULES

**Longbeard** ACTIVE – Even in his youth, Balin was wise beyond his years and his counsel was held in high regard by his liege.

During the Priority Phase, after the roll for Priority has taken place, Balin can spend a Will Point to allow his controlling player to re-roll their roll for Priority.

Though he did not possess the same levels of skill-at-arms as his brother, Balin was still a capable warrior in his youth. Balin was present when Smaug sacked the Lonely Mountain, and also followed Thorin at Azanulbizar; where Balin's loyalty to his prince was cemented – one that endured until the bitter end.



## YOUNG DWALIN THE DWARF ....90 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	5	6	2	2	4+	5+	2	2	2

◆ **Race** DWARF    ◆ **Faction** EREBOR    ◆ **Unit Type** HERO, INFANTRY, UNIQUE    ◆ **Base size** 25MM

### WARGEAR

Armour and Grasper & Keeper.

**Grasper & Keeper** ACTIVE – These are Unique hand weapons.

Additionally, a model gains a bonus of +1 to its Attacks characteristic when using Grasper & Keeper, and any To Wound rolls of a natural 6 that are not prevented will deal 2 Wounds rather than 1.

One of the strongest and most skilled Dwarf warriors in all of Erebor, Dwalin is a true force to be reckoned within the armies of Erebor. Standing at the side of Thorin when Erebor fell, and again at the Battle of Azanulbizar, Dwalin showed his loyalty to the young prince of Erebor, pledging his allegiance to Thorin. When the fighting starts, there is no Dwarf more unflinchingly violent than Dwalin and, when armed with his paired axes 'Grasper' and 'Keeper', he is capable of cutting down a grievous tally of his foe.

### HEROIC ACTIONS

- Heroic Challenge
- Heroic Strength

### SPECIAL RULES

**Fearless**

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

Dwalin is never considered to be Unarmed.

**Dwarven Fury** ACTIVE – Young and brash, Dwalin often takes great risks when fighting in order to slay his foes even quicker.

At the start of a Combat involving Dwalin, roll a D6. On a 5+, Dwalin may re-roll failed To Wound Rolls during that Combat. On a 2-4, nothing happens and the Combat proceeds as normal. However on a 1, Dwalin reduces his Fight Value by D3 before the Duel Roll takes place.



## EREBOR DWARF CAPTAIN .....75 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	7	3	2	5+	6+	2	1	1

◊ **Race**  
DWARF◊ **Faction**  
EREBOR◊ **Unit Type**  
HERO, INFANTRY◊ **Base size**  
25MM

## WARGEAR

Heavy armour and hand weapons.

## HEROIC ACTIONS

- Heroic March

## SPECIAL RULES

Mountain Dweller

Commanding the armies of Erebor are its captains: grizzled warriors with decades of experience fighting against the enemies of the Dwarves. Those who rise to such a rank have proven themselves in battle time and time again, having shown to be sturdy and resolute fighters. Leading from the front, these captains will be found where the fighting is fiercest, wielding their axes with Dwarven fury.



## EREBOR DWARF WARRIOR .....9 POINTS

MV	Fv	Sv	S	D	A	W	C	I
5"	4	4+	3	6	1	1	6+	7+

◊ **Race**  
DWARF◊ **Faction**  
EREBOR◊ **Unit Type**  
WARRIOR, INFANTRY◊ **Base size**  
25MM

## WARGEAR

Heavy armour and hand weapon.

## OPTIONS

An Erebor Dwarf Warrior must have one of the following options for the listed points cost:

- Shield and spear.....2 points
- Shield .....1 point
- Spear.....1 point

## SPECIAL RULES

Mountain Dweller

Erebor has always boasted one of the greatest Dwarven armies in Middle-earth: its warriors are well-drilled, their weapons and armour are forged from the finest steel, and their unwavering devotion to their liege makes them resolute upon the battlefield. Veterans of many wars, it is these warriors that are entrusted with protecting the lands around Erebor and defending the Lonely Mountain should any foes dare to attack.



*Those who lead the Grim Hammers are stalwart fighters chosen for their strength and fortitude on the battlefield. These captains are amongst the very best fighters within Erebor's armies, battle-hardened through many wars and campaigns. Upon the battlefield, these headstrong warriors fight with exceptional skill, using their mattocks to smash aside shields and pierce armour plating.*



*Dwarven warriors within Erebor's armies that show exceptional skill and stoicism are recruited to the ranks of the Grim Hammers – the elite warriors of Erebor. These staunch warriors are clad from head to toe in thick-plated armour and are armed with expertly crafted mattocks from which they get their name. Grim Hammers are often used as the vanguard of Erebor's armies, crushing both armour and bone as they bring their weapons down upon their foes.*

## GRIM HAMMER CAPTAIN .....80 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	8	2	2	5+	5+	2	1	1

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour, Mattock and throwing weapon.

**Mattock** ACTIVE – This is a two-handed weapon. Additionally, if a model wielding a Mattock wins a Duel Roll they may choose to try to knock down an enemy model instead of making Strikes. If they do, choose a single enemy model involved in the Combat. This model and the chosen model both roll a single D6 and add their Strength characteristic. If this model rolls equal to or higher than the chosen model, then the chosen model is immediately knocked Prone. This may be done before any other friendly models make their Strikes.

### HEROIC ACTIONS

- Heroic March

### SPECIAL RULES

Ancient Enemies (Orc)

## GRIM HAMMER WARRIOR .....11 POINTS

MV	FV	Sv	S	D	A	W	C	I
5"	4	4+	3	7	1	1	6+	6+

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour, Mattock and throwing weapons.

**Mattock** ACTIVE – This is a two-handed weapon. Additionally, if a model wielding a Mattock wins a Duel Roll they may choose to try to knock down an enemy model instead of making Strikes. If they do, choose a single enemy model involved in the Combat. This model and the chosen model both roll a single D6 and add their Strength characteristic. If this model rolls equal to or higher than the chosen model, then the chosen model is immediately knocked Prone. This may be done before any other friendly models make their Strikes.

### SPECIAL RULES

Ancient Enemies (Orc)



## DÁIN IRONFOOT, LORD OF THE IRON HILLS .....160 POINTS

*The Lord of the Iron Hills, and the cousin of Thorin Oakenshield, Dáin Ironfoot is a Dwarf lord almost without peer during the closing years of the Third Age. As stubborn as he is formidable, Dáin is known across Middle-earth for his fearsome temper and exceptional skill in battle. When Thorin sends a request for aid, Dáin does not hesitate to march upon Erebor. And when faced with the enormous legions of the Pale Orc, Dáin shows no fear as he leads the Dwarves into battle, bludgeoning and crushing huge numbers of Gundabad Orcs as he attempts to protect Thorin and the newly reclaimed kingdom of Erebor.*

MV	FV	SV	S	D	A	W	C	I
5"	7	4+	5	8	3	3	3+	5+

MIGHT	WILL	FATE
3	3	3

◆ **Race**  
DWARF

◆ **Faction**  
IRON HILLS

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and two-handed weapon.

### HEROIC ACTIONS

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

### OPTIONS

War Boar.....25 points

### SPECIAL RULES

Burly, Fearless

**Lord of the Iron Hills** **PASSIVE** – *The Dwarves of the Iron Hills will bravely follow Dáin into battle without hesitation.*

Friendly Iron Hills models within 12" of Dáin automatically pass all Courage Tests they are required to take.

**Fiery Temper** **ACTIVE** – *Such is the temper possessed by Dáin that he will constantly charge into the fray with his enemies.*

After Dáin has killed an enemy model, then from that point onwards whenever Dáin Moves, he must always Charge an enemy model if possible.

**Fearsome Charge** **PASSIVE** – *The sight of Dáin charging into battle fills his enemies with dread, and is not a challenge many would willingly face.*

If Dáin Charges into Combat, then until the end of turn he counts as having the Terror special rule.

**Headbutt** **ACTIVE** – *Dáin's thick skull is just as likely to knock down an enemy as any of his weapons.*

If Dáin wins a Duel Roll but fails to slay every enemy model involved in the Combat, he may choose a single enemy model on a 25mm base involved in the Combat and roll a D6. On a 5+, the chosen model is immediately knocked Prone.

### WAR BOAR

A War Boar is a Mount that uses the following profile:

MV	FV	SV	S	D	A	W	C	I
8"	4	6+	4	6	0	2	7+	9+

◆ **Race**  
BOAR

◆ **Faction**  
SEE RIDER

◆ **Unit Type**  
MOUNT

◆ **Base size**  
40MM



## IRON HILLS CAPTAIN .....80 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	8	2	2	5+	5+	2	1	1

◊ **Race**  
DWARF◊ **Faction**  
IRON HILLS◊ **Unit Type**  
HERO, INFANTRY◊ **Base size**  
25MM

## WARGEAR

Heavy armour, shield, spear and hand weapon.

## HEROIC ACTIONS

- Heroic March

## OPTIONS

- Iron Hills Chariot .....170 points  
(if the Captain dismounts from the Iron Hills Chariot, do not remove the Chariot from play. The Chariot will remain in play as a standard Iron Hills Chariot with the same number of Wounds remaining as it had before the Iron Hills Captain dismounted).
- Exchange shield and spear for Mattock.....Free

**Mattock** ACTIVE – This is a two-handed weapon. Additionally, if a model wielding a Mattock wins a Duel Roll they may choose to try to knock down an enemy model instead of making Strikes. If they do, choose a single enemy model involved in the Combat. This model and the chosen model both roll a single D6 and add their Strength characteristic. If this model rolls equal to or higher than the chosen model, then the chosen model is immediately knocked Prone. This may be done before any other friendly models make their Strikes.

## SPECIAL RULES

Master of Battle (5+), Shieldwall





*At the heart of every army from the Iron Hills stand their warriors, clad in thick armour and chainmail and expertly drilled in the art of war. These Dwarves will follow their lord into battle without question, their unbending resolve driving them forwards against even the most unassailable odds. Some carry huge mattocks or crossbows into battle, whilst others are equipped with long spears and broad shields, forming a nigh impenetrable wall of steel that acts as the anvil that their enemies will be broken upon. Just as with Dwarven armour, no weakness is permitted in the shieldwalls of the Iron Hills, making the armies of Dain Ironfoot the finest of their kind.*

## IRON HILLS WARRIOR ..... 10 POINTS

MV	FV	SV	S	D	A	W	C	I
5"	4	4+	4	6	1	1	6+	6+

◆ **Race**  
DWARF

◆ **Faction**  
IRON HILLS

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Heavy armour and hand weapon.

### OPTIONS

An Iron Hills Warrior must have one of the following options for the listed points cost:

- Banner and shield ..... 26 points
- Banner ..... 25 points
- Shield and spear ..... 2 points
- Crossbow ..... 2 points
- Mattock ..... 1 point

**Mattock** ACTIVE – This is a two-handed weapon. Additionally, if a model wielding a Mattock wins a Duel Roll they may choose to try to knock down an enemy model instead of making Strikes. If they do, choose a single enemy model involved in the Combat. This model and the chosen model both roll a single D6 and add their Strength characteristic. If this model rolls equal to or higher than the chosen model, then the chosen model is immediately knocked Prone. This may be done before any other friendly models make their Strikes.

### SPECIAL RULES

Shieldwall



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

Whilst the Dwarves of most other kingdoms prefer to keep their feet planted firmly on the ground, the Dwarves of the Iron Hills will often utilise the mountain goats native to their homeland to traverse its rocky pathways. In times of war, these mountain goats act as excellent steeds for their riders, smashing into enemy battlelines in an avalanche of steel and stone-hard horns. Shieldwalls are smashed aside and enemies are flung to the ground before being impaled by razor-sharp spears that puncture armour and flesh.

MV	FV	SV	S	D	A	W	C	I
5"	4	4+	4	6	1	1	6+	6+

◆ **Race**  
DWARF

◆ **Faction**  
IRON HILLS

◆ **Unit Type**  
WARRIOR, CAVALRY

◆ **Base size**  
25MM

### WARGEAR

Heavy armour, war spear, hand weapon and War Goat.

### OPTIONS

An Iron Hills Goat Rider may have one of the following options for the listed points cost:

- Exchange war spear for Mattock.....Free  
(see page 25)

### WAR GOAT

A War Goat is a Mount that uses the following profile:

MV	FV	SV	S	D	A	W	C	I
8"	2	6+	4	5	0	1	7+	7+

◆ **Race**  
GOAT

◆ **Faction**  
SEE RIDER

◆ **Unit Type**  
MOUNT ◆ **Base size**  
40MM

### SPECIAL RULES

#### Mountain Dweller

**Devastating Charge** ACTIVE – When this model Charges into Combat against one or more models on a 25mm base, roll a D6 for each. On a 5+, that model is immediately knocked Prone.



## IRON HILLS BALLISTA ..... 130 POINTS

As the armies of Dáin Ironfoot charge towards their foes outside Erebor, they do so whilst protected by great Dwarven ballistae. These contraptions launch huge bolts with giant chains spinning around them towards their foe, effortlessly ripping arrows out of the sky as they careen towards enemy lines. When these bolts strike their targets, they cut huge chunks out of the enemy ranks, gouging into the earth and sending broken bodies flying from the impact.

### COMPOSITION

An Iron Hills Ballista is a Large Siege Engine, and is crewed by four Iron Hills Siege Crew, one of which is a Siege Veteran, which use the profile below:

#### IRON HILLS SIEGE CREW

MV	FV	SV	S	D	A	W	C	I
5"	4	4+	4	6	1	1	6+	6+

◆ **Race**  
DWARF

◆ **Faction**  
IRON HILLS

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

#### WARGEAR

Heavy armour and hand weapon.

#### IRON HILLS BALLISTA (SIEGE ENGINE)

	RANGE	STRENGTH	DEFENCE	WOUNDS	◆ <b>Base size</b>
Iron Hills Ballista	12"-60"	8	10	4	100MM

#### SPECIAL RULES

**Arcing Shot**

**Area Effect** ACTIVE — After rolling To Hit against the actual target, if the actual target was a Battlefield Target then all other models within 2" of the actual target suffer a Strength 5 hit and, if they survive, will be knocked Prone.

**Accurate** ACTIVE — An Iron Hills Ballista will only Scatter 3" rather than 6".

**The Old Twirly Whirlies** ACTIVE — An Iron Hills Ballista always counts as declaring a Heroic Shoot each Shoot Phase for free. When the Ballista hits a target, place a 25mm marker directly underneath the actual target, then draw a 1mm wide line from the centre of the Iron Hills Ballista to the centre of the marker. Any shooting attacks (friend or foe) that have a Strength of 6 or lower cannot be made if they cross the line, or if they target a model within 3" of the line. If a shooting attack that has a Strength of 7 or higher crosses the line, or targets a model within 3" of the line, roll a D6. On a 5+ the shooting attack is immediately cancelled and does not hit its target — otherwise it will hit as normal. At the end of the turn, remove any markers placed by this special rule.



## IRON HILLS CHARIOT .....170 POINTS

*At the vanguard of Dáin's armies are the great Iron Hills Chariots, huge metal war machines pulled by six goats at a time and designed to smash apart any enemy battlelines. Those unfortunate enough to find themselves in the path of these chariots will be run down and trampled underneath a flurry of hooves and metal, or mown down by the great razor-sharp scythes attached to the wheels. Atop their hulls are mounted rapid-fire bolt throwers, making these chariots the Iron Hills' ultimate weapons of war.*

MV	Fv	Sv	S	D	A	W	C	I
8"	4	4+	4	8	2	4	6+	6+

◆ **Race**  
DWARF

◆ **Faction**  
IRON HILLS

◆ **Unit Type**  
WARRIOR, CHARIOT

◆ **Base size**  
170MM OVAL

### WARGEAR

Heavy armour, hand weapon and Rapid-fire Bolt Thrower.

**Rapid-fire Bolt Thrower** **ACTIVE** – This is a crossbow that fires D6 shots per turn rather than just one. A Rapid-fire Bolt Thrower only has a limited field of fire of 45° to its left or right, which can be measured by placing the Chariot Pivot Template with the X over the bolt thrower and the dotted line running down the wooden shaft connecting the goats – this is the Chariot's field of fire.

An Iron Hills Chariot may still shoot even if it has Moved that turn, and never suffers the -1 penalty for Moving and Shooting.

An Iron Hills Chariot may still Shoot even if it is Engaged in Combat, and does not need to take In The Way Tests for models it is in Combat with.

### SPECIAL RULES

**Dominant** (4)

**Chariot Charge** **ACTIVE** – When an Iron Hills Chariot Moves via Chariot Charge, it will inflict 3 Strength 6 Impact Hits.

**Dwarven Crew** **ACTIVE** – Any Iron Hills Warrior that ends their Activation in base contact with an Iron Hills Chariot may join its crew. If it does, remove the Iron Hills Warrior from the board as a Casualty. The Iron Hills Chariot then immediately regains a single Wound lost earlier in the battle.



## THORIN OAKENSHIELD, KING UNDER THE MOUNTAIN ..130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	7	4+	4	8	3	3	4+	5+	3	3	1

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and hand weapon.

### HEROIC ACTIONS

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

### OPTIONS

- Orcrist .....10 points

Orcrist **ACTIVE** – This is a Unique Elven hand-and-a-half weapon.

Orcrist has the Orcbane, Goblinbane and Uruk-haibane special rules.

Additionally, the wielder of Orcrist has the Terror (Orc), Terror (Goblin) and Terror (Uruk-hai) special rules.

### SPECIAL RULES

Fearless, Hatred (Gundabad)

**Du Bekár** **PASSIVE** – Thorin leads his kin into battle from the front, inspiring them all to fight for the defence of Erebor and its king.

Friendly Dwarf models treat Thorin as a banner.

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

If Thorin Charges into Combat whilst he has the Infantry keyword, then during the Fight Phase he may declare a Heroic Combat for free.



## KILI THE DWARF, CHAMPION OF EREBOR .....70 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	3+	4	8	2	2	5+	6+	3	2	1

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and hand weapon.

### HEROIC ACTIONS

- Heroic Challenge
- Heroic Strike

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Combat Synergy** ACTIVE – Kili and Fili fight completely in sync with one another, effortlessly co-ordinating their offence.

At the start of any Phase, before the Declare Heroic Actions step, if Kili and Fili are within 1" of each other then they can swap places with each other – this does not count as Moving. If they have used this special rule during a turn, then during the Fight Phase of that turn they may each re-roll a single D6 when making a Duel Roll.

Having recovered from the poison of the Morgul arrows, Kili rejoins the company within Erebor. With Thorin intent on holding up within the mountain fortress, it is Kili who manages to convince his uncle that those on the plains of Erebor are in dire need of their help. Charging into the fray with his brother at his side, Kili is prepared to fight to the death to defend Erebor and knows that he may even have to give his life for the ones he loves.



## FÍLI THE DWARF, CHAMPION OF EREBOR .....70 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	3+	4	8	2	2	5+	6+	3	2	1

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and hand weapon.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Combat Synergy** ACTIVE – Kili and Fili fight completely in sync with one another, effortlessly co-ordinating their offence.

Having finally reached the halls of Erebor with his brother, Fili finds his uncle tormented by the sickness of the mind that lies over him. When Thorin finally comes to his senses and leads the charge forth, Fili does not hesitate to take up arms and fight. Even when Thorin rides to Ravenhill to confront Azog, Fili's loyalty does not waver as he joins his uncle in the ascent. Fili knows that to achieve victory Azog must be slain, and has readied himself for the fact he may have to give his life should it come to that.

At the start of any Phase, before the Declare Heroic Actions step, if Kili and Fili are within 1" of each other then they can swap places with each other – this does not count as Moving. If they have used this special rule during a turn, then during the Fight Phase of that turn they may each re-roll a single D6 when making a Duel Roll.



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

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	8	2	2	4+	4+	1	3	2

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Resolve

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Longbeard** ACTIVE – With Balin's grand age comes a wealth of wisdom which allows him to read the flow of battle.

During the Priority Phase, after the roll for Priority has taken place, Balin can spend a Will Point to allow his controlling player to re-roll their roll for Priority.

*Having stood by Thorin since the fall of Erebor, and having witnessed him grow from a fiery Dwarven prince to King Under the Mountain, Balin does not hesitate to stand by his liege at the Battle of Five Armies. Guiding the company with wisdom as he has always done, Balin fights with a renewed vigour on the plains of Erebor, swinging his mace around as if he were thirty-years younger. Though he may be old, Balin is still capable of holding his own when the need arises, and will do so to see the glory of Erebor restored once more.*





## DWALIN THE DWARF, CHAMPION OF EREBOR .....110 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	5	8	2	2	4+	5+	3	2	2

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour, Grasper & Keeper and two-handed weapon.

**Grasper & Keeper** ACTIVE – These are Unique hand weapons. Additionally, a model gains a bonus of +1 to its Attacks characteristic when using Grasper & Keeper, and any To Wound Rolls of a natural 6 that are not prevented will deal 2 Wounds rather than 1.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

Burly, Fearless, Sworn Protector (Thorin)

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

Dwalin is never considered to be Unarmed.

**The King's Axemen** ACTIVE – *There are few who can match Dwalin's skill and raw ferocity with an axe, especially when he is defending Thorin.*

At the beginning of a Combat, so long as he is within 3" of Thorin, Dwalin can use this special rule. If he does, Dwalin increases his Strength by 1 when making Strikes should he win the Duel Roll; however, if he loses the Duel Roll he will reduce his Defence by D3 until the end of the Combat, before any enemy models make Strikes.





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

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	3+	4	8	2	2	5+	7+	1	2	2

◆ **Race** DWARF      ◆ **Faction** EREBOR      ◆ **Unit Type** HERO, INFANTRY, UNIQUE      ◆ **Base size** 25MM

### WARGEAR

Heavy Dwarf armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Strength

### SPECIAL RULES

Sworn Protector (Thorin), Throw Stones (range 8", Strength 2)

**Embedded Axe** **ACTIVE** – *The axe lodged in Bifur's skull means he can only speak Khuzdul; if removed, he may speak the common tongue once more.*

If Bifur wins a Duel Roll, then he may choose to headbutt an enemy model instead of making Strikes. If he does, choose a single enemy model involved in the Combat. The chosen model suffers a single Strength 4 Strike from Bifur, though this will not be doubled if the chosen model is Trapped. If Bifur Wounds the chosen model with this Strike, then the axe-blade will have been freed from his skull. From this point on at the start of each Move Phase, before the Declare Heroic Actions step, Bifur may take an Intelligence Test; if the test is passed, Bifur may declare a Heroic Move that turn for free.

*Having survived the wrath of Smaug and reclaimed Erebor, Bifur prepares himself for the fight ahead, cladding himself in thick, heavy armour and arming himself with a great double-handed axe. The broken axe-blade still juts out of Bifur's skull, rendering him unable to speak the common tongue. Quite what would happen should it be removed is a mystery; it could leave Bifur paralysed or worse or, just maybe, it could render him finally able to communicate with those other than his kin.*



## BOFUR THE DWARF, CHAMPION OF EREBOR .....65 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	8	2	2	5+	6+	2	1	2

◆ **Race** DWARF      ◆ **Faction** EREBOR      ◆ **Unit Type** HERO, INFANTRY, UNIQUE      ◆ **Base size** 25MM

### WARGEAR

Heavy Dwarf armour, two-handed weapon and throwing weapons.

### HEROIC ACTIONS

- Heroic Resolve

### OPTIONS

- Troll Brute.....100 points  
(see page 125, Bofur replaces the Orc Commander)

### SPECIAL RULES

Sworn Protector (Thorin)

**Steadfast** **ACTIVE** – *Bofur has an infectious sense of optimism, which allows him and his allies to press on with renewed determination.*

Whenever a friendly Erebor Hero within 3" of Bofur is affected by an enemy special rule or Magical Power, they may roll a D6. On a 3+, the model will ignore its effects. In the case of a Magical Power, any Resist Tests must be made before using this special rule.

*Having been left behind in Lake-town after failing to wake up in time following the Master's feast, Bofur witnessed firsthand the devastation Smaug wrought upon Esgaroth. Upon being reunited with his kin in Erebor, Bofur steels himself alongside the rest of the company for the battle that is brewing on their doorstep. It is on the plains of Erebor that Bofur showcases his unique brand of problem solving, even taking control of a hulking Troll Brute and using the creature to smash through Azog's armies.*



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

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	7	2	3	6+	6+	1	3	2

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and Flail.

**Flail** ACTIVE – This is a hand-and-a-half weapon. Additionally, if the bearer wins a Duel Roll, then they can either make Strikes as normal or make a single Strike against each enemy model that was involved in the Combat.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

**Dominant** (2), **Sworn Protector** (Thorin)

**Lumbering** PASSIVE – Bombur's love of food has made him quite overweight, and far from nimble or agile in a battlefield setting.

Bombur may not declare Heroic Moves. Additionally, if Bombur rolls a natural 6 on a Jump, Climb, Leap or Swim Test, then he must re-roll the result.

**Raising Spirits** ACTIVE – Bombur can lift the flagging morale of his kin with a kindly word or a proffered treat.

Once per turn, during his Activation, Bombur can choose a friendly Erebor Hero model within 3" and roll a D6. On a 4+, the chosen model regains a single Will Point spent earlier in the battle.





## ORI THE DWARF, CHAMPION OF EREBOR .....50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	3+	3	7	2	2	6+	6+	2	2	2

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour, two-handed weapon and throwing weapons.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Chronicler** **ACTIVE** – Ori plans to document the adventures of the company and compile a record worthy of their exploits.

Whenever a friendly Erebor Hero within 6" and Line of Sight of Ori slays an enemy Hero or Monster, then that Erebor Hero may immediately regain a single point of either Might, Will or Fate spent earlier in the battle. If they are unable to regain a point of Might, Will or Fate, because their stores of each are full, then you may choose a different friendly Erebor Hero within 6" and Line of Sight of Ori to regain it instead.

**Protect the Young** **PASSIVE** – As the youngest member, the rest of the company will fight all the harder to ensure no harm comes to Ori.

Other friendly Erebor Hero models within 6" of Ori do not suffer the -1 penalty to their Duel Roll for fighting with a two-handed weapon.





## NORI THE DWARF, CHAMPION OF EREBOR .....75 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	9	3	2	5+	5+	2	2	2

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour, shield, hand weapon and throwing weapons.

### HEROIC ACTIONS

- Heroic Strike

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Weapon Master** ACTIVE – Having spent plenty of time travelling the world, Nori has become adept at fighting with all manner of ‘borrowed’ weapons.

Nori is never considered to be Unarmed.

**“Just a couple of keepsakes”** ACTIVE – Nori is rather fond of liberating a number of valuable keepsakes on his travels, and will not lightly give them up.

Whilst Nori is carrying an Objective in Scenarios where this applies, he may re-roll all failed To Wound Rolls when making Strikes.

However, Nori may never pass an Objective Marker to a friendly model.

Upon his travels before he set out on the quest to Erebor, Nori had practiced various fighting styles with all manner of weaponry. Within the halls of Erebor, Nori is faced with the rare occurrence of too much choice in regards to which weapons to use. Upon settling on his preferred choice of mace, shield and throwing weapons, Nori is fully equipped to face the legions of Orcs bearing down upon Erebor. As the battle rages on, Nori is able to showcase his exceptional skill-at-arms, felling numerous Orcs as he stands side-by-side with his companions.



## DORI THE DWARF, CHAMPION OF EREBOR .....75 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	5	4+	4	8	2	2	5+	5+	2	2	2

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Resolve
- Heroic Strength

### SPECIAL RULES

**Sworn Protector (Thorin)**

**A Good Sort** ACTIVE – Dori sees it as his duty to keep his brothers out of trouble and protect them from harm.

With the quest to Erebor having caused his brothers to grow and mature into more capable warriors, Dori does not find himself in need of having to keep them out of trouble. Instead, Dori can focus on unleashing his full fury at the Battle of Five Armies. Although he may seem like a gentle soul with a calm demeanour, Dori is actually an expert warrior who has survived many battles, and is finally able to unleash his true martial skill against the hordes of Azog’s armies.

Whilst within 3" of either Ori or Nori, Dori increases his Attacks to 3 and may re-roll any rolls of a 1 in his Duel Rolls.



## ÓIN THE DWARF, CHAMPION OF EREBOR .....60 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	8	2	2	4+	6+	1	5	1

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour, shield, hand weapon and Hearing Trumpet.

**Hearing Trumpet** ACTIVE – Whenever an enemy Hero declares a Heroic Action within 6" of Óin, you may roll a D6. On a 5+, Óin may immediately declare the same Heroic Action for free. However, on a natural 1, Óin immediately loses a Will Point. If he cannot lose a Will Point in this manner, then Óin cannot Move during that turn as he tries to fix his Hearing Trumpet.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Healing Herbs** ACTIVE – Óin is a master of herbal medicines and can use them to heal wounds with surprising speed.

At any point during his Activation, Óin can choose a friendly Erebor Hero in base contact and roll a D6. On a 4+, the chosen model immediately regains a Wound lost earlier in the battle. Óin can only use this special rule once per turn.

**Reading the Portents** ACTIVE – Óin claims to be able to read the portents to see what may happen and aid his allies, though doing so takes its toll on the ageing Dwarf.

During the Fight Phase, Óin can spend a Will Point to allow a friendly Erebor Hero within 6" to re-roll a single dice during their Duel Roll. Óin can use this special rule multiple times during the same Fight Phase, so long as he has Will Points remaining.





## GLÓIN THE DWARF, CHAMPION OF EREBOR .....100 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	8	3	2	4+	5+	3	2	3

◆ **Race**  
DWARF

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy Dwarf armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

**Sworn Protector (Thorin)**

**Axe Mastery** ACTIVE – *Glóin is a deadly fighter with his axes in hand, and even swarms of enemies cannot take down the furious Dwarf.*

If Glóin is outnumbered in a Combat, he increases his Attacks to 4 for the duration of the Combat.

*A warrior of great renown within the armies of the Dwarves, Glóin is in his element when the company charges forth to join the Battle of Five Armies. Wielding his trusted axe with exceptional skill, Glóin is capable of cleaving through rank upon rank of Orcs with ease. A veteran of many wars, Glóin has proven himself to be a valuable ally, and one that the rest of the company are glad to have fighting on their side against the onslaught of Orcs, Goblins, Ogres and Trolls.*



## DWARF KING.....85 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	6	4+	4	8	2	2	4+	4+	2	2	2

◆ **Race**  
DWARF

◆ **Faction**  
SEE BELOW

◆ **Unit Type**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

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

### OPTIONS

- Heroic March
- Heroic Resolve

### SPECIAL RULES

**Dwarven Lords** PASSIVE – *The kings who have ruled over the Dwarven kingdoms have done so with stoicism and determination.*

A Dwarf King will always have the Faction Keyword of the most common type of Dwarf model in the same Army. So, if the majority of friendly Dwarf models have the Erebor Keyword, then the Dwarf King will also have the Erebor Keyword. A Dwarf King will gain a special rule depending on the Keyword they have, as listed below:

- Erebor – This model gains the Ancient Enemies (Orc) special rule.
- Iron Hills – This model gains the Fearless special rule.
- Khazad-dûm – This model gains throwing weapons.

*Over the Ages, countless Dwarf Kings have ruled over the various Dwarven kingdoms in Middle-earth, each leaving behind them their legacy and tales of their rule. Mighty and stalwart fighters, those who have led the forces of the Dwarves have all proven themselves on the battlefield time and time again – and many wars have been won by the stubbornness and unwavering determination of these stoic and resolute leaders.*

# KINGDOMS OF MEN



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

- BARD THE BOWMAN, *The Hobbit: The Desolation of Smaug*™



## BARD THE BOWMAN.....130 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	3+	4	4	3	3	4+	4+	3	3	3

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Hand weapon and great bow.

### HEROIC ACTIONS

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

### OPTIONS

- Windlance .....50 points
- Exchange great bow for armour and horse .....20 points

### SPECIAL RULES

Sharpshooter, Sworn Protector (Bain), Sworn Protector (Sigrid),  
Sworn Protector (Tilda)

**Rapid Fire** ACTIVE – There are few in Middle-earth who can match Bard's skill or speed with a bow.

If Bard hits a target with his great bow, he may make another shooting attack with his great bow that targets a model within 3" of the initial target – it may even be the same target. If that second shot also hits, then Bard may Shoot again as described above. Bard can make a maximum of three shots per turn as a result of this special rule.

**Swift Shot** ACTIVE – Bard is just as adept at shooting his bow when moving over rooftops as he is standing still.

Bard never suffers the -1 penalty To Hit for Moving and Shooting.

**Windlance Trained** PASSIVE – As the descendant of Girion, Bard is naturally skilled with the use of a Windlance.

If Bard is upgraded to take a Windlance, then he counts as the only crew for the **Siege Engine**. However, unlike normal Siege Engine crew, Bard may Move further than 6" away from the Windlance at any point and may rotate it without suffering the -1 penalty to his rolls To Hit. Additionally, when making a shooting attack with the Windlance that targets a Monster model, Bard gains a bonus of +1 to any rolls on the Scatter Table.

**The Black Arrow** ACTIVE – Bard has kept a Black Arrow hidden for many years and it will be his destiny to fire the weapon and avenge his fallen ancestor.

If he is upgraded to take the Windlance, then once per game Bard can fire the Black Arrow instead of shooting normally. If he does, declare that he is using the Black Arrow before rolling To Hit. When shooting the Black Arrow, Bard may re-roll any failed To Hit Rolls and any failed In The Way Tests. Furthermore, do not roll on the Scatter Table shooting the Black Arrow – a successful To Hit Roll against a Battlefield Target will always count as a Dead On result.



**BARD'S FAMILY.....60 POINTS**

Within Lake-town, Bard has a young family of his own: his son, Bain, and two daughters, Sigrid and Tilda. Bain is brave and loyal despite his youth, befitting of the noble blood that runs through his veins, and he will do anything to protect his sisters from harm – even going so far as to join his father on the rooftops of Lake-town to confront Smaug. When the Battle of Five Armies engulfs the city of Dale, Sigrid and Tilda find themselves in the middle of a battlefield with no knowledge of how to fight. With the girls in great peril, both Bard and Bain will fight with redoubled fury to ensure their safety, spurred on to acts of great heroism.

Bard's Family is made up of Bain, son of Bard, and Sigrid & Tilda, and will count as three models. You may only include Bard's Family in your Army if it also includes Bard the Bowman, in which case they must always be included as part of Bard's Warband.

If any member of Bard's Family is slain, then make a note of the model that killed them. For the remainder of the game, whenever Bard Activates if he can Charge an enemy model then he must do so; if he is able to Charge an enemy model that killed a member of his family, then he must prioritise that model to Charge. If when Bard Activates he can Charge multiple enemy models that have killed members of his family (if applicable), then he may choose which of them he must Charge.

**BAIN, SON OF BARD**

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	4+	3	3	1	2	6+	7+	1	3	2

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

**WARGEAR**

Hand weapon.

**HEROIC ACTIONS**

- Heroic Strike

**SPECIAL RULES**

**Family Bond** PASSIVE – Bain has been tasked by his father to protect his sisters and will do whatever he can to deliver them from harm.

Whilst within 3" of either Sigrid or Tilda (or both), Bain increases his Attacks to 2 and gains a bonus of +1 to his Courage Tests.



## SIGRID

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	2	4+	2	2	1	1	7+	7+	0	1	2
◆ <b>Race</b>	◆ <b>Faction</b>	◆ <b>Unit Type</b>	◆ <b>Base size</b>								
MAN	LAKE-TOWN	HERO, INFANTRY, UNIQUE	25MM								

### WARGEAR

Sigrid is Unarmed.

### SPECIAL RULES

Fearful

**“Da! Down here!”** PASSIVE – Should his daughters be in peril, Bard will stop at nothing to save them from impending danger.

Whilst within 6" of Sigrid or Tilda, Bard the Bowman gains a bonus of +1 to his Fight Value. If Bard the Bowman is within 6" of both Sigrid and Tilda, then he will gain a bonus of +1 to his Fight Value and may re-roll a single D6 when making a Duel Roll. Additionally, during the Declare Heroic Actions Step of the Fight Phase, if Sigrid or Tilda are within 6" of Bard and are Engaged in Combat, then Bard may declare a Heroic Combat for free. If this Heroic Combat is successful, then Bard must use the following Move to join Sigrid’s or Tilda’s Combat. If this is not possible, then Bard must move as close as possible to Sigrid or Tilda.

Bard cannot use this special rule whilst he is in the same Combat as either Sigrid or Tilda, unless the other one of Sigrid or Tilda is in a different Combat within 6".



## TILDA

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	1	4+	2	2	1	1	8+	7+	0	1	2
◆ <b>Race</b>	◆ <b>Faction</b>	◆ <b>Unit Type</b>	◆ <b>Base size</b>								
MAN	LAKE-TOWN	HERO, INFANTRY, UNIQUE	25MM								

### WARGEAR

Tilda is Unarmed.

### SPECIAL RULES

Fearful

**“Da! Down here!”** PASSIVE – See above.



## THE MASTER OF LAKE-TOWN.....70 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	5+	3	4	1	2	8+	7+	2	4	2

◆ **Race**

MAN

◆ **Faction**

LAKE-TOWN

◆ **Unit Type**

HERO, INFANTRY, UNIQUE

◆ **Base size**

25MM

### WARGEAR

The Master of Lake-town is Unarmed.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

**Fearful**

**Moneybags** ACTIVE – *The Master of Lake-town controls the flow of money in Esgaroth, and his guards are ever eager to earn his favour and his coin.*

At the start of the Fight Phase, before the declare Heroic Actions Step, the Master of Lake-town may spend a Will Point to use this special rule. If he does, then Braga, Captain of the Guard, and any friendly Lake-town Guard Captains and Lake-town Guard within 6" of the Master of Lake-town gain a bonus of +1 to their Fight Value and treat the Master of Lake-town as a banner until the end of the turn.

**Price of Greed** PASSIVE – *The Master covets money over all else, and if offered enough gold he may turn tail and flee the battlefield.*

At the beginning of the game, your opponent must choose one of their Hero models to be the bearer of a large sum of gold. If the chosen Hero model Moves into base contact with the Master of Lake-town, then the Master of Lake-town must immediately take a Courage Test. If the test is failed, then the Master of Lake-town immediately flees and is removed as a casualty.

**Save the Gold!** PASSIVE – *The only thing that concerns the Master of Lake-town is retaining his vast fortune and he'll take any chance to increase his wealth.*

Whenever an enemy Hero model within 3" of the Master of Lake-town is removed as a casualty, the Master of Lake-town immediately regains a single Will Point spent earlier in the battle. Additionally, if the Master of Lake-town is in base contact with an Objective Marker during the End Phase of a turn, he may regain a single Will Point spent earlier in the battle.



## ALFRID THE COUNCILLOR.....30 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	2	4+	3	3	1	1	8+	7+	1	3	1

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Alfrid is Unarmed.

### SPECIAL RULES

Fearful

**Dubious Counsel** ACTIVE – *The counsel Alfrid gives to his allies can be useful, so long as it also serves Alfrid's best interests as well.*

At the start of his Activation, Alfrid may choose a single other friendly Lake-town Hero model within 6" of him. Roll a D6 and consult the table below to see what effect Alfrid's counsel has had. Alfrid may spend his Will Points to alter the score on the D6 either up or down by 1 for each Will Point spent in this manner.

1. The chosen Hero loses a Might Point and Alfrid gains a Might Point. If the chosen Hero has no Might Points remaining, this has no effect.
2. The chosen Hero immediately regains a single Will Point spent earlier in the battle.
3. The chosen Hero may re-roll To Wound Rolls of a natural 1 when making Strikes until the end of the turn.
4. The chosen Hero gains the Fearless special rule until the end of the turn.
5. The chosen Hero increases their Fight Value by 1 until the end of the turn.
6. The chosen Hero immediately regains a single Might Point spent earlier in the battle.



**BRAGA, CAPTAIN OF THE GUARD .....55 POINTS**

The head of the Lake-town Guard, Braga is a self-important man who has become accustomed to the higher standard of living that comes with obtaining such a post. It is because of this that Braga's loyalties lie with the Master of Lake-town, for it is he that pays Braga and allows him to keep his standing. Though he may be selfish and driven by gold, Braga is still competent enough with a sword to lead the Lake-town Guard when called upon, ensuring his men fulfil the will of the Master of Lake-town.

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	4	5	2	2	7+	7+	2	2	1
<b>Race</b>			<b>Faction</b>			<b>Unit Type</b>			<b>Base size</b>		
MAN			LAKE-TOWN			HERO, INFANTRY, UNIQUE			25MM		

**WARGEAR**

Armour and hand weapon.

**HEROIC ACTIONS**

- Heroic Defence
- Heroic March

**SPECIAL RULES**

**The Master's Puppet** **ACTIVE** — Braga will follow every command given to him by the Master of Lake-town, so long as his coffers are kept full of gold.

Whilst within 6" and Line of Sight of the Master of Lake-town, Braga automatically passes all Courage Tests he is required to take and may re-roll all failed To Wound Rolls when making Strikes. This special rule has no effect if the Master of Lake-town has no Will Points remaining.

**Captain of the Guard** **PASSIVE** — By ensuring his Men are well paid, Braga commands great loyalty from his guard who will ensure the Master's rule is enforced.

So long as Braga has Will Points remaining, friendly Lake-town Guard Captains and Lake-town Guard within 3" of him count as having the Dominant (2) special rule.





## LAKE-TOWN GUARD CAPTAIN .....45 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	4	5	2	2	7+	7+	2	1	1

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Armour and hand weapon.

### HEROIC ACTIONS

- Heroic March

### SPECIAL RULES

**Everyone has a Price** PASSIVE – *The promise of gold makes the Lake-town Guard all the more likely to protect the Master's rule and enforce his laws.*

Whilst within 6" and Line of Sight of the Master of Lake-town, this model may re-roll failed To Wound Rolls of a natural 1 when making Strikes. This special rule has no effect if the Master of Lake-town has no Will Points remaining.

*The captains of the Lake-town Guard have seen more fighting than most within Esgaroth, yet they lack the discipline and steely determination of a true professional soldier. Nonetheless, these warriors still command their ranks to protect Lake-town from any evil that may stray into its borders or along the shores of the Long Lake. They remain loyal to the Master of Lake-town, so long as the Master keeps their coffers lined with coin.*



## LAKE-TOWN GUARD .....7 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	3	4+	3	4	1	1	8+	8+

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Armour and hand weapon.

### OPTIONS

A Lake-town Guard may have one of the following options for the listed points cost:

- Bow.....1 point
- Spear.....1 point

### SPECIAL RULES

**Everyone has a Price** PASSIVE – *The promise of gold makes the Lake-town Guard all the more likely to protect the Master's rule and enforce his laws.*

*The Lake-town Guard are employed to keep a watchful eye on the goings-on within Esgaroth. Tasked with keeping the town free from intruders, and to ensure that those who live there obey the decrees and laws of the Master of Lake-town, these warriors are the town's foremost line of defence – though they will only continue to do so as long as the Master of Lake-town ensures they are paid for their service.*

Whilst within 6" and Line of Sight of the Master of Lake-town, this model may re-roll failed To Wound Rolls of a natural 1 when making Strikes. This special rule has no effect if the Master of Lake-town has no Will Points remaining.



## LAKE-TOWN MILITIA CAPTAIN .....50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	4+	4	6	2	2	6+	7+	2	1	1

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Armour, shield, hand weapon and spear.

### HEROIC ACTIONS

- Heroic March

*With Bard the Bowman having led them to the safety of the ruins of Dale, the survivors of Lake-town now face the daunting prospect of the Battle of Five Armies. During battle the militia look to the toughest and hardest amongst their ranks to lead them, following them as they attempt to make the city safe. Though these captains do not possess the same military training as those from other races, they show incredible bravery to fight as hard as they do.*



## LAKE-TOWN MILITIA.....5 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	2	4+	3	3	1	1	7+	8+

◆ **Race**  
MAN

◆ **Faction**  
LAKE-TOWN

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Light armour and hand weapon.

### OPTIONS

A Lake-town Militia must have one of the following options for the listed points cost:

- Bow.....1 point
- Light shield .....
- Spear.....1 point

### SPECIAL RULES

**Onwards Men of Esgaroth** PASSIVE – Seeing their leaders fight for the defence of their homes spurs the Lake-town Militia on to fight all the harder.

Whilst within 3" of a friendly Lake-town Hero who is Engaged in Combat, this model automatically passes any Courage Tests they are required to take for being part of a Broken Army.



*The porter of Lake-town before it was destroyed by Smaug, Percy was a well respected and upstanding member of the community. Upon escaping to Dale, Percy sought to do his part to help rebuild the city. Yet it is during the Battle of Five Armies where Percy rises to the occasion, becoming Bard's second-in-command within Dale. Skilled with the use of a bow, Percy leads the archers in the defence of Dale, raining down arrows upon the armies of the Pale Orc.*

## PERCY, LAKE-TOWN ARCHER .....50 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	3+	4	4	2	2	6+	7+	2	2	2
<b>Race</b>						<b>Faction</b>					
MAN						LAKE-TOWN					
<b>Unit Type</b>						HERO, INFANTRY, UNIQUE					
						<b>Base size</b>					
25MM											

### WARGEAR

Hand weapon 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 assailing the city.

Friendly Lake-town models within 6" and Line of Sight of Percy may re-roll To Hit Rolls of a 1 when making Shooting Attacks.



## HILDA-BIANCA .....35 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	4+	3	3	1	2	5+	6+	1	1	1
<b>Race</b>						<b>Faction</b>					
MAN						LAKE-TOWN					
<b>Unit Type</b>						HERO, INFANTRY, UNIQUE					
						<b>Base size</b>					
25MM											

### WARGEAR

Spear.

### HEROIC ACTIONS

- Heroic Strength

### SPECIAL RULES

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

If Hilda-Bianca Charges into Combat, then during the ensuing Fight Phase, Hilda-Bianca and friendly Lake-town Warrior models within 3" of her gain a bonus of +1 To Wound when making Strikes.

*As the Orcs of Azog's armies rampage within the streets of Dale, Hilda-Bianca decides that those held up in the great hall can do something to aid those giving their lives outside. Rallying the women, old and wounded to her cause, Hilda-Bianca leads them out from the doors of the great hall and into battle. Though she is not versed in the ways of combat, Hilda-Bianca shows tremendous courage and determination, using her fishing spear to skewer her foes.*



## BILBO BAGGINS, MASTER BURGLAR.....75 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
4"	3	3+	2	6	2	2	4+	4+	3	3	3

◆ **Race** HOBBIT ◆ **Faction** THORIN'S COMPANY ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

The One Ring, Mithril Coat and Sting.

**Mithril Coat** PASSIVE — This is a Unique piece of Mithril Armour. Additionally, the wearer may re-roll Fate Rolls of a 1.

**Sting** ACTIVE — This is a Unique Elven hand weapon. A model gains a bonus of +1 to their Strength when making Strikes with Sting.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Resolve
- Heroic Strike

### SPECIAL RULES

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

**It has not yet awoken** PASSIVE — *The Ring currently lies dormant, yet to return to its full malice.*

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



## GIRION, LORD OF DALE.....80 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	3+	4	6	3	2	4+	5+	3	2	1

◆ **Race**  
MAN

◆ **Faction**  
DALE

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Armour and hand weapon.

### HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

### WARGEAR

- Windlance .....50 points

### SPECIAL RULES

Hatred (Dragon)

**Windlance Trained** PASSIVE – Girion is well trained with the use of a Windlance and can man the war machine single-handedly.

If Girion is upgraded to take a Windlance, then he counts as the only crew for the **Siege Engine**. However, unlike normal Siege Engine crew, Girion may Move further than 6" away from the Windlance at any point and may rotate it without suffering the -1 penalty to his rolls To Hit. Additionally, when making a shooting attack with the Windlance that targets a **Monster** model, Girion gains a bonus of +1 to any rolls on the Scatter Table.

**Lord of Dale** PASSIVE – Even in the face of the Dragon Smaug, Girion leads his people into battle with an iron resolve.

Girion's Stand Fast is 12" rather than 6". Additionally, friendly Dale models within 3" of Girion may re-roll To Wound Rolls of a natural 1 when making Strikes.





## CAPTAIN OF DALE.....55 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	6	2	2	6+	6+	2	1	1

◆ Race

MAN

◆ Faction

DALE

◆ Unit Type

HERO, INFANTRY

◆ Base size

25MM

## WARGEAR

Armour, shield and hand weapon.

## HEROIC ACTIONS

- Heroic March

## SPECIAL RULES

Hatred (Dragon)

The captains of Dale are experienced warriors who have honed their skills in many battles in defence of the city. When called upon to fight, these skilled Men lead their warriors into battle with a stern determination, using their past experiences to command their ranks forwards. When their homeland is threatened, these leaders are the first to come to the city's defence, taking up arms no matter the size or ferocity of their foe.



## WARRIOR OF DALE.....7 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	4	4+	3	4	1	1	7+	7+

◆ Race

MAN

◆ Faction

DALE

◆ Unit Type

WARRIOR, INFANTRY

◆ Base size

25MM

## WARGEAR

Armour and hand weapon.

## OPTIONS

A Warrior of Dale must have one of the following options for the listed points cost:

- Banner.....25 points
- War horn.....25 points
- Esgaroth bow.....2 points
- Shield and spear.....2 points
- Shield .....1 point

## SPECIAL RULES

Hatred (Dragon)

The great wealth of Dale not only meant that the city and its people prospered but also that its warriors were well-equipped with elegant armour and Dwarf-forged weapons, crafted by their allies in Erebor. Disciplined and well-drilled, the warriors of Dale were often called upon to guard the roads and lands around their city, ensuring that traders were well-protected from any who would seek to steal their wares. When Smaug attacked the city, these brave Men took up arms against the Dragon, even against impossible odds.



## WINDLANCE ..... 70 POINTS

Forged by the Dwarves of Erebor and gifted to the city of Dale to protect its walls, a Windlance is a war machine of exceptional craftsmanship. Designed to launch huge barbed spears, that are powerful enough to pierce the thickest armour and all but the most impenetrable of hides, Windlances are engineered so that even a single Man of Dale can fire one if needed. It was a weapon such as this that Girion used to launch a Black Arrow at Smaug; though it did not slay the beast, it did loosen a scale that would one day allow Girion's descendant to finish what the Lord of Dale started.

### COMPOSITION

A Windlance is a Small Siege Engine, and is crewed by two Dale Siege Crew, one of which is a Siege Veteran, which use the profile below:

#### DALE SIEGE CREW

MV	FV	Sv	S	D	A	W	C	I
6"	4	4+	3	4	1	1	7+	7+

#### Race

MAN

#### Faction

DALE

#### Unit Type

WARRIOR, INFANTRY

#### Base size

25MM

#### WARGEAR

Armour and hand weapon.

#### SPECIAL RULES

Hatred (Dragon)

#### WINDLANCE (SIEGE ENGINE)

	RANGE	STRENGTH	DEFENCE	WOUNDS	Base size
Windlance	6"-60"	10	10	3	50MM

#### SPECIAL RULES

Direct Shot

Accurate **ACTIVE** – A Windlance will only Scatter 3" rather than 6".

**Piercing Shot **ACTIVE**** – A model that is hit by the shot of a Windlance will be flung back D3" directly away from the Windlance if it has a Strength of 5 or lower. Any model that is passed over by the flung model suffers a Strength 5 hit and will be knocked Prone. If the flung model comes into contact with a piece of impassable terrain or a model with a Strength of 6 or higher, then it will stop and both the flung model and the model or piece of terrain that was hit will suffer one Strength 6 hit. After being flung back, the flung model will be knocked Prone if they survive. If after the model is flung back it would finish over other models and it has survived, then simply move other models the minimum distance possible to allow the flung model to be placed where it has landed.

# Eleven Kingdoms



"Other lands are not my concern. The fortunes of the world will rise and fall, but here - in this kingdom, we will endure."

- Thranduil, *The Hobbit: The Desolation of Smaug*



## ELROND, MASTER OF RIVENDELL .....170 POINTS

*Elrond was the herald of the High King Gil-galad during the War of the Last Alliance, fighting against the armies of Mordor. It was Elrond who tried to convince Isildur to destroy the One Ring, and also Elrond who founded the halls of Rivendell. Elrond carries Vilya, one of the three Elven Rings, whose power is used to protect the borders of Rivendell and sustain the power of the Elves. An Elf of great wisdom, Elrond also possesses the gift of foresight, allowing him to see some things that have not yet come to pass.*

MV	FV	SV	S	D	A	W	C	I
6"	7	3+	4	7	3	3	3+	3+

MIGHT	WILL	FATE
3	3	3

◆ **Race**  
Elf

◆ **Faction**  
RIVENDELL

◆ **Unit Type**  
Hero, Infantry, Unique

◆ **Base size**  
25mm

### WARGEAR

Hadhafang, heavy armour and Vilya.

**Hadhafang** **ACTIVE** – This is a Unique Elven hand-and-a-half weapon. Additionally, a model wielding Hadhafang gains a bonus of +1 To Wound when making Strikes against a Spirit model.

**Vilya** **PASSIVE** – This is a Unique piece of Wargear. Elrond may re-roll any failed Fate rolls

### HEROIC ACTIONS

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

### OPTIONS

- Horse .....20 points

### SPECIAL RULES

Expert Rider, Terror, Woodland Creature

**Foresight of the Eldar** **PASSIVE** – Blessed with the gift of foresight, Elrond is able to see where things are going to happen before they do and use such knowledge to guide his allies in battle.

At the start of the game, before either side deploys, roll a D6 and make a note of the result – this is the number of Foresight Points that Elrond has for the battle. During the roll for Priority, so long as he is alive and on the battlefield, Elrond can spend these Foresight Points to increase the roll on his controlling player's roll for Priority. For each Foresight Point spent, increase the dice roll by 1, to a maximum of 6.

**Lord of the West** **ACTIVE** – Few can say they have crossed blades with the greatest Elven lords and lived to tell the tale.

This model may re-roll a single D6 when making a Duel Roll. Additionally, they may re-roll a single D6 when rolling To Wound when making Strikes.

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



## ARWEN UNDÓMIEL.....70 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	4	2	2	4+	4+	2	4	2

◆ **Race** ELF ◆ **Faction** RIVENDELL

◆ **Unit Type** HERO, INFANTRY, UNIQUE

◆ **Base size** 25MM

## WARGEAR

Elven hand weapon.

## HEROIC ACTIONS

- Heroic Channelling
- Heroic Defence
- Heroic Resolve

## OPTIONS

- Asfaloth ..... 20 points
- Hadhafang ..... Free  
(Arwen can only take Hadhafang if Elrond is not in the same army)

**Hadhafang** ACTIVE – This is a Unique Elven hand-and-a-half weapon. Additionally, a model wielding Hadhafang gains a bonus of +1 To Wound when making Strikes against a Spirit model.

## SPECIAL RULES

Expert Rider, Woodland Creature

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

## ASFALOTH

Asfaloth is a Mount that uses the profile.

MV	FV	SV	S	D	A	W	C	I
12"	3	6+	3	4	0	1	6+	6+

MIGHT	WILL	FATE
0	1	1

◆ **Race** HORSE ◆ **Faction** SEE RIDER  
◆ **Unit Type** HERO, MOUNT ◆ **Base size** 40MM

## SPECIAL RULES

Woodland Creature



## LINDIR OF RIVENDELL .....70 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	3+	4	4	2	2	4+	5+	1	3	1

◆ **Race** ELF ◆ **Faction** RIVENDELL ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Elven hand weapon.

## HEROIC ACTIONS

- Heroic Channelling

## SPECIAL RULES

Woodland Creature

**Songs of Elbereth** ACTIVE – *The ballads that Lindir sings are more than just songs, they also have magical properties of protection.*

Friendly Rivendell models within 3" of Lindir gain the Resistant to Magic special rule.

**Wise Counsel** PASSIVE – *Lindir has long been an advisor to Elrond, and has provided the Lord of Rivendell with much sage advice over the years.*

If Elrond is within 6" of Lindir at the start of a turn, then Elrond gains a free Will Point for the turn. If this free Will Point is not spent by the end of the turn, it is lost.

MAGICAL POWERS	Range	Casting Value
Foil Magic	6"	4+
Renew	6"	4+





## BILBO BAGGINS, AGEING HOBBIT .....45 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
4"	3	3+	2	2	1	2	4+	5+	1	3	3

◆ **Race** HOBBIT      ◆ **Faction** SHIRE      ◆ **Unit Type** HERO, INFANTRY, UNIQUE      ◆ **Base size** 25MM

### WARGEAR

Hand weapon.

### HEROIC ACTIONS

- Heroic Resolve

### OPTIONS

- Mithril Coat .....15 points
- Sting .....5 points
- The One Ring .....Free

**Mithril Coat** PASSIVE – This is a Unique piece of Mithril armour.

Additionally, the wearer may re-roll Fate rolls of a 1.

**Sting** ACTIVE – This is a Unique Elven hand weapon. A model gains a bonus of +1 to their Strength when making Strikes with Sting.

### SPECIAL RULES

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

**Slip Away** PASSIVE – Bilbo has had the Ring in his possession for many years, and knows the best ways to use its power to sneak around.

Whilst Bilbo is wearing the One Ring and is Invisible, enemy models Engaged in Combat with Bilbo will halve their Fight Value even if there are other models friendly to Bilbo Engaged in the same Combat.



## RIVENDELL CAPTAIN .....70 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	6	2	2	4+	4+	2	1	1

◆ **Race** ELF      ◆ **Faction** RIVENDELL      ◆ **Unit Type** HERO, INFANTRY      ◆ **Base size** 25MM

### WARGEAR

Heavy armour and Elven hand-and-a-half weapon.

### HEROIC ACTIONS

- Heroic March

### OPTIONS

- Horse, Elf bow and Elven lance .....30 points
- Shield .....5 points

### SPECIAL RULES

Expert Rider, Woodland Creature

Those who rise to the rank of captain within the Elven armies are experienced and noble warriors. Their battle skills have been honed through centuries of warfare, and over those many years their reactions have become razor-sharp. These captains inspire great respect from the Elves they command, leading them into battle from the front as a show of courage, leadership and honour as they risk their lives for the free peoples of Middle-earth.



*The High Elves are amongst the most skilled warriors in all of Middle-earth; their mastery of bladecraft and archery far surpassing that of the races of Men, Dwarves and Orcs. Although at the end of the Third Age their numbers are significantly diminished compared to their glittering hosts of Ages past, the High Elves are still a formidable force to be reckoned with, and even a small army can hold their own against hordes of the Dark Lord's minions.*

## RIVENDELL WARRIOR .....9 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	5	3+	3	5	1	1	5+	5+

◆ **Race**  
ELF

◆ **Faction**  
RIVENDELL

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Heavy armour and Elven hand-and-a-half weapon.

### OPTIONS

A Rivendell Warrior may have one of the following options for the listed points cost:

- Banner ..... 25 points
- Elf bow ..... 2 points
- Shield and Elven spear ..... 2 points
- Shield ..... 1 point

### SPECIAL RULES

Woodland Creature



## RIVENDELL KNIGHT .....20 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	5	3+	3	5	1	1	5+	5+

◆ **Race**  
ELF

◆ **Faction**  
RIVENDELL

◆ **Unit Type**  
WARRIOR, CAVALRY

◆ **Base size**  
25MM

### WARGEAR

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

### OPTIONS

A Rivendell Knight may have one of the following options for the listed points cost:

- Exchange Elven lance for banner ..... 25 points
- Shield ..... 1 point

### SPECIAL RULES

Expert Rider, Woodland Creature

*A band of elite riders, these knights are the pride of Rivendell's armies. Armed with finely balanced lances, bows and shields, Rivendell Knights are equipped to deal with any foe, whether from afar or with a devastating cavalry charge. When the Rivendell Knights ride into battle, they often accompany the Lord Elrond, expertly riding at his side as they splinter shieldwalls and chase down those who attempt to flee.*



## THRANDUIL, KING OF THE WOODLAND REALM .....130 POINTS

The ruler of Mirkwood, Thranduil is a proud king who cares little for the world beyond his own borders. Even as the darkness grows within the forest, Thranduil does little to combat this evil, only commanding his forces to intervene should it threaten the edges of the Woodland Realm. When the company of Thorin Oakenshield encounters the Elves, Thranduil has them locked in the dungeons as he attempts to bargain with Thorin, who joins his kin upon his refusal. Upon news of Smaug's demise, Thranduil brings an army of the Elves of Mirkwood to the gates of Erebor in an attempt to barter the Arkenstone for the white gems of Lasgalen that were promised to the Elvenking by Thorin's grandfather, Thrór. However, the arrival of Azog's armies forces Thranduil to join the Dwarves in war, unleashing the full fury of Mirkwood at the Battle of Five Armies.

MV	Fv	Sv	S	D	A	W	C	I
6"	7	3+	4	4	3	3	4+	4+

MIGHT	3
WILL	3
FATE	3

◆ **Race**  
ELF

◆ **Faction**  
MIRKWOOD

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Elven hand-and-a-half weapons.

### HEROIC ACTIONS

- Heroic Resolve
- Heroic Strength
- Heroic Strike

### OPTIONS

- Great Elk .....30 points
- Heavy armour .....10 points

**SPECIAL RULES**

**Expert Rider**, Leader (Palace Guard), Woodland Creature

**Bladelord** **ACTIVE** – *The king of the Woodland Realm is a swordsman of consummate skill who few can hope to match should they cross blades with him.*

If he is Outnumbered in a Combat, Thranduil may re-roll To Wound Rolls of a natural 1 when making Strikes. If he has the **Infantry** keyword and is Outnumbered in a Combat, Thranduil may instead re-roll all failed To Wound Rolls when making Strikes.

**Fury of the Elvenking** **ACTIVE** – *Though his demeanour may seem calm and collected, Thranduil's fury is known to get the better of him on the battlefield.*

If Thranduil is Outnumbered in a Combat, and successfully kills all enemy models that he was Engaged in Combat with, then in the following turn Thranduil may declare a Heroic Combat for free.

**"Do not talk to me of Dragon fire"** **ACTIVE** – Thranduil has been left scarred by his encounters with the great serpents of the north, scars he only reveals in a bid to frighten his foes and watch them flee.

At the beginning of his Activation, Thranduil can spend a Will Point to use this special rule. If he does, then until the end of the turn Thranduil has the **Terror** special rule. Additionally, if Thranduil has the **Infantry** Keyword when he uses this special rule, then each enemy model within 3" of him, that is not Engaged in Combat, must take a Courage Test in an order chosen by Thranduil's controlling player. If the test is failed, they must immediately Move Directly Away from Thranduil as far as they can, up to the limit of their Move Value. Models Moved by this special rule cannot Move again during the turn, but may otherwise act normally.

**GREAT ELK**

A Great Elk is a **Mount** that uses the following profile:

MV	FV	SV	S	D	A	W	C	I	Race	Faction	Unit Type	Base size
10"	4	6+	4	5	0	2	6+	7+	ELK	MIRKWOOD	Mount	50MM

**SPECIAL RULES**

Woodland Creature

**Majestic Steed** **ACTIVE** – In a turn in which Thranduil Charges into Combat, he resolves his Strikes at Strength 5. Additionally, each time this model Charges into Combat, it will inflict a single Strength 4 hit upon one model it has Charged (Cavalry models suffer this hit on both the rider and the Mount). If after this hit Thranduil is no longer Engaged in Combat, he may continue his Move in any way his controlling player wishes; stopping straight away, Charging another enemy model, or anything in between.





## LEGOLAS GREENLEAF, PRINCE OF MIRKWOOD .....105 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	2+	4	5	2	2	4+	4+	3	2	3

◆ **Race**  
ELF

◆ **Faction**  
MIRKWOOD

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Armour, Elven hand weapons and Elf bow.

### HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

### WARGEAR

- Horse ..... 20 points
- Orcrist ..... 10 points
- Elven cloak ..... 5 points

Orcrist **ACTIVE** – This is a Unique Elven hand-and-a-half weapon.

Orcrist has the Orcbane, Goblinbane and Uruk-haibane special rules. Additionally, the wielder of Orcrist has the Terror (Orc), Terror (Goblin) and Terror (Uruk-hai) special rules.

### SPECIAL RULES

Leader (Palace Guard), Sharpshooter, Woodland Creature

**Deadly Shot** **ACTIVE** – An expert marksman, Legolas is capable of hitting almost any target with remarkable ease.

Legolas may make three shooting attacks during the Shoot Phase instead of one, using all the normal rules for shooting. Additionally, Legolas may still make shooting attacks whilst he is Engaged in Combat and does not suffer the -1 penalty To Hit for Moving and Shooting so long as he has the Infantry keyword. If Legolas shoots whilst he is Engaged in Combat, he may shoot at models he is Engaged in Combat with, and does not need to make In The Way Test for shooting at models he is Engaged in Combat with (though they may still block Line of Sight as normal).

**Pinpoint Shot** **ACTIVE** – Even in the swirl of battle Legolas' accuracy is unrivalled, even allowing him to save his allies from advancing enemies in the nick of time.

Instead of shooting normally, Legolas may make a single shooting attack against an enemy model Engaged in Combat with a friendly model (including himself). If he does, then if the To Hit Roll is successful, Legolas doesn't need to make any In The Way Rolls – the shot will automatically hit its target.



## TAURIEL, RANGER OF MIRKWOOD .....90 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	5	3	2	4+	4+	3	2	3

◆ **Race**  
ELF

◆ **Faction**  
MIRKWOOD

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Armour, Elven hand weapons and Elven cloak.

### HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

### OPTIONS

- Elf bow.....5 points

### SPECIAL RULES

Expert Shot, Sharpshooter, Woodland Creature

**Blade Mistress** ACTIVE – Tauriel wields her daggers with exceptional skill, deftly slashing at her foes with lightning-fast speed.

If Tauriel is Outnumbered in a Combat, then before making her Duel Roll she gains an additional Attack for each model she is Engaged in Combat with after the first. This bonus lasts until the end of the Combat.

**Vengeful Fury** PASSIVE – Having formed a close bond with Kili, Tauriel will descend into a grieving rage should any harm befall him.

If your Army also includes Kili, and he is removed as a casualty, then Tauriel's Strength is increased to 5 and her Defence reduced to 4 for the remainder of the battle. Additionally, if Kili is slain, then Tauriel must always Charge an enemy model when she Activates if possible.





## MIRKWOOD ELF CAPTAIN .....75 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	6	2	2	4+	5+	2	1	1

◊ **Race**

ELF

◊ **Faction**

MIRKWOOD

◊ **Unit Type**

HERO, INFANTRY

◊ **Base size**

25MM

## WARGEAR

Heavy armour and Elven Glaive.

**Elven Glaive** ACTIVE — This is an Elven spear. Additionally, a model armed with this weapon that is Engaged in Combat and is not being Supported may either gain a bonus of +1 Attacks for their Duel Roll, or +1 Attacks when making Strikes. This must be decided before the Duel Roll takes place.

## HEROIC ACTIONS

- Heroic March

## SPECIAL RULES

Woodland Creature

The forces of Mirkwood are led by their captains, the most skilled and experienced warriors within the Elvenking's armies. Leading by example, these brave warriors guide those under their command with utter surety. At the Battle of Five Armies, these captains will be found in the thick of the fighting, wielding finely-balanced Elven glaives to cleave through the ranks of Azog's legions with blistering speed.



## MIRKWOOD ELF WARRIOR .....9 POINTS

MV	Fv	Sv	S	D	A	W	C	I
6"	5	3+	4	5	1	1	5+	6+

◊ **Race**

ELF

◊ **Faction**

MIRKWOOD

◊ **Unit Type**

WARRIOR, INFANTRY

◊ **Base size**

25MM

## WARGEAR

Heavy armour and Elven hand-and-a-half weapon.

## OPTIONS

A Mirkwood Elf Warrior must have one of the following options for the listed points cost:

- Elf bow ..... 2 points
- Elven Glaive ..... 2 points
- Shield ..... 1 point

## SPECIAL RULES

Woodland Creature

The Elves of Mirkwood are highly capable warriors that have spent centuries honing their skills at war. Far outclassing the races of Men and Dwarves in matters of warfare, their speed, agility, and a viciousness not found in others of their kin, makes the Elves of Mirkwood a deadly foe on any battlefield. When thrust into battle with the Orcs of Azog's armies, these warriors will form a glittering wall of metal as they seek to hold back the onslaught of Gundabad.



## MIRKWOOD ELF KNIGHT .....16 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	5	3+	3	5	1	1	5+	6+

◊ **Race**  
ELF

◊ **Faction**  
MIRKWOOD

◊ **Unit Type**  
WARRIOR, CAVALRY

◊ **Base size**  
25MM

### WARGEAR

Heavy armour, Elven hand-and-a-half weapon and horse.

### SPECIAL RULES

Expert Rider, Woodland Creature

**King's Knights** PASSIVE – When riding alongside their king, the knights of Mirkwood will fight all the harder with deadly skill.

Whilst they have the Cavalry keyword, this model gains a bonus of +1 to their Fight Value and +1 to their Defence whilst within 6" of Thranduil.





*Only the very best warriors in Mirkwood can rise to the rank of Palace Guard captain. A position of great honour within the Woodland Realm, these captains are not only tasked with guarding the Elvenking's palace, but also leading any defence of their home and providing their liege with counsel and wisdom in times of war. Such is the impeccable skill with which these captains wield their blades, that those who find themselves duelling with these masterful Elven warriors will likely find themselves cut down with ease.*

## PALACE GUARD CAPTAIN .....80 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	6	2	2	4+	4+	2	1	1

◆ **Race**

ELF

◆ **Faction**

MIRKWOOD

◆ **Unit Type**

HERO, INFANTRY

◆ **Base size**

25MM

### WARGEAR

Heavy armour and Elven hand-and-a-half weapon.

### HEROIC ACTIONS

- Heroic March

### WARGEAR

- Shield .....5 points

### SPECIAL RULES

Bodyguard, Leader (Palace Guard), Woodland Creature

**The King's Guard** PASSIVE – Handpicked by the Elvenking, the Palace Guard are sworn to protect Thranduil at all costs.

Whilst within 3" of Thranduil, this model gains a bonus of +1 to their Fight Value.



*Handpicked by Thranduil himself, and charged with the defence of the Elvenking's halls, the Palace Guard are the very best warriors that the armies of Mirkwood can muster. Clad in ornate golden armour and elegant silver scale armour, the Palace Guard are the pride of the Elvenking's armies: a cadre of elite warriors that have dedicated their lives to the defence of the Woodland Realm and are led by the Elvenking's own son.*

## PALACE GUARD .....12 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	5	3+	3	5	1	1	5+	5+

◆ **Race**

ELF

◆ **Faction**

MIRKWOOD

◆ **Unit Type**

WARRIOR, INFANTRY, ELITE

◆ **Base size**

25MM

### WARGEAR

Heavy armour and Elven hand-and-a-half weapon.

### OPTIONS

A Palace Guard must have one of the following options for the listed points cost:

- Shield and Elven spear .....2 points
- Elven spear.....1 point
- Shield .....1 point

### SPECIAL RULES

Bodyguard, Woodland Creature

**The King's Guard** PASSIVE – Handpicked by the Elvenking, the Palace Guard are sworn to protect Thranduil at all costs.

Whilst within 3" of Thranduil, this model gains a bonus of +1 to their Fight Value.



## MIRKWOOD RANGER CAPTAIN ..... 75 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	4	2	2	4+	5+	2	1	1

◆ **Race**  
Elf

◆ **Faction**  
Mirkwood

◆ **Unit Type**  
Hero, Infantry

◆ **Base size**  
25mm

### WARGEAR

Elven hand weapon, Elf bow and Elven cloak.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

Sharpshooter, Woodland Creature

**Knife Fighter** ACTIVE – Fighting through the thickets and undergrowth of Mirkwood has taught these rangers how to use their knives with peerless skill.

If this model is Outnumbered in a Combat, then before making their Duel Roll they gain an additional Attack for each model they are Engaged in Combat with after the first, to a maximum of 3 bonus Attacks. This bonus lasts until the end of the Combat.

The captains of the Mirkwood Rangers play a vital role in stemming the encroaching tide of evil that is seeping into the forest. Sharp-eyed, sure-footed and tactically cunning, these captains lead patrols of Mirkwood Rangers through the bowels of the forest to hunt the foul beasts that lurk there. Each of these captains is an expert archer, able to fell a foe from great distance with deadly accuracy.



## MIRKWOOD RANGER ..... 14 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	5	3+	3	3	1	1	5+	6+

◆ **Race**  
Elf

◆ **Faction**  
Mirkwood

◆ **Unit Type**  
Warrior, Infantry

◆ **Base size**  
25mm

### WARGEAR

Elven hand weapon, Elf bow and Elven cloak.

### SPECIAL RULES

Sharpshooter, Woodland Creature

**Knife Fighter** ACTIVE – Fighting through the thickets and undergrowth of Mirkwood has taught these rangers how to use their knives with peerless skill.

If this model is Outnumbered in a Combat, then before making their Duel Roll they gain an additional Attack for each model they are Engaged in Combat with after the first, to a maximum of 3 bonus Attacks. This bonus lasts until the end of the Combat.

Ever since the sickening of the Greenwood, the forest has become a more unfriendly place year upon year, with its paths no longer safe to wander. The Mirkwood Rangers are tasked with making travel within the forest as safe as possible – a daunting task considering the evil that stalks the forest boughs. The Elves in the ranks of the Mirkwood Rangers have mastered the art of stealth, moving almost silently through the undergrowth to hunt any that threaten their borders.

# The FREE Peoples



"you must summon our friends, bird and beast."

- GANDALF THE GREY, *The HOBBIT: The BATTLE OF THE FIVE ARMIES*™



## SARUMAN THE WHITE .....170 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	5	2	3	3+	3+	3	6	3

◆ **Race** Wizard ◆ **Faction** White Council ◆ **Unit Type** Hero, Infantry, Unique ◆ **Base size** 25mm

### WARGEAR

Staff of Power.

### HEROIC ACTIONS

- Heroic Channelling
- Heroic Defence

### SPECIAL RULES

**Voice of Curunír** ACTIVE – Saruman's voice is perhaps his greatest power, with the Wizard being able to be heard over great distances.

The range of Saruman's Stand Fast is 12" rather than 6". Additionally, friendly Hero models can benefit from Saruman's Stand Fast.

**Consuming Rivalry** PASSIVE – Though it is he that is the head of the White Council, Saruman resents Gandalf and often finds him to be a meddling nuisance.

Saruman may never benefit from a Heroic Action declared by Gandalf the Grey, nor may he be targeted by any Magical Power Cast by a friendly Gandalf the Grey.

**Lord of the Istari** ACTIVE – Saruman's intelligence is all but unrivalled and few can hope to win a war of wits with the head of the White Council.

At the beginning of each Move Phase, before the Declare Heroic Actions Step, Saruman may choose a single enemy model within 6" and Line of Sight. The chosen model must immediately take an Intelligence Test. If the test is failed, the chosen model cannot be Activated that turn.

MAGICAL POWERS	Range	Casting Value
Compel	18"	3+
Fog of Disarray	Self	3+
Protection of the Valar	12"	3+
Terrorizing Aura	Self	3+
Transfix	18"	3+
Foil Magic	12"	4+
Sorcerous Blast	12"	5+





## RADAGAST THE BROWN ..... 145 POINTS

Sent to Middle-earth during the Third Age to help guide the free peoples against evil, Radagast the Brown is one of the Istari and a Wizard of great power. Yet unlike the likes of Gandalf and Saruman, Radagast prefers to use his powers in his own unique way, keeping to the forests of Middle-earth and gaining a great affinity with nature and the animals with which he keeps his company. Though the decades spent in seclusion has caused Radagast to become somewhat strange, mumbling to himself and making little sense to those he encounters, it makes him no less of a powerful Wizard – and his friendship with the Great Eagles is important in them joining the Battle of Five Armies.

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	5	2	3	3+	4+	3	6	3

◆ **Race** WIZARD     
 ◆ **Faction** THORIN'S COMPANY     
 ◆ **Unit Type** HERO, INFANTRY, UNIQUE     
 ◆ **Base size** 25MM

### WARGEAR

Staff of Power, hand weapon and Sebastian.

**Sebastian** ACTIVE – This is a Unique piece of Wargear. During a Combat, Radagast may roll an additional D6 in his Duel Roll, and may make an additional Strike if he wins the Combat. This additional D6 cannot be modified by Might, and is treated as being Strength 1 when making Strikes – roll a separate dice for Sebastian to make sure.

### HEROIC ACTIONS

- Heroic Channelling
- Heroic Defence

### OPTIONS

- Exchange Staff of Power for Great Eagle.....55 points
- Radagast's Sleigh .....35 points  
(If Radagast dismounts, remove the Sleigh from play)

### SPECIAL RULES

Mountain Dweller, Stalk Unseen, Woodland Creature

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

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

MAGICAL POWERS	Range	Casting Value
Panic Steed	12"	3+
Terrifying Aura	Self	3+
Renew	12"	4+
Transfix	12"	4+
Aura of Dismay	Self	5+
Nature's Wrath	Self	5+
Writhing Vines	Self	5+

**GREAT EAGLE**

A Great Eagle is a Mount that uses the following profile:

MV	FV	Sv	S	D	A	W	C	I
12"	7	4+	6	8	2	3	4+	4+

◆ **Race**

EAGLE

◆ **Unit Type**

WARRIOR, MOUNT, MONSTER

◆ **Faction**

MISTY MOUNTAINS

◆ **Base size**

60MM

**WARGEAR**

Claws and beak (hand weapon).

**SPECIAL RULES**

Dominant (3), Fly, Large Target, Monstrous Charge, Terror

Additionally, if Radagast dismounts from the Great Eagle it will automatically pass its Courage Test for being a Separated Mount.

**RADAGAST'S SLEIGH**

Radagast's Sleigh is a Chariot that uses the following profile:

MV	FV	Sv	S	D	A	W	C	I
10"	2	6+	3	3	2	4	8+	8+

◆ **Race**

RABBIT

◆ **Faction**

SEE RIDER

◆ **Unit Type**

CHARIOT

◆ **Base size**

120MM OVAL

**SPECIAL RULES**

Dominant (3), Woodland Creature

**Chariot Charge** ACTIVE – When Radagast's Sleigh Moves via Chariot Charge, it will inflict 2 Strength 4 Impact Hits.





## GALADRIEL, LADY OF LIGHT .....125 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	3+	4	3	3	3	3+	3+	3	6	3

◆ **Race** ELF ◆ **Faction** WHITE COUNCIL ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

## WARGEAR

Nenya and the Light of Eärendil.

**Light of Eärendil** **ACTIVE** – This is a Unique piece of Wargear. At any point during her Activation, Galadriel can use the Light of Eärendil to roll a D6. On a 3+, Galadriel counts as having Cast the Blinding Light Magical Power. This does not prevent Galadriel from attempting to Cast another Magical Power during her Activation.

**Nenya** **PASSIVE** – This is a Unique piece of Wargear. Galadriel may re-roll any failed Fate rolls.

## HEROIC ACTIONS

- Heroic Channelling
- Heroic Strike

## SPECIAL RULES

Terror, Woodland Creature

**The Lady of Lórien** **PASSIVE** – Galadriel is a sorceress of incredible skill, able to conjure powerful magics to confound her foes.

Galadriel gains a free Will Point at the start of each turn. If this free Will Point is not spent by the end of the turn, it is lost.

**War Aspect** **PASSIVE** – When roused to war, Galadriel's wrath is a terrifying sight to behold.

Enemy models within 6" of Galadriel suffer a -1 penalty to any Courage Tests they take. Additionally, Galadriel never counts as Unarmed.

**"Go back to the void, from whence you came!"** **ACTIVE**

In desperate situations Galadriel is able to unleash her full power against her enemies.

Galadriel may target any enemy model with the Banishment Magical Power as if it was a Spirit model; though non-Spirit models targeted in this way gain an additional free Will Point when attempting to Resist this Magical Power. Once per game, so long as she has at least 1 Will Point remaining, Galadriel may use this special rule instead of attempting to Cast a Magical Power. If she does, then Galadriel may choose a single enemy model within 6". The chosen model immediately suffers D3 Wounds. After using this special rule, Galadriel reduces her Will Points to 0, is placed Prone, and no longer benefits from her The Lady of Lórien or War Aspect special rules (this will mean she is then Unarmed).

MAGICAL POWERS	Range	Casting Value
Fortify Spirit	12"	3+
Banishment	12"	4+
Instil Fear	Self	4+



## THRÁIN THE BROKEN.....10 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	2	4	1	2	6+	6+	O	O	1

◆ **Race** DWARF   ◆ **Faction** EREBOR   ◆ **Unit Type** HERO, INFANTRY, UNIQUE   ◆ **Base size** 25MM

### WARGEAR

Hand weapon.

### SPECIAL RULES

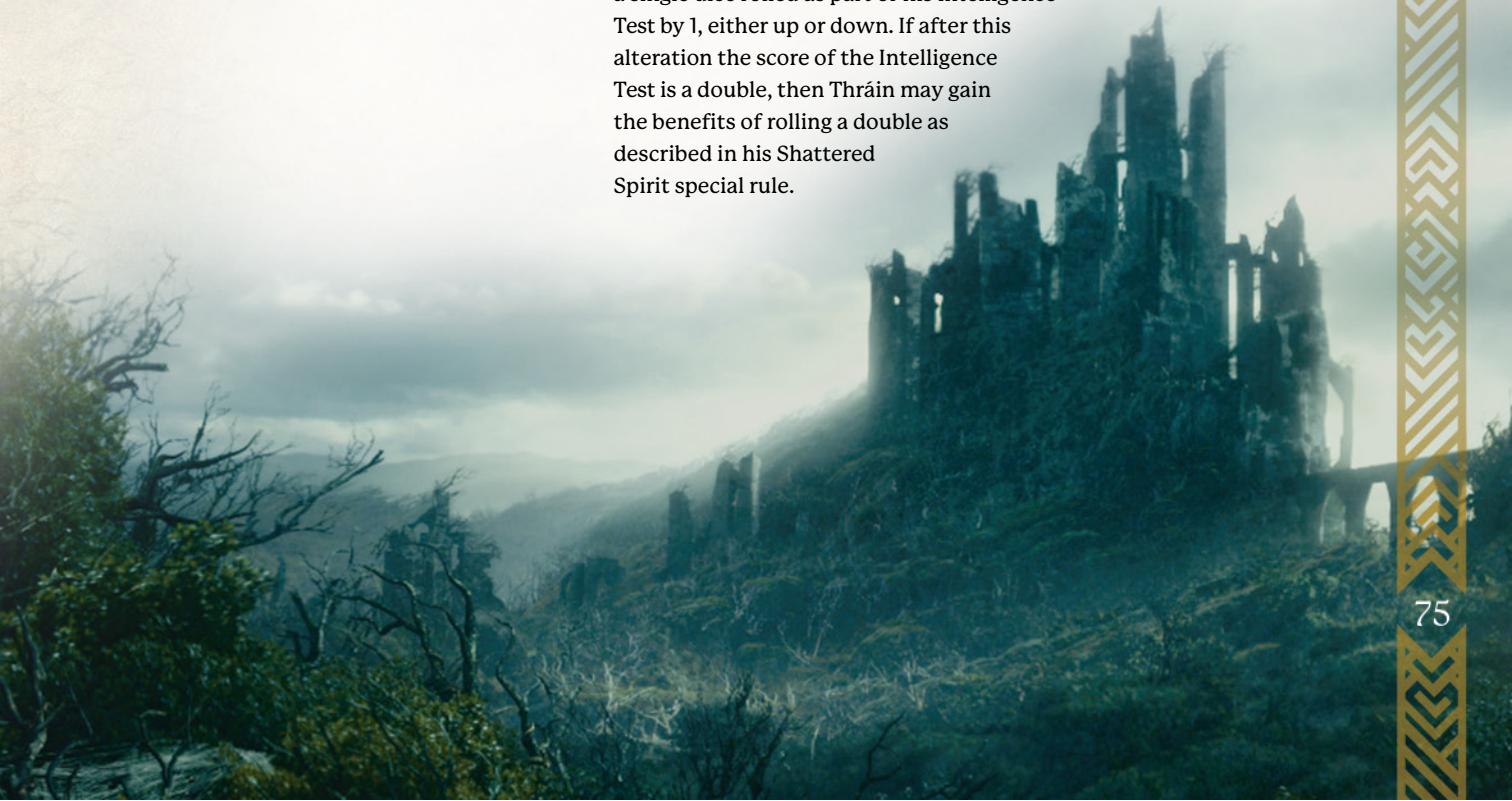
**Shattered Spirit** ACTIVE – *The torment Thráin has endured has left him a broken shell of his former self and he may be just as likely to attack his allies as regain his wits.*

After attempting to fight Azog at the Battle of Azanulbizar, Thráin was captured and taken to the dungeons of Dol Guldur. Tortured and tormented within the dark fortress, Thráin's mind was broken, transforming this once proud Dwarf Lord into a ravaged husk of his former self, devoid of the honour and heritage he once held dear. Yet this does not make Thráin any less dangerous, for the mind of a proud Dwarf warrior is still in there somewhere; though whether or not he can break free from the Necromancer's power remains to be seen.

At the start of the Move Phase, before the Declare Heroic Actions Step, Thráin must take an Intelligence Test. If the test is passed, Thráin acts normally during the turn. If the test is passed on a double (i.e., both dice show the same score) then until the end of the turn, Thráin increases his Attacks to 3, his Strength to 4, and gains the Fearless special rule. If the test is failed, then the opposing player controls Thráin as if he was one of their models, and will Activate Thráin during their own Activation Phase. Though he is being controlled by the opposing player, Thráin cannot be targeted with shooting attacks, Magical Powers or special rules that affect enemy models. Additionally, if Thráin was a Good model, then other Good models cannot make Strikes against him should they beat him in a Combat or make Shooting Attacks if he would be In The Way as with any other Good model.

**Gandalf's Intervention** ACTIVE – *It is Gandalf that breaks the madness that has overthrown Thráin's mind, helping return the Dwarf lord to relative sanity.*

If when Thráin takes his Intelligence Test for his Shattered Spirit special rule he is within 3" of a friendly Gandalf the Grey, then he may alter a single dice rolled as part of his Intelligence Test by 1, either up or down. If after this alteration the score of the Intelligence Test is a double, then Thráin may gain the benefits of rolling a double as described in his Shattered Spirit special rule.





## BEORN ..... 200 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	4+	5	5	3	3	3+	4+	3	3	3

◆ **Race** MAN ◆ **Faction** BEORNING

◆ **Unit Type** HERO, INFANTRY, UNIQUE

◆ **Base size** 25MM

### WARGEAR

Two-handed weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Strength
- Heroic Strike

### SPECIAL RULES

Burly, Dominant (2), Fearless, Resistant to Magic, Woodland Creature

**Skin-changer** ACTIVE – Beorn possesses the rare ability to change his form into a giant black bear.

At the beginning of his Activation, Beorn can change his form from Man to Bear. If he does, place the Bear model in base contact with the Man model, and then remove the Man model from play. If there is no space to place the Bear model, then Beorn cannot transform. Once he has transformed, Beorn the Bear may continue his Activation as normal, including Charging in which case check the Line of Sight from the newly placed Bear model to determine whether Beorn can Charge. Once Beorn has transformed, he uses the Beorn the Bear profile – though his Wounds, Might, Will and Fate Points remain the same between both profiles.

*A burly woodsman who lives on the outskirts of Mirkwood, Beorn is something of a loner who keeps himself apart from the wider world of Middle-earth. Towering over other Men, Beorn is incredibly strong and capable of swinging a great two-handed axe with remarkable ease. Though he prefers to stay apart from the wars of other races, Beorn knows that he has a part to play and will come to the Battle of Five Armies in search of revenge, for it was the armies of Azog that slaughtered his kin many decades ago.*





## BEORN THE BEAR

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
8"	8	4+	8	8	3	3	3+	6+	*	*	*

◆ **Race** BEAR   ◆ **Faction** BEORNING

◆ **Unit Type** HERO, INFANTRY,  
MONSTER, UNIQUE

◆ **Base size** 60MM

### WARGEAR

Claws and teeth (hand weapons).

### HEROIC ACTIONS

- Heroic Defence
- Heroic Strength
- Heroic Strike

### SPECIAL RULES

Burly, Dominant (5), Fearless, Monstrous Charge, Resistant to Magic, Terror, Woodland Creature

**Skin-changer** ACTIVE – Beorn possesses the ability to change into a giant black bear.

At the beginning of his Activation, Beorn the Bear can change his form from **Bear** to **Man**. If he does, place the **Man** model in base contact with the **Bear** model, and then remove the **Bear** model from play. If there is no space to place the **Man** model, then Beorn cannot transform. Once he has transformed, Beorn may continue his Activation as normal, including Charging in which case check the Line of Sight from the newly placed **Man** model to determine whether Beorn can Charge. Once Beorn the Bear has transformed, he uses the Beorn profile – though his Wounds, Might, Will and Fate Points remain the same between both profiles.

**Berserk** ACTIVE – When Beorn transforms, he pushes aside his own wisdom and instead becomes a frenzied and uncontrollable killer.

When Beorn the Bear begins his Activation, he must check to see if he can Charge an enemy model. If he can then he may not change form during this Activation and he must Charge an enemy model if possible. Additionally, Beorn the Bear may not benefit from the Heroic Actions of other friendly models, with the exception of friendly **Bear** models, and friendly models may not benefit from the Heroic Actions or Stand Fast of Beorn unless they have the **Beorning** keyword.

**Crushing Strength** BRUTAL POWER ATTACK – Beorn's great strength is more than enough to squeeze the life out of anyone he can get his paws on.

If Beorn wins a Duel Roll he can choose to use this Brutal Power Attack. If he does, choose a single enemy model involved in the Combat. The chosen model immediately suffers a Strength 10 hit. If the To Wound Roll is successful (even if the Wound is prevented), the model immediately suffers another Strength 10 hit, and so on until either Beorn fails a To Wound Roll, or the chosen model is slain and removed as a casualty.



## GWAIHIR .....150 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
12"	8	4+	6	8	3	3	3+	3+	3	3	3

## ◆ Race

EAGLE

## ◆ Faction

MISTY MOUNTAINS

## ◆ Unit Type

HERO, INFANTRY,  
MONSTER, UNIQUE

## ◆ Base size

60MM

## WARGEAR

Claws and beak (hand weapon).

## HEROIC ACTIONS

- Heroic Defence
- Heroic Strength

## SPECIAL RULES

Dominant (4), Fly, Large Target, Monstrous Charge, Terror

**The Windlord** ACTIVE – Though Gwaihir is a noble creature, he is unwilling to interfere with the goings-on of those below the mountaintops and his intellect 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.



## GREAT EAGLE.....100 POINTS

MV	FV	SV	S	D	A	W	C	I
12"	7	4+	6	8	2	3	4+	4+

◆ **Race**  
EAGLE

◆ **Faction**  
MISTY MOUNTAINS

◆ **Unit Type**  
WARRIOR, INFANTRY,  
MONSTER

◆ **Base size**  
60MM

### WARGEAR

Claws and beak (hand weapon).

### SPECIAL RULES

Dominant (3), Fly, Large Target, Monstrous Charge, Terror

*Soaring high above the realms and kingdoms of Middle-earth, the Great Eagles of the Misty Mountains hold themselves apart from the world below. Yet in times of great need, the Eagles will still flock down to aid the free peoples, using their huge beaks and razor-sharp claws to carve through enemy armour and flesh with remarkable ease, attacking from above before circling round for another assault.*



## FLEDGELING GREAT EAGLE.....75 POINTS

MV	FV	SV	S	D	A	W	C	I
12"	6	4+	5	7	2	3	5+	5+

◆ **Race**  
EAGLE

◆ **Faction**  
MISTY MOUNTAINS

◆ **Unit Type**  
WARRIOR, INFANTRY,  
MONSTER

◆ **Base size**  
60MM

### WARGEAR

Claws and beak (hand weapon).

### SPECIAL RULES

Dominant (2), Fly, Large Target, Monstrous Charge, Terror

*The Great Eagles are ancient beings, though some of them are still young by their own standards. The fledgelings have yet to reach full maturity and can be spotted by the white underfeathers they still have within their majestic plumes. The more white feathers that are visible, the younger the fledgeling is. Yet this doesn't make them any less deadly, and even a fledgeling Great Eagle is easily capable of tearing through their enemies with frightening ease.*



# Good Army Lists



# THORIN'S COMPANY

**M**any tales tell the story of Thorin's Company, a small band of Dwarves that sought to reclaim Erebor from the clutches of the Dragon Smaug. It was a chance encounter with Gandalf the Grey in the Prancing Pony that set Thorin Oakenshield on this path, the Wizard having urged Thorin to gather to his side his most loyal and trusted companions and to march upon the Lonely Mountain. Whilst Thorin set off in an attempt to rally the seven Dwarf families, Gandalf made his way to the pleasant lands of the Shire in search of a burglar...

*It is there where Gandalf has instructed the Dwarves to meet, at the Hobbit-hole with his rune marked on the door. This Hobbit-hole happens to be Bag End, home of the well-to-do Bilbo Baggins, who has now been subjected to a flurry of Dwarves descending on his doorstep. These Dwarves are those most loyal to Thorin, not just of his own bloodline but also close friends and allies that he has shared many hardships with since the loss of Erebor, as well as some who have the desire for adventure.*

Together, the company of Thorin Oakenshield consists of thirteen Dwarves, the Wizard Gandalf the Grey and the Hobbit Bilbo Baggins – though he was initially reluctant to sign up as the company's burglar. Throughout their journey, the company will be faced with numerous obstacles and foes as they attempt to make it to Erebor. From the rancid Goblin tunnels of the Misty Mountains, to the spider-infested forests of Mirkwood, all the while being constantly hunted by the Orcs under Azog's command, the quest to Erebor will be one littered with danger and peril.

*Yet the company of Thorin Oakenshield do not have to face these dangers alone, finding the most unlikely of allies in the form of Istari and even the Great Eagles of the Misty Mountains. The bonds forged between the company will become stronger than any of them could imagine, and the tales of their adventures will be told for centuries to come – for, although they may not know it, the very fate of Middle-earth rests on the shoulders of the company of Thorin Oakenshield.*



## ARMY COMPOSITION

### HEROES OF LEGEND

• <b>Thorin Oakenshield</b> .....	100 points
♦ Orcrist.....	10 points
♦ The Oakenshield.....	5 points
<hr/>	
<b>HEROES OF VALOUR</b>	
• <b>Gandalf the Grey</b> .....	170 points
• <b>Kili the Dwarf</b> .....	50 points
• <b>Fili the Dwarf</b> .....	50 points
• <b>Balin the Dwarf</b> .....	40 points
• <b>Dwalin the Dwarf</b> .....	95 points
• <b>Gwaihir</b> .....	150 points
• <b>Radagast the Brown</b> .....	145 points
♦ Radagast's Sleigh .....	35 points

### HEROES OF FORTITUDE

• <b>Bifur the Dwarf</b> .....	45 points
• <b>Bofur the Dwarf</b> .....	45 points
• <b>Bombur the Dwarf</b> .....	45 points
• <b>Ori the Dwarf</b> .....	40 points
• <b>Nori the Dwarf</b> .....	55 points
• <b>Dori the Dwarf</b> .....	55 points
• <b>Óin the Dwarf</b> .....	50 points
• <b>Glóin the Dwarf</b> .....	85 points
• <b>Bilbo Baggins</b> .....	55 points
♦ Sting .....	5 points
♦ The One Ring .....	Free

### WARRIORS

• <b>Great Eagle</b> .....	100 points
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### ADDITIONAL RULES

- ♦ A Thorin's Company Army must include Thorin Oakenshield, who is always the Army's General.
- ♦ All Thorin's Company models must be included in Thorin's Warband.
- ♦ You may only include Eagle models in your Army if it also includes Gandalf.
- ♦ Great Eagles may only be included in Gwaihir's Warband.

### SPECIAL RULES

**March to the Lonely Mountain** – *The Dwarves of Erebor are determined to reclaim their homeland and will march great distances to do so.*

If your Army contains only Thorin's Company models, then friendly Dwarf models may spend their Will Points to declare a Heroic March instead of using Might Points, even if they do not normally have the ability to declare a Heroic March.

**"We're making a long-term deposit"** – *Some of Thorin's Company are determined to make a bit of extra cash on their journey and will guard any gold they have buried.*

At the beginning of the game, choose one Objective Marker on the board. Friendly Dwarf models within range of the chosen Objective Marker gain the Dominant (2) special rule.

**Family Ties** – *Thorin's Company is made up of tight-knit family groups who have fought together on many occasions throughout their travels.*

The Dwarves of Thorin's Company are divided into Family Groups, which are as follows:

- Balin and Dwalin.
- Kili and Fili.
- Bifur, Bofur and Bombur.
- Ori, Nori and Dori.
- Óin and Glóin.

Hero models from this Army that are within 3" of another Hero from the same Family Group may spend that model's Might, Will and Fate points as if they were their own.

# ARMY OF THRÓR

*In the days before the coming of Smaug, Erebor was the greatest of the Dwarf kingdoms within Middle-earth; its immense wealth lay in gemstones hewn from rock and in veins of gold that ran through the mountain stone. The skill of the Dwarves comes from their ability to craft items of great beauty and value from precious gems such as diamond, emerald, ruby and sapphire; skills they use to fashion beautiful finery, exceptional weaponry and exquisite armour.*

However, it was Erebor's great wealth and power that ultimately saw it fall; its vast treasure hoard drawing Smaug to it through his considerable greed. Dragon-fire and ruin was unleashed upon the mountain halls, causing the Dwarves to abandon their ancestral home to Smaug. Yet even in their exile, the Dwarves are not to be downtrodden and defeated, having set out to reclaim the lost Dwarven realm of Khazad-dûm from the clutches of the vile Orcs who have infested its halls.

The great armies of Erebor are renowned throughout Middle-earth for their martial prowess and the great leaders that captain them into battle. The warriors of Erebor are trained to fight from an early age and form the backbone of the Dwarven lines. The elite forces are made up of the Grim Hammers: stalwart and hardy fighters that are clad in thick plated armour and wield deadly mattocks. Yet it is those who lead the armies of Erebor that make them a feared foe, heroes that will go down in tales and legends in Middle-earth for the great deeds they perform in times of war.

When the full might of Erebor is unleashed, there are few armies that can match their fury and resolve. Led by Thrór and his bloodline, each Dwarf will fight to the bitter end to ensure the glory of Erebor endures. It is this relentless determination that the Dwarves bring to the Battle of Azanulbizar, a battle that is littered with tragedy and loss, but also one that sees the rise of a new leader for the Dwarves to follow – that of the grandson of Thrór, Thorin Oakenshield.



## ARMY COMPOSITION

## HEROES OF LEGEND

- **THRÓR, KING UNDER THE MOUNTAIN** ..... 130 points

## HEROES OF VALOUR

- **THRÁIN, SON OF THRÓR** ..... 130 points
- **YOUNG THORIN OAKENSHIELD** ..... 110 points
- **YOUNG BALIN THE DWARF** ..... 60 points
- **YOUNG DWALIN THE DWARF** ..... 90 points
- **DWARF KING** ..... 85 points

## HEROES OF FORTITUDE

- **EREBOR DWARF CAPTAIN** ..... 75 points
- **GRIM HAMMER CAPTAIN** ..... 80 points
- WARRIORS**
- **EREBOR DWARF WARRIOR** ..... 9 points
  - Shield and spear ..... 2 points
  - Shield ..... 1 point
  - Spear ..... 1 point
- **GRIM HAMMER WARRIOR** ..... 11 points

## SPECIAL RULES

*"Thrór ruled with utter surety, never doubting his house would endure" – The presence of the King Under the Mountain fighting alongside them inspires the Dwarves to fight all the harder.*

Friendly Erebor models treat Thrór as a banner with a range of 6".

**Erebor Treasure Hoard** – Thrór and his kin will do anything to protect their treasure and ensure it doesn't fall into enemy hands.

Friendly Erebor models gain a bonus of +1 To Wound when making Strikes against an enemy model that is in possession of an Objective Marker. Additionally, Friendly Erebor models that are within their deployment zone may re-roll To Wound Rolls of a natural 1 when making Strikes.



# THE IRON HILLS

**T**he Iron Hills are unusual amongst the great Dwarf holds in that their fame stems not from their great wealth, nor from their skill in crafting armour and weaponry. Instead, the Iron Hills are renowned for a single, simple accolade – their exceptional military might. At the time of the Battle of Five Armies, the army of the Iron Hills is one of the most disciplined and experienced fighting forces in all of Middle-earth, having fought and honed their skills relentlessly since the tragic events at Azanulbizar.

The warriors of the Iron Hills have known a lifetime of warfare, waging many battles against the Orcs and Goblins that infest the lands near their mountain home. It is this constant war that has forged the Dwarves of the Iron Hills into an implacable and remorseless foe, crushing any who stand against them under their iron-shod boots. Armed with broad shields and carrying razor-sharp spears, the warriors of the Iron Hills form an impenetrable bulwark on the battlefield, allowing their foes to break themselves upon the mass of wood and metal like waves on rock.

Yet the armies of the Iron Hills are not just formed of ranks of infantry, for they learned long ago to adapt and overcome any weaknesses their forces may show. Some Dwarves ride hardy war goats into battle, protecting the flanks of the marching army, whilst others man the great war machines of the Iron Hills. Huge ballistae launch great bolts towards the enemy, protecting the advancing Iron Hills battlelines, whilst vicious chariots charge headlong into the ranks of their foes, leaving a trail of broken bodies in their wake.

At the head of the armies of the Iron Hills is Dáin Ironfoot, the Lord of the Iron Hills himself. A fearless warrior-lord with a famously fiery temper, Dáin won his reputation in his youth in the wars against the legions of the Pale Orc, and has lost none of his savagery or ferocity in the years since. When the armies of the Iron Hills march to war under the banners of Dáin Ironfoot, there are few that can stand against the stoic bulwarks of steel the Dwarves form on the battlefield, and fewer still that can hope to even buckle their impervious shieldwalls.



## ARMY COMPOSITION

## HEROES OF LEGEND

- ◆ Dáin Ironfoot,
- Lord of the Iron Hills ..... 160 points
- ◆ War Boar ..... 25 points

## HEROES OF VALOUR

- ◆ Dwarf King ..... 85 points

## HEROES OF FORTITUDE

- ◆ Iron Hills Captain ..... 80 points
- ◆ Iron Hills Chariot ..... 170 points
- ◆ Exchange shield and spear for Mattock ..... Free

## WARRIOR

- ◆ Iron Hills Warrior ..... 10 points
  - ◆ Banner and shield ..... 26 points
  - ◆ Banner ..... 25 points
  - ◆ Shield and spear ..... 2 points
  - ◆ Crossbow ..... 2 points
  - ◆ Mattock ..... 1 point
- ◆ Iron Hills Goat Rider ..... 20 points
  - ◆ Exchange war spear for Mattock ..... Free
- ◆ Iron Hills Chariot ..... 170 points
- ◆ Iron Hills Ballista ..... 130 points

## ADDITIONAL RULES

- ◆ An Iron Hills Army must include Dáin Ironfoot, who is always the Army's General.

## SPECIAL RULES

**"Ironfoot has come!"** – Having marched from the Iron Hills, Dáin and his kin arrive at Erebor in the nick of time.

In Scenarios where you roll for Warbands to arrive, or ones where you roll to see which part of the board you deploy a Warband in (though not when rolling to choose deployment zones), you may modify the roll for Warbands from this Army by +1 or -1.

**Yanâd Durinul** – The Dwarves of the Iron Hills are unrivalled amongst their kin for the stoicism and ability to fight together as a single cohesive force.

Friendly Infantry models may re-roll To Wound Rolls of a natural 1 when making Strikes, so long as they are in base contact with 2 or more friendly Infantry models.

**Long March from the Iron Hills** – The lands around the Iron Hills are rocky and difficult to traverse for all except those who know their mountain paths.

Friendly models gain the Mountain Dweller special rule.

**"I've always found Thorin the more reasonable of the two..."** – Dáin is incredibly stubborn even by the standards of the Dwarves and will not stand for being shown up by his enemies.

Dáin gains the Master of Battle (5+) special rule.



# EREBOR RECLAIMED

**H**aving fulfilled his quest to reclaim the Lonely Mountain, Thorin now sits upon the throne of Erebor as his grandfather once did – now, he can finally call himself King Under the Mountain. However, all is not well within the mountain. The Arkenstone has seemingly gone missing, driving Thorin into near madness as he desperately seeks the King's Jewel. As his desperation grows, a sickness begins to seep into Thorin's mind – the same sickness that plagued his grandfather many years before.

As the Dragon-sickness poisons his mind, causing him to cast Bilbo out from Erebor, Thorin is faced with an army on his doorstep. Refusing to honour his promise of payment, Thorin seals himself and his kin within the mountain and sends a raven requesting aid to his cousin, Dáin Ironfoot. Upon the arrival of the Dwarves of the Iron Hills, tensions prove to be volatile, with Elves, Men and Dwarves becoming embroiled in battle. Yet, as they war outside the gates of Erebor, the armies of Azog emerge, forcing Man, Elf and Dwarf alike to put aside their differences and defend the Lonely Mountain.

Though initially refusing to join the fight, the words of his companions ring in Thorin's ears, pleading with the king to come back to his senses. Eventually, Thorin realises what he is becoming and casts aside the sickness within his mind, taking up arms and leading those within Erebor out from the gates and into the Battle of Five Armies; the great horn of Erebor heralding their arrival. The sight of the King Under the Mountain charging into the fray rallies the Dwarves on the battlefield and they fight with renewed fortitude for their liege.

The company of Thorin Oakenshield now fights alongside Dáin Ironfoot and the Dwarves of the Iron Hills, each of them determined to ensure that the mountain they have risked everything to reclaim doesn't slip from their grasp now that they have finally taken it back from the clutches of Smaug. The sight of rank upon rank of heavily armoured Dwarves, led by perhaps the most notable Dwarven heroes of the Third Age is a mighty one to behold, and can only mean one thing – Erebor has been reclaimed.



## ARMY COMPOSITION

### HEROES OF LEGEND

- Thorin Oakenshield,  
King Under the Mountain ..... 130 points
  - ♦ Orcrist ..... 10 points

### HEROES OF VALOUR

- Kili the Dwarf,  
Champion of Erebor ..... 70 points
- Fili the Dwarf,  
Champion of Erebor ..... 70 points
- Balin the Dwarf,  
Champion of Erebor ..... 60 points
- Dwalin the Dwarf,  
Champion of Erebor ..... 110 points
- Dain Ironfoot,  
Lord of the Iron Hills ..... 160 points

### WARRIORS

- Iron Hills Warrior ..... 10 points
  - ♦ Banner and shield ..... 26 points
  - ♦ Banner ..... 25 points
  - ♦ Shield and spear ..... 2 points
  - ♦ Crossbow ..... 2 points
  - ♦ Mattock ..... 1 point

### HEROES OF FORTITUDE

- Bifur the Dwarf,  
Champion of Erebor ..... 65 points
- Bofur the Dwarf,  
Champion of Erebor ..... 65 points
  - ♦ Troll Brute ..... 100 points
- Bombur the Dwarf,  
Champion of Erebor ..... 60 points
- Ori the Dwarf,  
Champion of Erebor ..... 50 points
- Nori the Dwarf,  
Champion of Erebor ..... 75 points
- Dori the Dwarf,  
Champion of Erebor ..... 75 points
- Óin the Dwarf,  
Champion of Erebor ..... 60 points
- Glóin the Dwarf,  
Champion of Erebor ..... 100 points
- Iron Hills Captain ..... 80 points
  - ♦ Exchange shield and spear for Mattock ..... Free

## SPECIAL RULES

**"The Dwarves, they're rallying"** – Charging into battle alongside their King, the Champions of Erebor are ready to take the fight to Azog and his minions.

Any Infantry Hero in this Army may declare a Heroic March, even if it is not listed as one of their Heroic Actions. Additionally, Infantry models in this Army list can still charge after participating in a Heroic March.



**Family Ties** – Thorin's Company is made up of tight-knit family groups who have fought together on many occasions throughout their travels.

The Dwarves of Thorin's Company are divided into Family Groups, which are as follows:

- Balin and Dwalin.
- Kili and Fili.
- Bifur, Bofur and Bombur.
- Ori, Nori and Dori.
- Óin and Glóin.

Hero models from this Army that are within 3" of another Hero from the same Family Group may spend that model's Might, Will and Fate points as if they were their own.

**"To the King!"** – The Dwarves of Thorin's Company have committed to standing by their king to the bitter end and will fight with every ounce of strength they can muster.

If your Army contains only Hero models with the Infantry keyword at the beginning of the game, then friendly models may re-roll any To Wound Rolls of a natural 1 when making Strikes.

# ARMY OF LAKE-TOWN

**H**eld up by stilts above the waters of the Long Lake stands the humble fishing township of Esgaroth, more commonly known as Lake-town. Those within Lake-town live an impoverished life, eking out a meagre existence and scraping by on whatever they can. For although the people of Lake-town are descended from the great kingdom of Dale, its wealth and glory has severely diminished over the Third Age, with those in power succumbing to greed and taking whatever they can for themselves.

Power in Esgaroth lies with the Master of Lake-town, a corrupt and greedy politician who cares little for those he rules over. Instead, the Master is far more concerned with improving his own standing and increasing his own wealth through taxes or any other underhanded means, often fabricating 'ancient laws' to discourage anyone from challenging his rule and imprisoning those who do. At the Master's side can be found Alfrid: a scheming and snivelling man who uses his position as the Master's councillor to further his own ambitions.

In an area as poor as Lake-town, gold commands a great deal of power. As such, the city guard are loyal to whoever holds the purse-strings and will enforce the Master's will so long as they are paid. At the head of the Lake-town Guard is Braga: a pompous and self-assured man who is well paid by the Master to ensure any 'troublemakers' are swiftly dealt with. Although the Lake-town Guard are not used to war, they keep a ready guard at all times and will still defend Esgaroth with blade and bow should their home become threatened.

Though corruption is rife, there are still some who hold themselves to higher standards, putting the good of others before themselves. It is people such as the bargeman, Bard, who took it upon themselves to stand and fight when the Dragon Smaug sought to reduce Esgaroth to ruin. Yet Bard did not face this threat alone, for even the Lake-town Guard will take up arms in Esgaroth's greatest hour of need alongside some of the Dwarves of Thorin's Company and the Elf Tauriel who had remained within the town as Thorin journeyed to Erebor – putting their lives at risk to save Esgaroth from flame.



## ARMY COMPOSITION

### HEROES OF VALOR

- The Master of Lake-town.....70 points

### HEROES OF FORTITUDE

- Alfrid the Councillor .....30 points
- Braga, Captain of the Guard .....55 points
- Bard the Bowman .....130 points
  - ♦ Windlance.....50 points
- Tauriel, Ranger of Mirkwood .....90 points
  - ♦ Elf bow .....5 points
- Kili the Dwarf .....50 points

- Fili the Dwarf.....50 points
- Bofur the Dwarf .....45 points
- Óin the Dwarf .....50 points
- Lake-town Guard Captain .....45 points

### INDEPENDENT HEROES

- Bard's Family .....60 points

### WARRIOR

- Lake-town Guard .....7 points
  - ♦ Bow .....1 point
  - ♦ Spear .....1 point

## ADDITIONAL RULES

- ♦ Bard's Family may be included in Tauriel's Warband rather than Bard's if you wish.
- ♦ Lake-town Guard may only be included in the Warbands of Lake-town Hero models.

### SPECIAL RULES

**The Master's Coin** – *To ensure his guards enforce his rule, the Master will need to keep his captain's coffers filled with coin.*

At the end of his Activation if he is within 3" of Braga, the Master of Lake-town may spend a Will Point. If he does, Braga immediately regains a Will Point spent earlier in the battle.

**Air of Self-importance** – *The Master and his lackeys harbour great disdain for Bard and his family and won't follow the lead of someone they deem beneath them.*

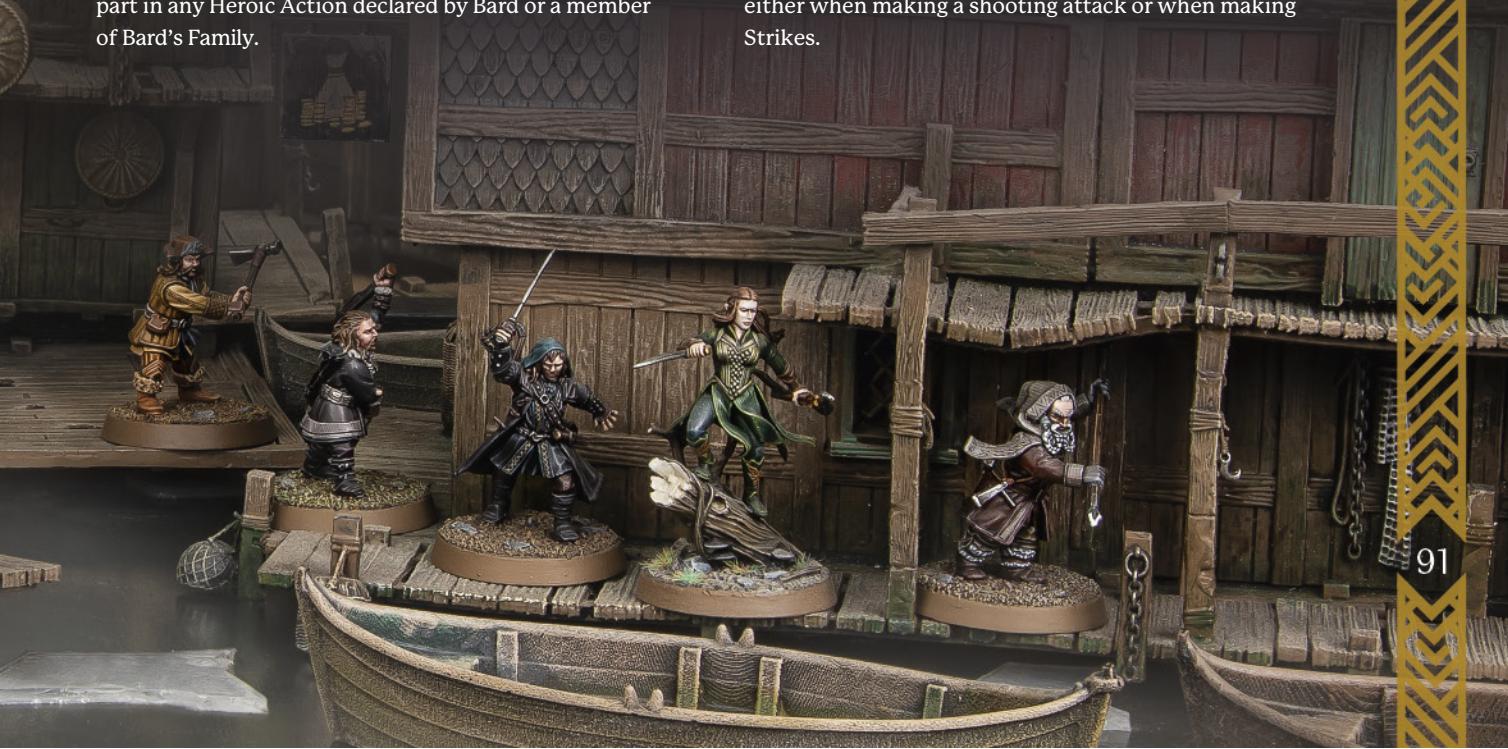
The Master of Lake-town, Alfrid and Braga may not take part in any Heroic Action declared by Bard or a member of Bard's Family.

**"I Shall Protect You"** – *After healing Kili from the poison in his veins, Tauriel will give her all to protect the Dwarves from further harm.*

Tauriel may include Kili, Fili, Bofur and Óin in her Warband. Additionally, if Tauriel is within 3" of a friendly Dwarf model who is Engaged in Combat, she gains a bonus of +1 To Wound when making Strikes.

**Stubborn to a Fault** – *The Dwarves have come so close to their goal and they will not give up now that Erebor is in sight.*

Friendly Dwarf models may re-roll failed To Wound Rolls either when making a shooting attack or when making Strikes.



# SURVIVORS OF LAKE-TOWN

**L**ake-town has been reduced to a smouldering ruin, torched and destroyed by the fury of Smaug the Terrible. Yet, even in tragedy there is triumph; though Esgaroth is now little more than a pile of charred wreckage, the Dragon has been slain by a Black Arrow loosed by Bard the Bowman, and those who have survived Smaug's fiery assault now find themselves washed up on the shores of the Long Lake – homeless and having lost much they hold dear, yet miraculously alive.

It is in this moment that Bard embodies the nobility of his ancestors, emerging to lead the people of Lake-town, guiding them to the ruins of Dale with plans to rebuild the city and forge a new home for them out of the destruction that befell their ancestors. Though the people of Lake-town are dishevelled and tired from their brush with death, they are still filled with a sense of renewed hope – hope that the future holds greater prosperity and better fortunes for them under the leadership of a descendent of the Lords of Dale.

However, having taken up refuge within the ruins of Dale, the people of Lake-town soon find themselves thrust into the midst of the Battle of Five Armies. Weary from the ordeals on the Long Lake, and without proper armour and weaponry, the survivors of Lake-town nevertheless take up arms against the legions of the Pale Orc that now descend upon Dale, determined not to lose a second home in short succession. Every able man and woman is called upon to fight, the sight of their leaders inspiring them to fight for the defence of Dale.

It is in dark times that those that fate has marked out for greatness will rise to fulfil a potential they may not even know they possessed; and it is here where Bard, truly comes into his own. Leading the militia, Bard commands the desperate defence of Dale. Even though their foes overwhelm them and show a far greater grasp of warfare, the determination of the survivors of Lake-town cannot be understated; and it would be folly to underestimate the strength born out of desperation of those prepared to give everything to protect their home.



## ARMY COMPOSITION

## HEROES OF LEGEND

- **Bard the Bowman** ..... 150 points  
WITH ARMOUR AND HORSE

## HEROES OF VALOUR

- **Gandalf the Grey** ..... 170 points  
• Horse ..... 20 points

## HEROES OF FORTITUDE

- **Percy, Lake-town Archer** ..... 50 points
- **Hilda-Bianca** ..... 35 points
- **Lake-town Militia Captain** ..... 50 points

## INDEPENDENT HEROES

- **Bard's Family** ..... 60 points
- **Alfrid the Councillor** ..... 30 points
- **Bilbo Baggins, Master Burglar** ..... 75 points

## WARRIOR

- **Lake-town Militia** ..... 5 points
  - Bow ..... 1 point
  - Light shield ..... 1 point
  - Spear ..... 1 point

## ADDITIONAL RULES

- A Survivors of Lake-town Army must include Bard the Bowman, who is always the Army's General.

## SPECIAL RULES

**Saviour of Lake-town** – After felling Smaug, Bard has earned the respect of the people of Lake-town who are now prepared to follow him into battle.

Other friendly Lake-town models within 6" of Bard gain a bonus of +1 to their Fight Value. Additionally, other friendly Lake-town models treat Bard as a banner with a range of 6". Alfrid does not benefit from this special rule.

**Heir of Dale** – With Dale in dire peril from Azog's legions, Bard will give his all to defend the city and its people, fighting with every ounce of strength and courage he can muster.

Bard the Bowman gains the Mighty Hero and Fearless special rules.

**Hold the Streets** – The Men and Women of Lake-town must defend the key areas of Dale if they are to hope to survive.

Friendly Warrior models within range of an Objective Marker may re-roll To Wound Rolls of a natural 1 when making Strikes.

**Master Burglar** – Though he never thought he had it in him, Bilbo has proved himself to be a worthwhile and particularly effective burglar on his journey.

Whilst Bilbo is holding an Objective Marker in Scenarios where this is relevant, he increases his Attacks to 2. Additionally, whilst Bilbo is wearing the One Ring and is Invisible, if he Moves through an enemy model that is holding an Objective Marker in Scenarios where this is relevant, Bilbo may roll a D6; on a 2+, Bilbo immediately gains control of the Objective Marker. Bilbo cannot use this ability if he cannot carry the Objective Marker in question for whatever reason.



# GARRISON OF DALE

**W**ithin the shadow of the great Dwarven kingdom of Erebor lies Dale, the city of Men. A beacon for all trade in the north, Dale was a prosperous city where market vendors from all across Middle-earth would come to sell their wares. The friendship shared between Erebor and Dale brought with it not just a powerful alliance but also equipped the armies of Dale with the finest weaponry their gold could buy.

It is Girion, the Lord of Dale, who commands its armies in battle. A noble and determined warrior, Girion is descended from a long line of lords of the city and possesses the same resolute fortitude that his forebears were known for. A skilled warrior, Girion is not only adept with the use of a blade but also with the great Windlances used to protect the city; few can fire these war machines with the same levels of deadly accuracy as Girion.

The ranks of Dale's armies are made up of highly-skilled and well trained warriors, each of which have sworn an oath to protect the city and the trade routes nearby from any who would seek to bring them to ruin. Those armed with shield, sword or spear form battlelines bristling with expertly-wrought steel weaponry, and the archers of Dale are championed as being some of the most deadly within the realms of Men.

When called upon to fight, the armies of Dale are a force capable of fending off any foe. Excelling in defensive styles of warfare, the armies of Dale fight first and foremost to defend their homeland from would-be invaders; their archers rain down arrows from afar, and their Windlances unleash great bolts upon their foes. In fact, the armies of Dale have proved to be all-but unbreachable and it will take a being of immense and fearsome strength to raze the city.



## ARMY COMPOSITION

### HEROES OF LEGEND

- **Girion, Lord of Dale** ..... 80 points
  - ♦ Windlance ..... 50 points

### HEROES OF FORTITUDE

- **Captain of Dale** ..... 55 points

### WARRIOR

- **WARRIOR OF DALE** ..... 7 points
  - ♦ Banner ..... 25 points
  - ♦ War horn ..... 25 points
  - ♦ Esgaroth bow ..... 2 points
  - ♦ Shield and spear ..... 2 points
  - ♦ Shield ..... 1 point
  
- **WINDLANCE** ..... 70 points

## ADDITIONAL RULES

- ♦ A Garrison of Dale Army must include Girion, who is always the Army's General.

### SPECIAL RULES

**"Girion, lord of the city, rallied his bowmen to fire upon the beast"** – The archers of Dale are amongst the best the race of Men can muster.

Friendly Dale models improve their Shoot Value to 3+.

**Bring down the Dragon** – Girion and his bowmen are determined to bring down the beast before their city is engulfed in flames.

Friendly Dale models may apply their Hatred (Dragon) special rule to their shooting attacks. Additionally, friendly Dale models may re-roll failed To Hit Rolls when making a shooting attack targeting a Monster model.

**Girion's Last Stand** – Girion will not falter in defence of his city and the sight of him fighting unwaveringly inspires his followers to do the same.

Girion gains the Fearless special rule. Additionally, friendly Dale models that can draw Line of Sight to Girion gain a bonus of +1 to any Courage Tests they are required to take.

**Defenders of Dale** – The men of Dale are well drilled and experts in defending their lands, using their great war machines as a focal point for their armies.

Friendly Dale models that are within their deployment zone, and/or within 6" of a friendly Windlance, gain a bonus of +1 To Wound when making Strikes.



# EREBOR & DALE

**L**ong has friendship flourished between the kingdoms of Erebor and Dale, their close proximity with one another fostering a strong alliance between Men and Dwarves. Through this alliance both kingdoms have prospered; the Dwarves selling their wares at the great markets of Dale in return for ensuring the Men of Dale are equipped with the best iron-forged weapons their smiths can produce.

The alliance between Erebor and Dale goes beyond just the trade of goods and weapons, with both pledging to aid the other should either come under threat. Should an army of Orcs or evil Men attempt to wage war upon either kingdom, the other will rally to the side of their ally, standing by them as they fend off their would-be attackers with a combination of the stoicism of Dwarves and the resoluteness of Men. Together, led by their kings, Erebor and Dale flourish from their alliance.

Yet the shared prosperity of these two kingdoms would bring with it their joint downfall; for when the Dragon, Smaug, comes to claim the Lonely Mountain for himself, both Erebor and Dale feel his fiery wrath in equal measure. Girion rallies his bowmen to fire upon the beast, and when Smaug comes to conquer Erebor, Thrór commands his best warrior to hold the Dragon back as best they could to ensure their people can escape to safety.

However, even in the face of such adversity, the armies of Erebor and Dale will still always honour the alliance that has been forged between their two peoples. Ranks of stalwart Dwarven warriors clad in thick-plated steel armour fight side-by-side with the noble Men of Dale. Together, this alliance of Men and Dwarves is an army that can hold back almost any foe, utilising the very best qualities both their races possess as they fight for victory.



## ARMY COMPOSITION

### HEROES OF LEGEND

- **THRÓR, KING UNDER THE MOUNTAIN**.....130 points
- **GIRION, LORD OF DALE**.....80 points

### HEROES OF VALOUR

- **THRÁIN, SON OF THRÓR**.....130 points
- **YOUNG THORIN OAKENSHIELD**.....110 points
- **YOUNG BALIN THE DWARF**.....60 points
- **YOUNG DWALIN THE DWARF**.....90 points

### HEROES OF FORTITUDE

- **EREBOR DWARF CAPTAIN**.....75 points
- **GRIM HAMMER CAPTAIN**.....80 points
- **CAPTAIN OF DALE**.....55 points

### WARRIOR

- **EREBOR DWARF WARRIOR**.....9 points
  - ♦ Shield and spear .....2 points
  - ♦ Shield .....1 point
  - ♦ Spear .....1 point
- **GRIM HAMMER WARRIOR**.....11 points
- **WARRIOR OF DALE**.....7 points
  - ♦ Banner .....25 points
  - ♦ War horn .....25 points
  - ♦ Esgaroth bow .....2 points
  - ♦ Shield and spear .....2 points
  - ♦ Shield .....1 point

### **ADDITIONAL RULES**

- ♦ An Erebor & Dale Army must include Girion and at least one Unique Erebor Hero.
- ♦ Erebor Warrior models can only be included in the Warband of an Erebor Hero.
- ♦ Dale Warrior models can only be included in the Warband of a Dale Hero.
- ♦ Ignore the usual rules for Bow Limit and Throwing Weapon Limit in this Army List. Instead, a maximum of 50% of your Dale Warrior models can have a bow, and a maximum of 50% of your Erebor Warrior models can have throwing weapons.

### **SPECIAL RULES**

**Alliance of Men and Dwarves – Together, the Men of Dale and Dwarves of Erebor are formidable fighters.**

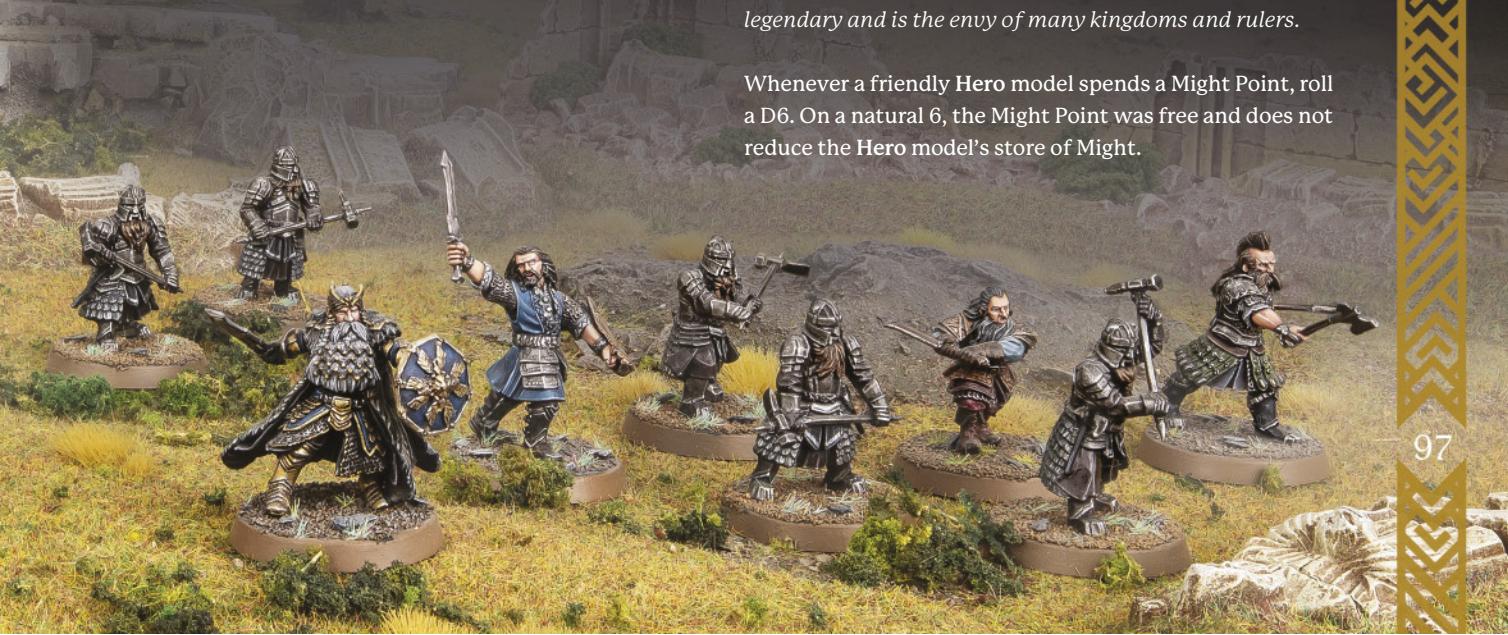
Friendly Dale models may re-roll To Wound Rolls of a natural 1 when making Strikes if there is a friendly Erebor model Engaged in the same Combat. Friendly Erebor models may re-roll To Wound Rolls of a natural 1 when making Strikes if there is a friendly Dale model Engaged in the same Combat.

**Lords of the Kingdoms – Both Thrór and Girion are well respected by their people, who will fight all the harder for their lords.**

Friendly Dale models treat Girion as a banner. Friendly Erebor models treat Thrór as a banner.

**Great Prosperity – The great wealth of Erebor and Dale is legendary and is the envy of many kingdoms and rulers.**

Whenever a friendly Hero model spends a Might Point, roll a D6. On a natural 6, the Might Point was free and does not reduce the Hero model's store of Might.



# RIVENDELL

**O**ver the years of the Third Age, the power of the Elves has begun to wane. Many of the Elves either perished in the War of the Last Alliance or have sailed west to the Undying Lands, sensing their time in Middle-earth is drawing to a close. Though their power is greatly diminished compared to that of the earlier Ages, the High Elves are still a formidable fighting force and one that can hold their own against almost any foe.

In the closing years of the Third Age, much of the remaining power of the High Elves resides within the great Elven hall of Rivendell. A place of peace and tranquillity, Rivendell is ruled over by the Lord Elrond, the former ward of Gil-galad, and is protected by Vilya, one of the three Elven Rings. Under Elrond's rule, all manner of free peoples are welcomed into the haven of Rivendell, so long as they show honour and good faith to their hosts and ensure no violence is committed during their stay.

However, as the darkness in Middle-earth grows over the Third Age, even a place as peaceful as Rivendell must have the means to protect itself. The armies of Rivendell emulate the grandeur of those of earlier Ages; ranks of formidable Elven warriors clad in elegant armour fight side-by-side, each of them a veteran of many wars and an expert in their choice of weaponry.

Yet where the armies of Rivendell really excel is through their knights. These riders are amongst the greatest in Middle-earth, with each having spent decades, if not centuries, mastering the art of fighting from horseback. Even Lord Elrond himself is an expert rider, often accompanying the Rivendell Knights when the borders of their lands are threatened by bands of Orcs or other spies of the Dark Lord. Yet should Rivendell be truly threatened, then Elrond can unleash the full might of the River Bruinen, causing it to crash down upon their foes with all the fury of the sea.



## ARMY COMPOSITION

### HEROES OF LEGEND

- **Elrond, Master of Rivendell** ..... 170 points
  - ♦ Horse ..... 20 points

### HEROES OF FORTITUDE

- **Arwen Undomiel** ..... 70 points
  - ♦ Asfaloth ..... 20 points
- **Lindir of Rivendell** ..... 70 points
- **Rivendell Captain** ..... 70 points
  - ♦ Horse, Elf bow and Elven lance ..... 30 points
  - ♦ Shield ..... 5 points

### INDEPENDENT HEROES

- **Bilbo Baggins, Ageing Hobbit** ..... 45 points
  - ♦ Mithril Coat ..... 15 points
  - ♦ Sting ..... 5 points
  - ♦ The One Ring ..... Free

### WARRIORS

- **Rivendell Warrior** ..... 9 points
  - ♦ Banner ..... 25 points
  - ♦ Elf bow ..... 2 points
  - ♦ Shield and Elven spear ..... 2 points
  - ♦ Shield ..... 1 point
- **Rivendell Knight** ..... 20 points
  - ♦ Exchange Elven lance for banner ..... 25 points
  - ♦ Shield ..... 1 point

## ADDITIONAL RULES

- ♦ If your Army includes Elrond, then Rivendell Knights do not count towards this Army's Bow Limit.

## SPECIAL RULES

**Protection of Imladris** – Whilst within its borders, those who fight to protect Rivendell do so with renewed courage.

Friendly models gain a bonus of +1 to any Courage Tests they are required to take.

**Defensive Stance** – The Elves of Rivendell are well versed in holding fast and waiting for their foes to lunge forward, where they can exploit their enemies' weaknesses.

Friendly Elf Warrior models may re-roll To Wound Rolls of a natural 1 when making Strikes so long as they have not Moved during the preceding Move Phase.

**Invoke the Bruinen** – The waters of the Bruinen hold great power and in times of great peril they can be invoked to protect Rivendell by those who know how.

Once per game, so long as either Elrond or Arwen are alive and on the battlefield, you may use this special rule at the start of any Move Phase in which your Army is Broken. Place a 25mm Marker anywhere within 12" and Line of Sight of Elrond or Arwen, and then roll a D6 for each enemy model within 3" of that Marker. If the roll is equal to or over the Strength of the model, or is a natural 6, then the model immediately suffers a Strength 4 hit and, if it survives, will be Knocked Prone. Remove the Marker after every affected enemy model has been rolled for.



# HALLS OF THRANDUIL

**D**eep within the forest of Mirkwood lies the Woodland Realm and halls of the Elvenking, Thranduil. Unlike the Elven Kingdoms of Rivendell and Lothlórien, the Elves of Mirkwood care little for the world outside their own borders, choosing instead to remain within their own lands unless great cause calls for it. Yet this doesn't mean the armies of Mirkwood are any less formidable than those of other Elven kingdoms, and in many cases they are far more dangerous than their kin.

The ranks of Mirkwood's armies are made up of expertly-trained Elven warriors clad in golden armour adorned with leaf motifs invoking the Woodland Realm. The most skilled warriors within the ranks of Mirkwood are called to join the Palace Guard: an elite warrior corps that are tasked with the protection of Thranduil's halls and commanded by Legolas, the Elvenking's own son. Should these exceptional fighters be called upon to fight, few that cross blades with them can hope to match their elegant fighting style.

Thranduil himself is an Elf of unrivalled bladeskill within Mirkwood. Though he seldom leaves the confines of his own realm, should the Elvenking be forced to ride to war he will unleash the full fury of an Elven lord bereft of mercy. At the side of their liege ride the Mirkwood Knights, Elves who are veterans of many battles in their king's name and have sworn to protect the Elvenking as he charges into the fray no matter the foe they face.

When the armies of Mirkwood are called to war, they do so with unrivalled discipline, rank upon rank of glittering Elves marching as a unified glistening host. Armed with bows, blades or the Elven glaives they are known for, the Elves of Mirkwood make for a truly formidable force on the battlefield; and when the full power of the Woodland Realm is unleashed, they will bring death upon any who threaten their lands. For although Thranduil prefers to ignore the world outside his borders, he does not wish to see Middle-earth fall into ruin and darkness.



## ARMY COMPOSITION

## HEROES OF LEGEND

- **Thranduil,**  
**King of the Woodland Realm**.....130 points
  - ♦ Great Elk.....30 points
  - ♦ Heavy armour.....10 points

## HEROES OF VALOUR

- **Legolas Greenleaf,**  
**Prince of Mirkwood**.....105 points
  - ♦ Horse.....20 points
  - ♦ Orcrist.....10 points
  - ♦ Elven cloak.....5 points

## HEROES OF FORTITUDE

- **Tauriel, Ranger of Mirkwood**.....90 points
  - ♦ Elf bow.....5 points
- **Mirkwood Elf Captain**.....75 points
- **Palace Guard Captain**.....80 points
  - ♦ Shield .....5 points
- **Mirkwood Ranger Captain**.....75 points

## WARRIOR

- **Mirkwood Elf Warrior**.....9 points
  - ♦ Elf bow.....2 points
  - ♦ Elven Glaive .....2 points
  - ♦ Shield .....1 point
- **Mirkwood Elf Knight**.....16 points
- **Palace Guard**.....12 points
  - ♦ Shield and Elven spear .....2 points
  - ♦ Elven spear .....1 point
  - ♦ Shield .....1 point
- **Mirkwood Ranger**.....14 points

*"The Elves of Mirkwood are not like their kin. They are less wise, and more dangerous" – The Elves of Mirkwood fight with a ruthless fury, especially when their king is present.*

Friendly Mirkwood Warrior models within 3" of Thranduil gain a bonus of +1 To Wound when making Strikes.

**Stoic Command** – *The Elves follow their leaders' commands without hesitation.*

Friendly Warrior models treat your General as a banner.



# RANGERS OF MIRKWOOD

*Since the coming of the Necromancer to Dol Guldur, the forest known as Greenwood the Great began to see changes happen within its many paths. No longer was the forest the place of beauty and nature that it had been for centuries, for the mysterious power of the Necromancer had drawn with it all manner of foul creatures that now lurked in the dark and preyed upon those that strayed too far from the safety of the Elven paths. This darkness caused the Greenwood to be renamed Mirkwood – a more fitting name for what the forest had become.*

*In the north of Mirkwood lies the Woodland Realm, home of the Elves that have dwelt within the forest for millennia. Thranduil, King of the Woodland Realm, had become aware of the ever-growing darkness that has been spreading throughout Mirkwood, and in order to combat this shadowed threat began to send out bands of Rangers to scout the many forest paths and clear them of any Evil that may lurk there.*

*Over the years, these Mirkwood Rangers have become experts at traversing the thick, twisted undergrowth of the forest, able to move swiftly and silently through the trees without so much as making a sound. Having become masters of fighting within the tight confines of forest, the Mirkwood Rangers will often use the very trees to their advantage, blending in with them in order to remain unseen or using their branches to avoid or deflect enemy attacks.*

*Thranduil has tasked his own son, Legolas, to lead the Rangers of Mirkwood. Already a skilled archer even by Elven standards, whilst patrolling the forest Legolas has developed his skill with the Elven swords that he carries, fending off the likes of Orcs, Wargs and Giant Spiders that stray too close to the borders of the Woodland Realm. Those that are hunted by the Rangers of Mirkwood are likely to be swiftly slain before they are even aware of the danger they have found themselves in.*



## ARMY COMPOSITION

### HEROES OF VALOUR

- **Legolas Greenleaf, Prince of Mirkwood** ..... 105 points
  - Elven cloak ..... 5 points
- **Tauriel, Ranger of Mirkwood** ..... 90 points
  - Elf bow ..... 5 points
- **Thorin Oakenshield** ..... 110 points  
WITH ORCIST
  - The Oakenshield ..... 5 points
- **Kili the Dwarf** ..... 50 points
- **Fili the Dwarf** ..... 50 points
- **Balin the Dwarf** ..... 40 points
- **Dwalin the Dwarf** ..... 95 points

### WARRIORS

- **Mirkwood Ranger** ..... 14 points

### HEROES OF FORTITUDE

- **Mirkwood Ranger Captain** ..... 75 points
- **Bifur the Dwarf** ..... 45 points
- **Bofur the Dwarf** ..... 45 points
- **Bombur the Dwarf** ..... 45 points
- **Ori the Dwarf** ..... 40 points
- **Nori the Dwarf** ..... 55 points
- **Dori the Dwarf** ..... 55 points
- **Óin the Dwarf** ..... 50 points
- **Glóin the Dwarf** ..... 85 points
- **Bilbo Baggins** ..... 60 points  
WITH STING AND THE ONE RING

## ADDITIONAL RULES

- A Rangers of Mirkwood must include at least one Unique Elf Hero.
- If your Army includes Legolas, then he must be your General. If your Army includes Tauriel, but does not include Legolas, then she must be your General.
- Mirkwood Rangers may only be included in the Warbands of Mirkwood Hero models.
- Mirkwood Rangers do not count towards this Army's Bow Limit.

## SPECIAL RULES

**Knife Mastery** – *The Rangers of Mirkwood are expert knife fighters, even able to use them to deflect incoming blows.*

Friendly Elf models may re-roll To Wound Rolls of a natural 1 when making Strikes. Additionally, friendly Elf models may use the Shielding special rule, however, they cannot use their Knife Fighters or Blade Mistress special rules in a turn in which they elect to Shield.

**The Prince of Mirkwood** – *Much like the rangers he leads, Legolas is an accomplished fighter with the knives he wields.*

Legolas gains the Knife Fighters special rule (see page 69).

**Dwarven Resilience** – *Though surrounded by spiders and Elves, the Dwarves of Thorin's Company refuse to back down from a fight.*

Friendly Dwarf models may re-roll failed Fate Rolls.

**Clear the Nests** – *The Elves have been tasked to rid the forest of the foul spiders, a task the Dwarves are already aligned with.*

Friendly models gain the Hatred (Spider) special rule.

***If you think I'm giving you a weapon Dwarf, you are sorely mistaken*** – *Neither Elf nor Dwarf trust each other and certainly won't wish to follow orders from one another.*

Friendly Dwarf models cannot benefit from the Heroic Actions or Stand Fast of friendly Elf models and friendly Elf models cannot benefit from the Heroic Actions or Stand Fast of friendly Dwarf models. Additionally, Tauriel's Vengeful Fury special rule does not apply in this Army List.

# THE BATTLE OF FIVE ARMIES



*A*s Thorin and his kin are held up within Erebor, an Army of Mirkwood Elves and Men of Lake-town stand outside his gate ready to claim the gold promised to them. However, Thorin does not stand alone, as his cousin Dáin Ironfoot has led an army from the Iron Hills to aid the new King Under the Mountain against Thranduil. With tensions running high, it isn't long before the Elves and Dwarves find themselves thrust into battle against each other, unaware an even greater threat is closing in...

Without warning, Azog's armies burst forth from the nearby hills, halting the conflict dead in its tracks. Realising that this new army of Orcs and deadly war beasts pose a far greater threat to the Lonely Mountain and their own lives, Men, Elves and Dwarves cease fighting one another and turn to face the armies of the Pale Orc. Thranduil, Dáin and Bard must now put aside their differences and face this seemingly insurmountable new threat head-on.

Yet even against seemingly insurmountable odds they do not stand alone. The Wizard, Gandalf the Grey, and the Hobbit, Bilbo Baggins, join the fight alongside the Men of Lake-town, and from the west come allies on swift wings as Radagast the Brown brings with him the Great Eagles of the Misty Mountains and the skin-changer Beorn. Together, both bird and beast are prepared to unleash their full fury upon the legions of Orcs and other foul creatures that have gathered upon the plains of Erebor.

Together, the united might of Men, Elves, Dwarves and their allies is perhaps the greatest combined army of the Third Age. Though many lives will be given in their defence of the Lonely Mountain, they will fight with every ounce of determination they can gather in order to ensure Erebor does not fall into the hands of the Pale Orc. Yet with Azog having amassed an army of Orcs so vast, even an alliance as great as this will be sorely tested on the field of battle...

## ARMY COMPOSITION

### HEROES OF LEGEND

- **Thorin Oakenshield,**  
**King Under the Mountain**.....130 points
  - ◆ Orcrist.....10 points
- **Dáin Ironfoot,**  
**Lord of the Iron Hills**.....160 points
  - ◆ War Boar.....25 points
- **Bard the Bowman**.....150 points  
WITH ARMOUR AND HORSE
- **Thranduil,**  
**King of the Woodland Realm**.....130 points
  - ◆ Great Elk.....30 points
  - ◆ Heavy armour.....10 points
- **Gandalf the Grey**.....170 points
  - ◆ Horse.....20 points
- **Radagast the Brown**.....200 points  
ON GREAT EAGLE

### HEROES OF VALOUR

- **Kíli the Dwarf,**  
**Champion of Erebor**.....70 points
- **Fíli the Dwarf,**  
**Champion of Erebor**.....70 points
- **Balin the Dwarf,**  
**Champion of Erebor**.....60 points
- **Dwalin the Dwarf,**  
**Champion of Erebor**.....110 points
- **Legolas Greenleaf,**  
**Prince of Mirkwood**.....105 points
  - ◆ Horse .....20 points
  - ◆ Orcrist .....10 points
  - ◆ Elven cloak .....5 points
- **Gwaihir**.....150 points
- **Beorn**.....200 points

**HEROES OF FORTITUDE**

- **Bifur the Dwarf,  
Champion of Erebor** ..... 65 points
- **Bofur the Dwarf,  
Champion of Erebor** ..... 65 points
  - ♦ Troll Brute ..... 100 points
- **Bombur the Dwarf,  
Champion of Erebor** ..... 60 points
- **Ori the Dwarf,  
Champion of Erebor** ..... 50 points
- **Nori the Dwarf,  
Champion of Erebor** ..... 75 points
- **Dori the Dwarf,  
Champion of Erebor** ..... 75 points
- **Óin the Dwarf,  
Champion of Erebor** ..... 60 points
- **Glóin the Dwarf,  
Champion of Erebor** ..... 100 points
- **Iron Hills Captain** ..... 80 points
  - ♦ Exchange shield and spear for Mattock ..... Free
- **Percy, Lake-town Archer** ..... 50 points
- **Hilda-Bianca** ..... 35 points
- **Bilbo Baggins, Master Burghlar** ..... 75 points
- **Lake-town Militia Captain** ..... 50 points
- **Tauriel, Ranger of Mirkwood** ..... 90 points
  - ♦ Elf bow ..... 5 points
- **Mirkwood Elf Captain** ..... 75 points

**INDEPENDENT HEROES**

- **Bard's Family** ..... 60 points
- **Alfrid the Councillor** ..... 30 points

**WARRIOR**

- **Iron Hills Warrior** ..... 10 points
  - ♦ Banner and shield ..... 26 points
  - ♦ Banner ..... 25 points
  - ♦ Shield and spear ..... 2 points
  - ♦ Crossbow ..... 2 points
  - ♦ Mattock ..... 1 point
- **Iron Hills Goat Rider** ..... 20 points
  - ♦ Exchange war spear for Mattock ..... Free
- **Lake-town Militia** ..... 5 points
  - ♦ Bow ..... 1 point
  - ♦ Light shield ..... 1 point
  - ♦ Spear ..... 1 point
- **Mirkwood Elf Warrior** ..... 9 points
  - ♦ Elf bow ..... 2 points
  - ♦ Elven Glaive ..... 2 points
  - ♦ Shield ..... 1 point
- **Mirkwood Elf Knight** ..... 16 points
- **Great Eagle** ..... 100 points
- **Fledgeling Great Eagle** ..... 75 points

**ADDITIONAL RULES**

- ♦ Elf Warrior models can only be included in the Warband of an Elf Hero.
- ♦ Dwarf Warrior models can only be included in the Warband of a Dwarf Hero.
- ♦ Lake-town Warrior models can only be included in the Warband of a Lake-town Hero, or in the Warband of Gandalf the Grey or Bilbo Baggins.
- ♦ Eagle Warrior models can only be included in the Warband of an Eagle Hero, or in the Warband of Radagast the Brown or Beorn.
- ♦ The Battle of Five Armies may not include more Fledgeling Great Eagles than Great Eagles.

**SPECIAL RULES**

We stand together – Man, Elf, Dwarf and beast all fight together as one in the face of the Evil amassed against them.

Friendly models may re-roll To Wound Rolls of a natural 1 when making Strikes if they are involved in a Combat with a friendly model that has a different racial Keyword to themselves.

# ASSAULT ON RAVENHILL

*With the Battle of Five Armies raging upon the plains of Erebor, the Dwarven forces are beginning to dwindle under the sheer number of Orcs that Azog has unleashed upon them. In an effort to try to earn victory for his kin, Thorin leads his most reliable warriors to the summit of Ravenhill in order to take the fight to Azog and cut off the head of the snake.*

Thorin knows what faces him atop Ravenhill: a confrontation with the vicious Orc that slew his grandfather many years ago. Fuelled by vengeance, Thorin prepares to duel with the Pale Orc and will not stop until one of them lays dead. Alongside their king stand his nephews, Kili and Fili, and the burly Dwalin: all exceptional fighters who share their king's desire to reclaim the Lonely Mountain and they will stand fearless and defiant against anything the Pale Orc sends against them.

Yet it is not just his loyal companions that accompany Thorin to Ravenhill, Legolas and Tauriel have come to aid the Dwarves in their fight, standing side-by-side with those that, some mere hours before, their kin were ready to go to war with. With a flash of Elven steel, Tauriel can cleave through numerous foes with ease, whilst Legolas carries both his bow and the Elven blade Orcrist – a weapon that may yet prove to seal the fate of the Pale Orc.

Even the plucky Bilbo Baggins has made his way up to Ravenhill in order to warn Thorin of the approaching army from Gundabad, though by doing so Bilbo finds himself embroiled in the fight atop Ravenhill. Though few in number, Thorin and those at his side are a force to be reckoned with, easily capable of cutting through swathes of Orcs. Such is the combat prowess of those at Ravenhill that it would take some of the greatest of Sauron's servants to hope to slay them...



## ARMY COMPOSITION

### HEROES OF LEGEND

- **Thorin Oakenshield,**  
King Under the Mountain ..... 130 points

### HEROES OF FORTITUDE

- **Bilbo Baggins, Master Burglar** ..... 75 points
- **Tauriel, Ranger of Mirkwood** ..... 90 points

### HEROES OF VALOUR

- **Kili the Dwarf,**  
Champion of Erebor ..... 70 points
- **Fili the Dwarf,**  
Champion of Erebor ..... 70 points
- **Dwalin the Dwarf,**  
Champion of Erebor ..... 110 points
- **Legolas Greenleaf,**  
Prince of Mirkwood ..... 105 points

## ADDITIONAL RULES

- An Assault on Ravenhill Army must include Thorin, who is always the Army's General.
- An Assault on Ravenhill Army is always deployed as a single Warband with Thorin as the Warband's Captain.

## SPECIAL RULES

**Orcrist** – Though Legolas took Orcrist from the Dwarves in Mirkwood, he will return it to Thorin should his need be great.

Legolas begins the game with Orcrist – no points are paid for Orcrist, it is free. Additionally, at the start of any Fight Phase, if Legolas is within 6" of Thorin and Thorin is Engaged in Combat, then Legolas can throw Orcrist to Thorin.

From that point on, Thorin carries Orcrist instead of Legolas.

**The Line of Durin** – Ravenhill marks the last stand of the line of Durin, where Thorin and his nephews give their all in defiance of the Pale Orc.

Friendly models treat Thorin as a banner with a range of 6". So long as he is still alive, Thorin will count as a banner for the purpose of Victory Points in Scenarios that award Victory Points for having a banner left alive.

Additionally, Kili and Fili increase their Attacks to 3 in this Army List.

**The King's Protector** – Dwalin is unshakably loyal to Thorin and should his king be in danger he will use every ounce of strength he can muster to rescue him.

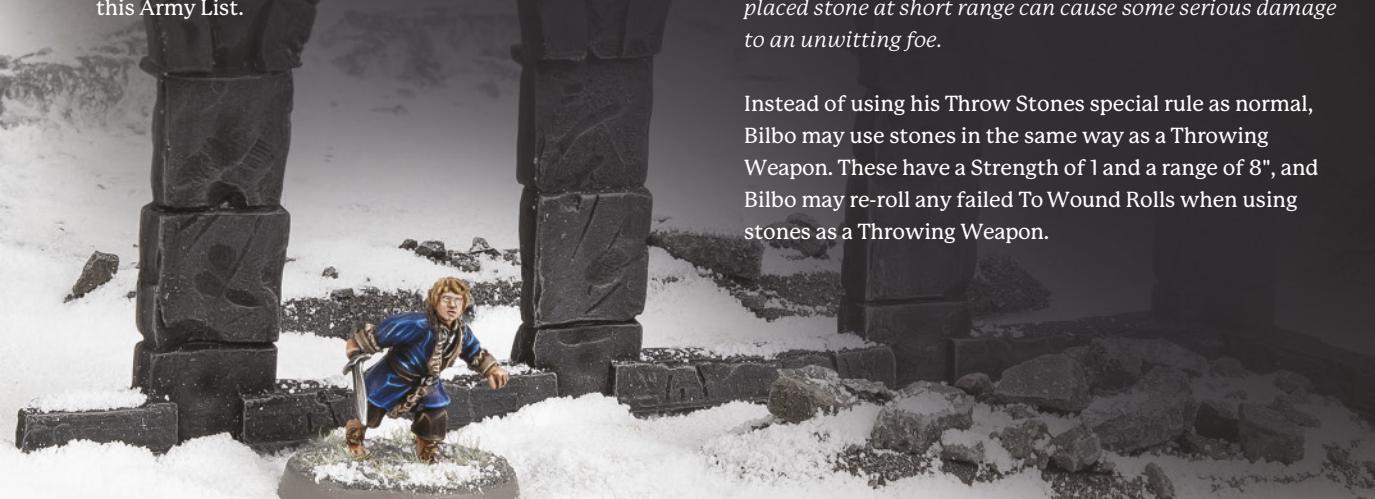
If Thorin is Engaged in Combat within 6" of Dwalin, then Dwalin may declare a Heroic Combat for free. If the Heroic Combat is successful then Dwalin must use the following Move to join Thorin's Combat. If this is not possible then Dwalin must Move as close as possible to Thorin.

**Heroes of Mirkwood** – Both Legolas and Tauriel know that the fight in front of them will require every bit of skill they have if they are to survive.

Legolas increases his Fight Value to 7 and his Attacks to 3. Additionally, Tauriel must re-roll all failed To Wound Rolls when making Strikes.

**Throwing Stones** – Within the confines of Ravenhill, a well placed stone at short range can cause some serious damage to an unwitting foe.

Instead of using his Throw Stones special rule as normal, Bilbo may use stones in the same way as a Throwing Weapon. These have a Strength of 1 and a range of 8", and Bilbo may re-roll any failed To Wound Rolls when using stones as a Throwing Weapon.



# RADAGAST'S ALLIANCE



**O**ne of the Istari sent to Middle-earth to guide the free peoples against the growing darkness, Radagast the Brown is a Wizard of great power and a member of the White Council. However, unlike his colleagues, Radagast is a rather odd fellow. Instead of concerning himself with the problems of the wider world, Radagast has instead chosen to live a life of relative solitude and protect the plants and wildlife of Middle-earth from any evil that would seek to corrupt them.

Within his home in Rhosgobel in the forest of Mirkwood, Radagast has developed a great affinity with nature and the creatures that dwell within the woodland, often seen conversing with them. This has led to others on the White Council believing Radagast to be somewhat peculiar, if not a little unusual. Saruman believes that Radagast's absent-minded and erratic state comes from his excessive consumption of mushrooms; though Gandalf has taken quite a shine to Radagast and his love for all things that grow – even if he also concedes that Radagast isn't completely coherent at times.

Yet it is Radagast's great affinity with nature that has provided him with some of the greatest allies he could ask for in Middle-earth. First amongst these are the Great Eagles of the Misty Mountains. Though usually the Eagles refuse to acknowledge anyone from atop their lofty perch, they have been known to carry the Brown Wizard on their backs – an honour only bestowed upon their most trusted friends and allies. Then there is Beorn, the great skin-changer of the Carrock. Beorn shares Radagast's love for nature and makes sure the creatures around his homestead are well protected from all manner of evil beings.

It is these allies, both bird and beast, that Radagast is able to call upon in times of great need. Perhaps the greatest example of such a time is the Battle of Five Armies, where Radagast gathered the Great Eagles and Beorn to him before flying to the aid of those defending the Lonely Mountain. As the great beasts of Middle-earth provide their immense strength, Radagast aids them with his magical protection. If it wasn't for the timely intervention of the allies of Radagast, then Erebor may well have fallen to the armies of the Pale Orc.



## ARMY COMPOSITION

## HEROES OF LEGEND

- Radagast the Brown ..... 200 points  
ON GREAT EAGLE

## HEROES OF VALOUR

- Gwaihir ..... 150 points
- Beorn ..... 200 points

## WARRIOR

- Great Eagle ..... 100 points
- Fledgeling Great Eagle ..... 75 points

## ADDITIONAL RULES

- A Radagast's Alliance Army must include Radagast, who is always the Army's General.
- Radagast's Alliance may not include more Fledgeling Great Eagles than Great Eagles.

## SPECIAL RULES

*"The Eagles are Coming!" – When the Eagles fly into battle they attack from the sky, dive bombing their foes with claws outstretched.*

Friendly Eagle models gain a bonus of +1 to their Strength on a turn in which they Charge.

**Beorn's Fury** – Beorn's anger knows no bounds and he will tear through ranks upon rank of enemies when his rage takes over.

If Beorn is involved in a Combat and kills every model he was Engaged in Combat with, then in the following turn he may declare a Heroic Move for free.



# THE WHITE COUNCIL

**F**ormed to combat the rising darkness that is plaguing the lands, the White Council contains some of the most powerful forces of good within Middle-earth. From wandering Istari to great Elves from the First Age, the White Council boasts arguably the greatest assembly of wisdom, knowledge and power from this Age or any other. The combined magical might of the White Council is all but unrivalled, each of the council are masters of their arcane art and capable of combating the dark, sorcerous power that is growing within Middle-earth.

At the head of the White Council is Saruman, the greatest of the Istari. His knowledge of sorcerous power extends further than any other, making Saruman the most formidable of his kind. Gandalf the Grey and Radagast the Brown also sit upon the council, each an Istari of great power, though ones who choose to involve themselves in the affairs of the peoples of Middle-earth, often to Saruman's disdain. Alongside the Istari sits Elrond, the Lord of Rivendell, and the Lady Galadriel, perhaps the most powerful Elf of the Third Age.

Should the desperate need arise, when they fight alongside each other, there are few who can match the members of the White Council for exceptional martial prowess, and even fewer who can come close to their sheer mastery of magical powers. Each of the council uses their own abilities to not only bring devastation and confusion upon their foe, but to also aid their allies in the fight against the growing darkness. Those foolish enough to dismiss these mighty heroes as no more than frail old Men or unarmed and unthreatening Elves will swiftly fall to their immense power, their ignorance proving to be their folly.

Yet though together they are a shining beacon of strength and light against the frightful power of the Necromancer within Dol Guldur, it may take every ounce of strength they possess to defeat him. Should the White Council find themselves in dire peril, the Lady of Light may be forced to unleash her entire power in one fell swoop – likely defeating those that face her, but ultimately leaving her vulnerable should she fail...



## ARMY COMPOSITION

### HEROES OF LEGEND

- Saruman the White ..... 170 points

### HEROES OF VALOUR

- Gandalf the Grey ..... 170 points
- Radagast the Brown ..... 145 points
  - ♦ Radagast's Sleigh ..... 35 points

- Elrond, Master of Rivendell ..... 180 points
- Galadriel, Lady of Light ..... 125 points

### INDEPENDENT HEROES

- Thráin the Broken ..... 10 points

## ADDITIONAL RULES

- ♦ A White Council Army is always deployed as a single Warband, with your General as the Warband's Captain.
- ♦ Gandalf, Radagast and Elrond gain the White Council keyword.

## SPECIAL RULES

**Council of the Wise** – *The White Council are masters in their own expertise and can use their abilities to aid the other council members.*

Each friendly White Council model gains the special rule associated with them as listed below:

- Saruman – Friendly White Council models within 3" of Saruman may re-roll any 1s in their rolls to Cast a Magical Power.
- Gandalf – Friendly White Council models within 3" of Gandalf may re-roll To Wound Rolls of a natural 1 when making Strikes.
- Radagast – Friendly White Council models that begin their Activation within 3" of Radagast may Move through difficult terrain without penalty.
- Elrond – Friendly White Council models treat Elrond as a banner.
- Galadriel – Friendly White Council models within 3" of Galadriel gain the Resistant to Magic special rule.

**Masters of Magic** – *Those within the White Council are experts in using their powers, regardless of the danger they may be in.*

Friendly White Council models may still be Activated whilst Engaged in Combat (though they still may not Move), and therefore may attempt to Cast Magical Powers whilst Engaged in Combat, with the exception of the following Magical Powers: Nature's Wrath, Sorcerous Blast, Wrath of Bruinen.

**"Are you in need of assistance?"** – *The combined powers of the White Council are powerful enough to stave off unfriendly magics of even the most powerful foes.*

Friendly White Council models gain a bonus of +1 to any Resist Tests whilst within 6" of another friendly White Council model.

**Last Stand of the Council** – *In the fight against the Necromancer, the White Council will dig in and stand their ground against all odds.*

Friendly White Council models gain the Dominant (3) special rule.

# FORCES OF EVIL



# GUNDABAD & DOL GULDUR



"Let the legions come forth."

- AZOG, *The Hobbit: The Desolation of Smaug*



## AZOG THE DEFILER ..... 175 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	7	4+	5	5	3	3	5+	5+	3	3	1

◆ **Race** ORC   ◆ **Faction** GUNDABAD   ◆ **Unit Type** HERO, INFANTRY, UNIQUE   ◆ **Base size** 25MM

## WARGEAR

Hand weapons.

## HEROIC ACTIONS

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

## OPTIONS

- The White Warg ..... 50 points
- Stone Flail ..... 15 points
- Heavy armour ..... 10 points

**The Stone Flail** ACTIVE – This is a Unique two-handed weapon. If Azog uses the Stone Flail during a Combat, he gains the Mighty Blow special rule, though reduces his Fight Value to 6 for the duration of the Combat – even after a Heroic Strike. Additionally, any model that is struck by the Stone Flail and not slain will be Knocked Prone at the end of the Combat.

## SPECIAL RULES

Burly

**General of the North** ACTIVE – By Sauron's will, Azog is the undisputed commander of the northern forces tasked with bringing ruin to Erebor.

The range of Azog's Stand Fast is 12" rather than 6". Additionally, friendly Orc Hero models can benefit from Azog's Stand Fast.

**I am the Master** ACTIVE – Azog is determined to prove that he is the greatest and most ruthless leader in Middle-earth.

When Azog makes Strikes against an enemy Hero, he may choose to use this special rule. If he does, then a roll of a natural 3+ will always count as a successful To Wound Roll, regardless of the Hero model's Defence.

## THE WHITE WARG

The White Warg is a Mount that uses the following profile:

MV	FV	SV	S	D	A	W	C	I
10"	5	6+	5	5	2	2	6+	6+

◆ **Race** WARG   ◆ **Faction** GUNDABAD  
◆ **Unit Type** HERO, MOUNT   ◆ **Base size** 50MM

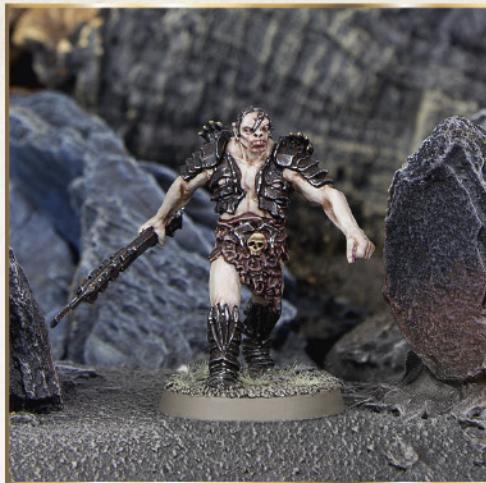
## WARGEAR

Claws and teeth (hand weapons)

## SPECIAL RULES

Fearless, Fell Sight, Terror

**Pack Master** PASSIVE – Once the White Warg is separated from Azog, only Warg models may benefit from its Heroic Actions or Stand Fast.



## BOLG, SPAWN OF AZOG.....175 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	7	4+	5	7	3	3	5+	5+	3	3	1

◆ **Race**  
Orc

◆ **Faction**  
GUNDABAD

◆ **Unit Type**  
Hero, Infantry, Unique

◆ **Base size**  
25mm

## WARGEAR

Heavy armour and two-handed weapon.

## HEROIC ACTIONS

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

## OPTIONS

- Fell Warg ..... 20 points
- Orc bow ..... 5 points

## 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.*

Keep a track of how many enemy models Bolg kills in Combat. Once he has killed two or more enemies, Bolg gains the Terror special rule. Once he has killed five or more models, Bolg gains the Harbinger of Evil (12") special rule. Once he has killed eight or more models, Bolg gains the Mighty Hero special rule.



## YAZNEG, HUNTER ORC CAPTAIN.....55 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	5+	4	5	2	2	6+	6+	3	1	1

◆ **Race**  
Orc

◆ **Faction**  
GUNDABAD

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Strike

### OPTIONS

- Fell Warg and lance .....25 points

### SPECIAL RULES

Expert Rider

**The Price of Failure** ACTIVE – Yazneg's master is not one to take failure lightly, often with deadly consequences.

At the beginning of a Combat he is involved in, if he is within 3" of Azog, Yazneg can declare he is using this special rule before the Duel Roll is made. If he does, then Yazneg may re-roll any number of dice during the Duel Roll. However, if Yazneg uses this special rule and fails to win the Duel Roll, then he immediately suffers a single Wound.





## FIMBUL, HUNTER ORC CAPTAIN.....50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	5+	4	5	2	2	6+	7+	2	2	1

◆ **Race** Orc   ◆ **Faction** GUNDABAD   ◆ **Unit Type** HERO, INFANTRY, UNIQUE   ◆ **Base size** 25MM

### WARGEAR

Armour and hand weapon.

### HEROIC ACTIONS

- Heroic Strength

### OPTIONS

- Fell Warg ..... 20 points

### SPECIAL RULES

Expert Rider

**Hunt Master** ACTIVE – Fimbul is a master of tracking his prey, regardless of the terrain he has to stalk them across.

Whilst he has the Cavalry keyword, Fimbul does not suffer any penalties for Moving through Difficult Terrain, and therefore may still gain the bonuses for Charging whilst in Difficult Terrain. Additionally, whilst he has the Cavalry keyword, Fimbul gains a bonus of +1 to his Fight Value on a turn in which he Charges.



## NARZUG, HUNTER ORC CAPTAIN.....55 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	3+	4	4	2	2	6+	6+	2	1	1

◆ **Race** Orc   ◆ **Faction** GUNDABAD   ◆ **Unit Type** HERO, INFANTRY, UNIQUE   ◆ **Base size** 25MM

### WARGEAR

Light armour, hand weapon and Orc bow.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

Expert Shot, Poisoned Attacks (Orc bow)

**Lethal Aim** ACTIVE – Narzug's skill with a bow is unrivalled within the ranks of the Hunter Orcs.

Each turn, Narzug gains a free Might Point that can only be spent during a shooting attack on either a To Hit Roll, a To Wound Roll, or an In The Way Test. If this free Might Point is not spent by the end of the turn, it is lost.

One of the captains within the ranks of Azog's Hunter Orcs, Narzug is somewhat different to many of the Orcs he leads on a hunt, possessing a number of qualities that are seldom seen within the race of Orcs. Patient, stealthy and exceptionally skilled with a bow, Narzug makes for an excellent hunter and is particularly deadly at range, lacing his arrows with a virulent toxin that will leave those pierced by them choking on the poison that rushes through their veins.



Packs of Hunter Orcs are led by callous and conniving captains, seasoned hunters who are well-practised in the arts of both stealth and brutal murder. These captains will tirelessly carry out the Pale Orc's bidding, engaging in gruelling pursuits in hunt of their quarry and tracking them across any terrain. These captains will not relent in their pursuit, for they all know the punishment they will face at the hand of Azog should they fail.

## HUNTER ORC CAPTAIN.....45 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	4	5	2	2	7+	7+	2	1	1

◆ **Race**  
ORC      ◆ **Faction**  
GUNDABAD

◆ **Unit Type**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Armour and hand weapons.

### HEROIC ACTIONS

- Heroic March

### OPTIONS

- Fell Warg ..... 20 points
- Orc bow ..... 5 points
- Two-handed weapon ..... 5 points

### SPECIAL RULES

**Savage Hunters** ACTIVE – These bloodthirsty Orcs are all the more deadly when they pounce upon their quarry with momentum behind them.

This model gains a bonus of +1 Attacks on a turn in which it Charges.



Whilst most Orcs prefer to charge their foes head-on, rushing straight into battle with little thought, Hunter Orcs instead prefer a more nuanced approach to war – one favouring their skills as trackers. These ruthless hunters will stalk their prey and lie in wait, sometimes for days at a time, before striking when the moment is right. When a pack of Hunter Orcs attacks, they do so with a chorus of blood curdling cries and wielding as many blades as they can carry as they rush forth to spill the blood of their quarry.

## HUNTER ORC WARRIOR.....8 POINTS

MV	FV	Sv	S	D	A	W	C	I
6"	3	4+	4	4	1	1	8+	8+

◆ **Race**  
ORC      ◆ **Faction**  
GUNDABAD

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Armour and hand weapons.

### OPTIONS

A Hunter Orc may have one of the following options for the listed points cost:

- Orc bow ..... 1 point
- Two-handed weapon ..... 1 point

### SPECIAL RULES

**Savage Hunters** ACTIVE – These bloodthirsty Orcs are all the more deadly when they pounce upon their quarry with momentum behind them.

This model gains a bonus of +1 Attacks on a turn in which it Charges.



## HUNTER ORC WARG RIDER.....15 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	3	4+	4	4	1	1	8+	8+

◊ **Race**

ORC

◊ **Faction**

GUNDABAD

◊ **Unit Type**

WARRIOR, CAVALRY

◊ **Base size**

25MM

## WARGEAR

Armour, hand weapons and Fell Warg.

## OPTIONS

A Hunter Orc Rider may have one of the following options for the listed points cost:

- Orc bow ..... 1 point
- Two-handed weapon ..... 1 point

## SPECIAL RULES

**Savage Hunters** ACTIVE – These bloodthirsty Orcs are all the more deadly when they pounce upon their quarry with momentum behind them.

This model gains a bonus of +1 Attacks on a turn in which it Charges.

*Whilst many Hunter Orcs pursue their prey on foot, others ride vicious Fell Wargs as they give chase. From atop these cruel beasts, Hunter Orcs can run down their quarry far quicker and over great distances at speed, making it all but impossible to outrun them once they have caught a scent. Those that are caught by these vicious riders will either be cut down by a flurry of Orcish blades or torn apart by the Wargs' jaws and teeth.*



## FELL WARG.....8 POINTS

MV	FV	SV	S	D	A	W	C	I
10"	3	6+	4	4	1	1	8+	7+

◊ **Race**

WARG

◊ **Faction**

GUNDABAD

◊ **Unit Type**

WARRIOR, INFANTRY, BEAST

◊ **Base size**

25MM

## WARGEAR

Claws and teeth (hand weapon).

## SPECIAL RULES

**Fell Sight**

*Unlike the Wargs that dwell elsewhere within Middle-earth, the Fell Wargs utilised by Hunter Orcs are an even more sinister breed. More intelligent than the enraged creatures of Isengard and Mordor, Fell Wargs have heightened senses allowing them to seemingly see around corners or seek out prey that would otherwise remain hidden from sight. Many warriors have thought themselves to be safe from these savage beasts, only to be torn to shreds by a combination of razor-sharp claws and snapping jaws.*



## GOBLIN MERCENARY CAPTAIN.....50 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	3	5+	4	5	2	2	7+	6+	2	1	1

◆ **Race**  
GOBLIN

◆ **Faction**  
GUNDABAD

◆ **Unit Type**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Armour and hand weapon.

### HEROIC ACTIONS

- Heroic March

### SPECIAL RULES

**Cave Dweller**

**Chittering Hordes** ACTIVE – Goblins are so eager to get into the fray that they will scrabble over their allies in order to tear at their enemies.

This model may Support as if it had a spear, with the exception that they can only Support another model with this special rule. A model Supporting whilst using this special rule cannot also use a two-handed weapon in the same Combat.

**Mercenary Ambush** ACTIVE – The Goblin Mercenaries prefer to ambush their foes, leaping from hidden places to catch their enemies by surprise.

Warbands led by a Goblin Mercenary Captain that contain only Goblin Mercenaries do not have to be deployed at the start of the game. Instead, they may be kept in reserve if their controlling player wishes.

If they are kept in reserve, then from turn 2 onwards at the end of each of their controlling player's Activation Phases, the Goblin Mercenary Captain must take an Intelligence Test. If the test is passed, then their controlling player may decide whether or not they arrive. If the test is failed, then the opposing player may decide whether or not they arrive.

When the Goblin Mercenaries arrive, their controlling player places the Warband fully within or in base contact with an eligible terrain piece on the board. For a terrain piece to be eligible it needs to be large enough for the entire Warband to hide in or behind, such as a wood, building, rocky outcrop, etc. It is important to discuss with your opponent before the game begins exactly what counts as an eligible terrain piece.

Models placed on the board in this manner cannot be placed in the Control Zones of enemy models, and cannot Move during that turn but may otherwise act normally. If the entire Warband cannot be placed as described above, then the Warband may Move onto the board from any table edge via the rules for Reinforcements.



## GOBLIN MERCENARY .....6 POINTS

MV	FV	Sv	S	D	A	W	C	I
5"	2	5+	3	4	1	1	8+	7+

◊ **Race**  
GOBLIN◊ **Faction**  
GUNDABAD◊ **Unit Type**  
WARRIOR, INFANTRY◊ **Base size**  
25MM

## WARGEAR

Armour and hand weapon.

## SPECIAL RULES

Cave Dweller

**Chittering Hordes** ACTIVE – Goblins are so eager to get into the fray that they will scrabble over their allies in order to tear at their enemies.

This model may Support as if it had a spear, with the exception that they can only Support another model with this special rule. A model Supporting whilst using this special rule cannot also use a two-handed weapon in the same Combat.

**Mercenary Ambush** ACTIVE – See page 121.

After the Dwarves of Thorin's Company had escaped the tunnels of Goblin-town, the Goblins sought revenge for the loss of their king. A chance to enact that revenge came through an alliance with Azog, who promised to armour the Goblins in exchange for them fighting at the Battle of Five Armies. Equipped with better armour and weapons, these mercenaries plan to ambush the Dwarves in a bid to avenge their fallen liege.



## GUNDABAD BERSERKER .....15 POINTS

MV	FV	Sv	S	D	A	W	C	I
8"	4	5+	4	5	2	1	4+	8+

◊ **Race**  
ORC◊ **Faction**  
GUNDABAD◊ **Unit Type**  
WARRIOR, INFANTRY◊ **Base size**  
25MM

## WARGEAR

Armour and hand weapon.

## OPTIONS

A Gundabad Berserker may have one of the following options for the listed points cost:

- Two-handed weapon .....1 point

## SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf)

**Oblivious to Pain** PASSIVE – When driven into a murderous frenzy, Gundabad Berserkers are able to shrug off wounds that would otherwise fell lesser Orcs.

Whenever this model suffers a Wound, roll a D6. On the roll of a natural 6, the Wound is ignored.

Sprinting ahead of the Orcs brought forth from Gundabad are the Gundabad Berserkers: relentless and savage killers that are more feral than the rest of their race. These Orcs are heaving masses of muscle and snarling malice, driven solely by their need to spill blood and slaughter those they are set loose upon. Possessing great stamina, the Gundabad Berserkers are the first fighters to hit enemy lines and are able to shrug off wounds that would fell lesser of their kin.



## GUNDABAD ORC CAPTAIN.....60 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	5+	5	7	2	2	6+	7+	2	1	1

◆ Race: ORC   ◆ Faction: GUNDABAD   ◆ Unit Type: HERO, INFANTRY   ◆ Base size: 25MM

## WARGEAR

Heavy armour, shield and hand weapon.

## HEROIC ACTIONS

- Heroic March

## SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf)

*The captains of the Gundabad Orcs are the strongest and most savage of their race. Clad in thick plated armour and wielding broad shields and devastating cleavers, these commanders are the most sturdy and ruthless Orcs in the Misty Mountains. When the armies of Gundabad march to war it is these captains that lead the warriors into battle, carving their way through enemy ranks in the name of the Pale Orc.*



## GUNDABAD ORC WARRIOR.....9 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	5+	4	5	1	1	7+	8+	2	1	1

◆ Race: ORC   ◆ Faction: GUNDABAD   ◆ Unit Type: WARRIOR, INFANTRY   ◆ Base size: 25MM

## WARGEAR

Heavy armour and hand weapon.

## OPTIONS

A Gundabad Orc Warrior must have one of the following options for the listed points cost:

- Banner and shield.....26 points
- Banner.....25 points
- Shield .....1 point
- Spear..... 1 point

## SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf)

*The Orcs from Mount Gundabad are powerful and well-drilled warriors, bred solely for the purpose of waging war against the enemies of the Dark Lord. Trained to levels of warfare far surpassing that of most other breeds of Orcs, those from Gundabad do not form yet another mindless rabble devoid of military tactics; instead they fight as a cohesive army, one guided by a single purpose and honed by years of conflict with the Elves and Dwarves that have stood against Azog and his master.*



Amongst the deadliest creatures under Azog's command are the fearsome Gundabad Trolls. These massive creatures tower over Trolls from other parts of Middle-earth, and their thick hides are clad in crude plated armour. Some Gundabad Trolls carry huge wooden clubs they use to splatter foes, whilst others wield pairs of vicious scythe gauntlets to carve through enemy ranks. When a Gundabad Troll charges into the fray, it will likely wreak havoc on friend and foe alike.

## GUNDABAD TROLL .....120 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	7	4+	7	8	3	4	6+	7+

### Race

TROLL

### Faction

GUNDABAD

### Unit Type

WARRIOR, INFANTRY,  
MONSTER

### Base size

80MM

### WARGEAR

Heavy armour and Crushing Club.

**Crushing Club** ACTIVE – Any Strikes made by a Gundabad Troll armed with a Crushing Club count as having the Mighty Blow special rule. Additionally, any model struck by a Crushing Club and not slain must roll a D6 at the end of the Combat. On a 3+, the model is immediately knocked Prone.

### OPTIONS

- Exchange Crushing Club for Scythe Gauntlets.....10 points

**Scythe Gauntlets** ACTIVE – A Gundabad Troll armed with Scythe Gauntlets increases its Attacks to 4.

### SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf), Dominant (4), Large Target, Terror



## GUNDABAD OGRE.....60 POINTS

MV	FV	SV	S	D	A	W	C	I
8"	5	6+	6	5	3	3	7+	7+

### Race

OGRE

### Faction

GUNDABAD

### Unit Type

WARRIOR, INFANTRY,  
MONSTER

### Base size

50MM

### WARGEAR

Hand weapon.

### SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf), Dominant (3), Terror

**Relentless Advance** ACTIVE – When commanded by Azog, Gundabad Ogres will charge straight towards the enemy even through their own ranks if needed.

This model may Move through friendly Orc, Goblin or Bat models when they Charge into Combat, though not when forced to Move by the effects of an enemy Magical Power or special rule. Each friendly model Moved through in this way immediately suffers a Strength 3 hit. This model may finish its Move overlapping friendly models, though any friendly models it finishes its Move overlapping will automatically be slain.

Smaller, but less cumbersome, than the Gundabad Trolls, Ogres pose a different threat within the armies of the Pale Orc. Whilst Trolls lumber about the battlefield, Ogres are far more nimble, able to outrun most infantry as they charge into the fray. However, Ogres hold little care for the Orcs they fight alongside and will gladly crush them underfoot as they sprint towards their foe.



## TROLL BRUTE.....120 POINTS

Tortured and mutilated within Gundabad, these Trolls have been warped into perhaps Azog's most fearsome creatures of war. Their limbs have been replaced with spiked feet and lethal flails, whilst chains run from their eye sockets to the Orc that sits atop the beast to control it. By tugging upon these chains, the Orc commander can direct the Troll Brute across the battlefield, causing it to smash aside enemy ranks and crush any who find themselves in the path of this relentless behemoth.

### COMPOSITION

A Troll Brute comprises an Orc Commander and the actual Troll Brute, which use the profiles below:

#### ORC COMMANDER

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	5+	5	6	2	2	6+	7+	1	1	1

- ◊ **Race** ORC
- ◊ **Faction** GUNDABAD
- ◊ **Unit Type** HERO, INFANTRY
- ◊ **Base size** 25MM

#### WARGEAR

Heavy armour and hand weapon.

#### SPECIAL RULES

Ancient Enemies (Dwarf), Ancient Enemies (Elf)

#### HEROIC ACTIONS

- Heroic March

#### TROLL BRUTE

MV	FV	SV	S	D	A	W	C	I
6"	5	6+	7	6	3	4	6+	9+

- ◊ **Race** TROLL
- ◊ **Faction** GUNDABAD
- ◊ **Unit Type** WAR BEAST
- ◊ **Base size** 80MM

#### WARGEAR

Hand weapons.

#### SPECIAL RULES

Dominant (5), Fearless, Large Target, Terror

**Trample** ACTIVE – When a Troll Brute Tramples, it will inflict 2 Strength 10 Impact Hits.



## WAR BAT ..... 25 POINTS

MV	FV	Sv	S	D	A	W	C	I
12"	3	6+	4	4	2	2	7+	8+

◆ Race  
BAT◆ Faction  
GUNDABAD◆ Unit Type  
WARRIOR, INFANTRY,  
BEAST◆ Base size  
40MM

## WARGEAR

Razor-sharp teeth and talons (hand weapons).

## SPECIAL RULES

Fly

**Piercing Talons** ACTIVE – War Bats are armed with vicious, piercing talons that are capable of ripping through armour with frightening ease.

This model gains a bonus of +1 To Wound when making Strikes in a turn in which it Charges.

**Pluck** ACTIVE – As a War Bat flies over its prey, it will try to seize it in its talons and fling it to the ground.

If this model Charges into Combat, choose a single enemy model on a 25mm base that this model Moved over and roll a D6. On a 4+, the chosen model is immediately knocked Prone.

The great fortress of Gundabad harbours more than just Orcs within its bowels; for deep within its caverns and steel-walled rooms other creatures are bred solely for war. The War Bats are but one example: huge, monstrous beasts that fly ahead of the Orcs below them when they go to war. From overhead, their razor-sharp talons pluck their foes from their feet before tossing them to the ground, making them easy pickings for both Orc and War Bat alike.

## GUNDABAD CATAPULT TROLL .....180 POINTS

Should Azog need to breach the walls of an enemy city then he will employ the use of his gigantic Catapult Trolls. Great war catapults are strapped to the back of the largest Trolls in Azog's armies and are manned by crews of Goblins from the Misty Mountains. The boulders launched from these imposing war machines can level a city's walls with a single direct hit, and anyone unfortunate enough to be beneath one when it strikes shall be left as no more than a bloody smear.

### COMPOSITION

A Gundabad Catapult Troll is an unusual Siege Engine in that it uses a combined profile for the entire model. As a result, the Catapult doesn't have its own Defence and Wounds values and cannot be targeted separately; instead if the Troll is slain, the whole model is removed from play as a casualty. The Troll is considered to be the Siege Veteran, though it does not have any Might, Will or Fate Points.

MV	FV	SV	S	D	A	W	C	I
6"	7	4+	8	8	3	5	6+	7+



◆ **Race**  
TROLL

◆ **Faction**  
GUNDABAD

◆ **Unit Type**  
Hero, Infantry, Monster, Siege Engine

◆ **Base size**  
160MM

### WARGEAR

Metal Gauntlets and Catapult.

**Metal Gauntlets** **ACTIVE** – Any Strikes made by this model are resolved at Strength 10. Additionally, this model may re-roll the dice when determining the Hurl Distance when using the Hurl Brutal Power Attack.

### SPECIAL RULES

**Ancient Enemies (Dwarf)**, **Ancient Enemies (Elf)**, **Dominant (5)**, **Large Target**, **Terror**

**Goblin Crew** **ACTIVE** – *The Goblins atop the Troll will readily join the fray should their Troll decide to get into the thick of battle.*

If the Catapult Troll wins a Combat, then after making any Strikes, the Goblins may make D6 additional Strikes following all the usual rules. These Strikes are resolved at Strength 3. Note that if the Catapult Troll uses a Brutal Power Attack that immediately ends the Combat, then the Goblins will not get these additional Strikes.

**Catapult** **ACTIVE** – The Catapult on the back of the Catapult Troll can be fired in the same way as a normal Siege Engine; it has a range of 12"-96" and has a Strength of 10. The Catapult may still be fired even if the Troll has Moved, even up to its full Move Value; however, in either instance it will only ever hit on the roll of a natural 6. The Catapult may still be fired if the Troll is Engaged in Combat; however, if a natural 1 is rolled when rolling To Hit in this instance, the Catapult will malfunction and the Troll will suffer a Wound.

The Catapult does not have a conventional crew, and therefore can always be fired so long as the Troll is still alive. Additionally, other models can never fire this Catapult as Untrained Crew. Additionally, unlike other Siege Engine models, the Catapult cannot be destroyed by an enemy model spending an entire turn in base contact with it.

The Catapult has the following special rules:  
**Arcing Shot**

**Area Effect** **ACTIVE** – After rolling To Hit against the actual target, if the actual target was a Battlefield Target then all other models within 2" of the actual target suffer a Strength 5 hit and, if they survive, will be knocked Prone.





## SAURON, THE NECROMANCER .....200 POINTS

MV	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	7	4+	6	8	2	1	4+	3+	3	25	0

◆ **Race** SPIRIT      ◆ **Faction** DOL GULDUR      ◆ **Unit Type** HERO, INFANTRY, UNIQUE      ◆ **Base size** 40MM

## WARGEAR

Spectral hands (hand weapons).

## HEROIC ACTIONS

- Heroic Challenge
- Heroic Channelling
- Heroic Strength

## SPECIAL RULES

Dominant (5), Harbinger of Evil (18"), Spectral Walk, Terror, Will of Evil

**He cannot yet take physical form** PASSIVE – *Though he is unable to fully manifest, Sauron is able to draw on his own life force to sustain him.*

The Necromancer may use his Will Points as Fate Points if he wishes.

**Drain Soul** ACTIVE – *The dread powers harnessed by the Necromancer are powerful enough to drain the essence of his victims.*

A model that suffers a Wound from the Necromancer in Combat, which is not then prevented, will automatically have their Wounds reduced to 0, causing them to be slain and removed as a casualty.

**Master of the Nazgûl** PASSIVE – *The Necromancer's powers don't just sustain him but also his most deadly servants – making them all the more dangerous near their master.*

Any friendly Nazgûl of Dol Guldur in the same Army as the Necromancer gain a bonus of +1 to any rolls for their Unholy Resurrection special rule, depending on if they are in range of the Necromancer. If the Necromancer has 20+ Will Points remaining, then the range of this special rule is 18". If the Necromancer has between 10 and 19 Will Points remaining, then the range of this special rule is 12". If the Necromancer has 9 or fewer Will Points remaining, then the range of this special rule is 6".

MAGICAL POWERS	Range	Casting Value
Compel	12"	3+
Drain Courage	12"	3+
Transfix	12"	3+
Curse	12"	4+
Fog of Disarray	Self	4+
Instil Fear	Self	4+
Wither	12"	4+
Chill Soul	12"	5+
Your Staff is Broken	12"	5+



## THE KEEPER OF THE DUNGEONS ..... 80 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	5+	5	6	3	2	5+	6+	3	3	0

◆ **Race**  
Orc

◆ **Faction**  
DOL GULDUR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Heavy armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Challenge
- Heroic Strength
- Heroic Strike

### SPECIAL RULES

Burly

**Torturer** ACTIVE – *The Keeper of the Dungeons takes great delight in the maiming of his victims, and the more pain he inflicts, the more he hungers for bloodshed.*

Keep track of how many enemy models the Keeper of the Dungeons kills in Combat. Once he has killed one or more enemies, the Keeper of the Dungeons may re-roll To Wound Rolls of a natural 1 when making Strikes. Once he has killed three or more models, the Keeper of the Dungeons gains the Terror special rule. Once he has killed five or more models, the Keeper of the Dungeons may re-roll all failed To Wound Rolls when making Strikes.

**“You have something my master wants”** ACTIVE – *The Keeper of the Dungeons has been tasked with retrieving the rings of power, a task he is intent on completing.*

The Keeper of the Dungeons gains a bonus of +1 To Wound when making Strikes against any model carrying a ring of power – either Narya, Nenya, Vilya, the Ring of Durin, or the One Ring.



## NAZGÛL OF DOL GULDUR .....80 POINTS

*The Ringwraiths are Sauron's most deadly of servants, ones that can take many forms. Though they appear as riders in black later in the Third Age, whilst under the command of the Necromancer, the Nazgûl take on a far more swifter form, one where they wield blades with as much skill as even the oldest Elven Lords. Able to constantly return when banished through the malign power of the Necromancer, the Nazgûl perform a grim ballet of whirling blades and darting movement as they slay their foes in the name of their master.*

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	6	2	1	4+	5+	1	1	0

◆ **Race**  
SPIRIT, RINGWRAITH

◆ **Faction**  
DOL GULDUR

◆ **Unit Type**  
HERO, INFANTRY, UNIQUE

◆ **Base size**  
25MM

### WARGEAR

Each Nazgûl of Dol Guldur has their own Wargear and special rules as detailed over the following pages.

### HEROIC ACTIONS

- Heroic Strike

### SPECIAL RULES

Dominant (2), Harbinger of Evil (12"), Terror

**Unholy Resurrection** PASSIVE – If this model is slain, instead of removing them as a casualty place a 25mm Marker where they were slain – models may not overlap these Markers for any reason. During the Priority Phase of each turn, after Priority has been determined, roll a D6 for this model's Marker. On a 3+, immediately place this model anywhere within 3" of the Marker, so long as it is not in base contact with the Marker. If this is not possible, place this model where their Marker was. In either case, remove the Marker after rolling. On a 1-2, the model is slain and removed as a casualty – remove the Marker from the board. Whilst the Nazgûl of Dol Guldur are in range of the Necromancer's Master of the Nazgûl special rule (depending on how many Will Points he has remaining), the Necromancer can spend his Will Points to improve this roll. For each Will Point the Necromancer spends in this way, improve the Unholy Resurrection roll by 1.

Whilst the Marker is in play, this model counts as on the board for the purpose of determining whether your Army is Broken or reduced to 25%. However, a Marker cannot hold Objectives and the model will still count as being slain for the purpose of any special rules that come into effect when a model is slain, such as a Heroic Combat.

If this model is slain by a Magical Power or an Elven weapon, then they suffer a -1 penalty to their rolls for this special rule.

When the game ends, any Markers on the board are removed and the models associated with them count as a casualty.

**One of Nine** PASSIVE – Nine rings of power were gifted by Sauron to the race of Men.

You can include up to a maximum of nine Nazgûl of Dol Guldur in your Army. When choosing a Nazgûl of Dol Guldur, you must choose one of the options listed below – each of the options can be taken once, unless otherwise stated. Additionally, a model wearing the One Ring is not Invisible to this model as it is to others.

## THE WITCH-KING OF ANGMAR

### WARGEAR

Armour and hand weapon.

### SPECIAL RULES

**Angmar Arise** PASSIVE – The greatest of the Nine, the Witch-king is the most deadly of all of the Nazgûl.

The Witch-king has a Fight Value of 6 rather than 5, and 3 Might Points rather than 1.

## KHAMÛL THE EASTERLING

### WARGEAR

Armour and two-handed weapon.

### SPECIAL RULES

**Rhûnish Fury** PASSIVE – Khamûl comes from a proud warrior culture, one that excels in every aspect of combat.

Khamûl has 3 Attacks instead of 2.

## THE DARK HEADSMAN

### WARGEAR

Armour and hand weapon.

### SPECIAL RULES

**Executioner** ACTIVE – The Dark Headsman takes a sinister pleasure in decapitating their foes without mercy.

If this model rolls a natural 6 during a Duel Roll, then any Strikes it makes during that Combat have the Mighty Blow special rule.

## THE FORSAKEN

### WARGEAR

Armour and spear.

### SPECIAL RULES

Bane of Kings

## THE LINGERING SHADOW

### WARGEAR

Armour and hand weapons.

### 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.

At the start of the Move Phase, before the Declare Heroic Actions Step, the controlling player may remove the Lingering Shadow from the battlefield and place them anywhere within 3" of where they were. The Lingering Shadow may not be placed in base contact with an enemy model as part of this special rule. This does not count as Moving.

## THE ABYSSAL KNIGHT

### WARGEAR

Armour and Elven hand-and-a-half weapon.

### SPECIAL RULES

**Spiritual Displacement** ACTIVE – These Nazgûl can effortlessly interchange places with each other, allowing them to cover great distances with remarkable speed.

An Army may include up to two Abyssal Knights. At the start of the Move Phase, before the Declare Heroic Actions Step, the controlling player may remove one of the Abyssal Knights from the battlefield and place them anywhere within 3" of the other Abyssal Knight (only one of the Abyssal Knights can use this special rule each turn). A model may not be placed in base contact with an enemy model as part of this special rule. This does not count as Moving.

## THE SLAYER OF MEN

### WARGEAR

Armour and two-handed weapon.

### SPECIAL RULES

**Angmar Arise** PASSIVE – The Slayers of Men wield their weapons with a murderous intent, and will kill whoever stands before them in the name of the Dark Lord.

An Army may include up to two Slayers of Men. A model with this special rule may re-roll failed To Wound Rolls when making Strikes against an enemy Hero model. Whilst this model is within 1" of the other Slayer of Men, this model has the Burly special rule.



## MIRKWOOD GIANT SPIDER.....20 POINTS

MV	FV	Sv	S	D	A	W	C	I
10"	2	5+	5	3	2	2	7+	8+

◆ **Race**  
SPIDER◆ **Faction**  
DOL GULDUR◆ **Unit Type**  
WARRIOR, INFANTRY,  
BEAST◆ **Base size**  
60MM**WARGEAR**

Fangs (hand weapons).

**SPECIAL RULES**

Poisoned Attacks (Fangs), Swift Movement, Terror

**Spider Webs** ACTIVE – *The larger spiders of Mirkwood can use their webs to ensnare their victims before they attack.*

A Mirkwood Giant Spider can shoot spider webs; these are treated as throwing weapons with a range of 8". If a model is hit by a webs shot by a Mirkwood Giant Spider, no To Wound Roll is made. Instead, the hit model is immediately counted as being under the effects of the Paralyse Magical Power; however, the effects will not immediately end should this model have no Will Points or be slain. If a Cavalry model is hit by this shooting attack, do not roll to see which part of the model (rider or Mount) is hit; both are automatically hit. A Hero model hit by a web may spend a Fate Point to avoid its effects. If they do, reduce their Fate Points by 1 and the webs have no effect. If the Hero is a Cavalry model, then a Fate Point spent in this manner will negate the webs on both rider and Mount.



## MIRKWOOD HUNTING SPIDER..20 POINTS

MV	FV	Sv	S	D	A	W	C	I
10"	3	6+	5	3	2	2	8+	8+

◆ **Race**  
SPIDER◆ **Faction**  
DOL GULDUR◆ **Unit Type**  
WARRIOR, INFANTRY,  
BEAST◆ **Base size**  
40MM

## WARGEAR

Fangs (hand weapons).

## SPECIAL RULES

Poisoned Attacks (Fangs), Stalk Unseen, Swift Movement, Terror

**Silent Hunters** PASSIVE – These creatures are skilled hunters, able to seamlessly blend into their dark forest home as they stalk their prey.

If a Mirkwood Hunting Spider is within a piece of woodland terrain (such as a forest), or is partially concealed by a piece of woodland terrain, then they cannot be seen by enemy models unless they are within 6" of the Mirkwood Hunting Spider.

Though smaller than their bloated cousins, Mirkwood Hunting Spiders are no less deadly and are often a far more vicious species when the hunt begins. The smaller frames of these eight-legged creatures allows them to scuttle almost completely unseen within the boughs of the forest trees, only revealing themselves once their prey is unable to escape their clutches. Should the nests of these fearsome arachnids be disturbed they will attack without hesitation, rearing up to bear their fangs at any interlopers.



# The Misty Mountains



"who would be so bold to come armed into my kingdom?"

- The Goblin King, *The Hobbit: An Unexpected Journey*™



## THE GOBLIN KING .....150 POINTS

The denizens of Goblin-town are ruled over by the Goblin King – a huge, bloated creature whose blubbery frame towers above his subjects. Though he shares the same boils, pustules and mutations as his subjects, whether the Goblin King is in fact a Goblin is unknown. This matters not to the Goblins under his command, who follow him regardless. Ruling over Goblin-town with an iron fist, the Goblin King will not suffer trespassers into his rickety kingdom and delights in finding new, inventive methods of torture for such intruders.

MV	FV	SV	S	D	A	W	C	I
6"	6	5+	5	5	3	3	6+	6+

MIGHT	WILL	FATE
3	2	1

◆ **Race**  
GOBLIN

◆ **Faction**  
GOBLIN-TOWN

◆ **Unit Type**  
HERO, INFANTRY,  
MONSTER, UNIQUE

◆ **Base size**  
40MM

### WARGEAR

Two-handed weapon.

### HEROIC ACTIONS

- Heroic Challenge
- Heroic Strength
- Heroic Strike

### SPECIAL RULES

Burly, Cave Dweller, Resistant to Magic, Terror

**Relentless Advance** ACTIVE – *The Goblin King cares nothing for his subjects and will readily squash them underfoot if needs be.*

The Goblin King may Move through friendly Goblin models when he Charges into Combat, though not when forced to Move by the effects of an enemy Magical Power or special rule. Each friendly Goblin model Moved through in this way immediately suffers a Strength 3 hit. The Goblin King may finish his Move overlapping friendly models, through any friendly models he finishes his Move overlapping will automatically be slain.

**Blubbery Mass** PASSIVE – *The vile, blubbery hide of the Goblin King can absorb blows with ease.*

Each time the Goblin King suffers a Wound, roll a D6. On a 3+ the Wound is prevented. Wounds caused by Magical Powers or Elven weapons in Combat ignore this special rule. Wounds caused by Elven missile weapons will cause the Goblin King to suffer a -1 penalty to this roll.

**Goblin Projectile** ACTIVE – *The Goblin King is not above launching his minions towards his foes as a living projectile.*

During the Shoot Phase, if the Goblin King is in base contact with a friendly Goblin model and neither are Engaged in Combat, then the Goblin King can make a shooting attack – this has a range of 12" and counts as a throwing weapon. Remove the friendly Goblin model as a casualty, and then make the To Hit Roll and any In The Way Tests as normal. The shot is resolved at a Strength of 8, and any model that is hit will automatically be knocked Prone.



## GRINNAH, GOBLIN JAILER.....50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	3	5+	4	4	2	2	7+	7+	2	1	1

◆ **Race** GOBLIN ◆ **Faction** GOBLIN-TOWN ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Hand weapon and whip.

### HEROIC ACTIONS

- Heroic Challenge

### SPECIAL RULES

Cave Dweller

**Chittering Hordes** ACTIVE – Goblins are so eager to get into the fray that they will scrabble over their allies in order to tear at their enemies.

This model may Support as if it had a spear, with the exception that they can only Support another model with this special rule. A model Supporting whilst using this special rule cannot also use a two-handed weapon in the same Combat.

**Swap with me** ACTIVE – Grinnah is a conniving Goblin and can easily engineer getting another Goblin into trouble rather than himself.

At the start of the Fight Phase, before the Declare Heroic Actions Step, Grinnah can choose a friendly Goblin model on a 25mm base within 3" and swap places with it. This does not count as Moving.



## GOLLUM .....40 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	4+	4	4	2	2	6+	5+	1	0	1

◆ **Race** HOBBIT ◆ **Faction** GOBLIN-TOWN ◆ **Unit Type** HERO, INFANTRY, UNIQUE ◆ **Base size** 25MM

### WARGEAR

Gollum has strong, strangling fingers and so is never considered to be Unarmed – ever! If your opponent does not have a Ringbearer in their Army, then Gollum carries the One Ring.

### SPECIAL RULES

Cave Dweller, Mountain Dweller, Stalk Unseen

**The Precious** ACTIVE – Gollum has a great need for the One Ring and should the opportunity arise for him to reclaim it then he will be driven to take it.

If your opponent's Army contains a Ringbearer, then when Gollum Moves, he must always Charge the enemy Ringbearer if possible. Additionally, if Gollum kills the enemy Ringbearer in Combat, then he will automatically regain the One Ring – from that point onwards he counts as having it as part of his Wargear.

Within the depths of the Misty Mountains lives a creature known only as Gollum. Far more intelligent than a mere Goblin, Gollum has in his possession the One Ring, an item of immeasurable power. The Ring has tortured and warped Gollum into the being he now is, bringing him unnaturally long life. However, Gollum's need for the Ring is so great that he cannot bear to part with it; and so in the gloom of his cave, Gollum is content to spend the rest of his days in seclusion with his precious.



## THE GOBLIN SCRIBE .....50 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
0"	1	6+	2	2	1	1	7+	7+	O	1	1

◊ **Race**  
GOBLIN◊ **Faction**  
GOBLIN-TOWN◊ **Unit Type**  
HERO, INFANTRY, UNIQUE◊ **Base size**  
60MM

## WARGEAR

The Goblin Scribe is Unarmed.

## SPECIAL RULES

**Immobile** PASSIVE – *Withered and feeble, the Goblin Scribe is incapable of moving on its own.*

The Goblin Scribe cannot Move, and will always count as Trapped should it lose a Duel Roll. Additionally, friendly models may carry the Goblin Scribe in which case it will count as a Heavy Object, and must always be put down after a model carrying it has finished its Move. In Scenarios where models Move onto the board, the Goblin Scribe may be carried on by friendly models.

**The Goblin King's Command** ACTIVE – *The Goblin Scribe uses an intricate system of winches and pulleys to relay his liege's commands across the battlefield, and to bring him information from his sergeants.*

If the Goblin King declares a Heroic Move whilst within 6" of the Goblin Scribe and chooses to call With Me, then it will affect all friendly models on the battlefield rather than just those within 6", and affected models do not have to finish their Activation within 6" of the Goblin King. Additionally, any friendly Goblin Hero that begins their Activation within 3" of the Goblin Scribe can choose to spend a Might Point. If they do, the Goblin King regains a Might Point spent earlier in the battle. This special rule can only be used once per turn.





## GOBLIN CAPTAIN .....40 POINTS

MV	FV	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	3	5+	4	4	2	2	7+	7+	2	1	1

◆ **Race**

Goblin

◆ **Faction**

Goblin-Town

◆ **Unit Type**

WARRIOR, INFANTRY

◆ **Base size**

25MM

### WARGEAR

Hand weapon.

### HEROIC ACTIONS

- Heroic March

### SPECIAL RULES

Cave Dweller

**Chittering Hordes** ACTIVE – Goblins are so eager to get into the fray that they will scrabble over their allies in order to tear at their enemies.

This model may Support as if it had a spear, with the exception that they can only Support another model with this special rule. A model Supporting whilst using this special rule cannot also use a two-handed weapon in the same Combat.

*Only the most depraved and callous Goblins can rise to the rank of captain within Goblin-town, backstabbing and betraying their peers as they make their way to the top. Those that do, however, enjoy the perks that go with obtaining such a rank, so long as they continue to enforce the Goblin King's will over the teeming masses they command. In battle, these malicious fighters lead their rabble from the back, barking orders without risking their own skin in a bid to keep their status within the Goblin King's courts.*



## GOBLIN WARRIOR .....5 POINTS

MV	FV	Sv	S	D	A	W	C	I
5"	2	5+	3	3	1	1	8+	8+

◆ **Race**

Goblin

◆ **Faction**

Goblin-Town

◆ **Unit Type**

WARRIOR, INFANTRY

◆ **Base size**

25MM

### WARGEAR

Hand weapon.

### OPTIONS

A Goblin Warrior may have one of the following options for the listed points cost:

- Two-handed weapon .....1 point

### SPECIAL RULES

Cave Dweller

**Chittering Hordes** ACTIVE – Goblins are so eager to get into the fray that they will scrabble over their allies in order to tear at their enemies.

This model may Support as if it had a spear, with the exception that they can only Support another model with this special rule. A model Supporting whilst using this special rule cannot also use a two-handed weapon in the same Combat.

*The Goblins that reside within the squalid caves of Goblin-town are stunted, deformed and degenerate creatures, having spent their entire lives festering within the bowels of the Misty Mountains. Covered in boils, mutations and all manner of lesions, their disgusting appearance certainly suits these troglodyte creatures, who enjoy nothing more than torturing and disembowelling any who stumble into their domain. Although individually weak, when these Goblins fight en masse they can overwhelm many foes in an avalanche of contorted flesh.*



## BILL THE TROLL.....150 POINTS

The leader of the three Stone Trolls that ventured down from the mountains of the north, Bill (or William as he is sometimes called) is a deadly foe and more than a match for even the most skilled warriors. Having settled in the Trollshaws, Bill and his group are constantly on the lookout for their next meal. In the days leading up to the Trolls' encounter with the company of Thorin Oakenshield, Bill's short fuse has been constantly tested with day after day of the same meal of roast mutton, making him all the more irritable when he does stumble across Bilbo Baggins and his Dwarf companions.

MV	FV	Sv	S	D	A	W	C	I
6"	8	4+	7	7	3	3	6+	7+

MIGHT	WILL	FATE
3	1	1

◆ **Race**  
TROLL

◆ **Faction**  
TROLLSHAWS

◆ **Unit Type**  
HERO, INFANTRY, MONSTER, UNIQUE

◆ **Base size**  
60MM

### WARGEAR

Hand weapon.

### HEROIC ACTIONS

- Heroic Challenge
- Heroic Strike

### SPECIAL RULES

Dominant (S), Large Target, Terror,  
Throw Stones (range 12", Strength 8)

**Mince 'em fine** BRUTAL POWER ATTACK – Bill's preferred way to eat Dwarf is to finely mince them before cooking.

Instead of making Strikes, Bill may choose a single enemy model involved in the Combat. Bill and the chosen model both roll a D6 and add their respective Strength characteristics. If Bill scores higher after adding Strength characteristics, then the chosen model suffers a number of Wounds equal to the difference between the two scores.

**Keep 'em for later** ACTIVE – The Trolls are more than happy to stuff their foes into a bag in order to save them to eat later on.

If this model wins a Duel Roll, they may choose a single enemy model on a 25mm base instead of making Strikes or using a Brutal Power Attack. The chosen model is stuffed into a bag and suffers the effects of the Paralyse Magical Power; however, the effects will not immediately end should this model have no Will Points or be slain. If the model is still Paralysed at the end of the game, then they will count as slain and be removed as a casualty.



## BERT THE TROLL ..... 130 POINTS

Bert is the group's cook, and quite a good one at that – at least by the standards of Trolls anyway. Fiercely proud of his unique cooking skills, particularly the uses of sage or squirrel dung as seasoning, Bert will readily defend his concoctions from the criticism of the other Trolls with a swift sharp thwack from his ladle. When faced with the prospect of cooking Dwarf, it was Bert that settled on roasting them slowly over an open fire, though it was the constant indecision over cooking methods that ultimately led to the Trolls' demise.

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	7	4+	7	7	3	3	6+	7+	2	1	1

◆ <b>Race</b> TROLL	◆ <b>Faction</b> TROLLSHAWS	◆ <b>Unit Type</b> HERO, INFANTRY, MONSTER, UNIQUE	◆ <b>Base size</b> 60MM
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### WARGEAR

Hand weapon.

### HEROIC ACTIONS

- Heroic Defence
- Heroic Strength

### SPECIAL RULES

Dominant (3), Large Target, Terror, Throw Stones (range 12", Strength 8)

**Roast 'em slowly** BRUTAL POWER ATTACK – As the designated chef of the Trolls, Bert enjoys his Dwarf slowly roasted with a sprinkle of sage.

Instead of making Strikes, if he is within 6" of a Campfire, Bert may choose a single enemy model involved in the Combat. The chosen model is then placed in base contact with the Campfire and is immediately Set Ablaze.

**Keep 'em for later** ACTIVE – The Trolls are more than happy to stuff their foes into a bag in order to save them to eat later on.

If this model wins a Duel Roll, they may choose a single enemy model on a 25mm base instead of making Strikes or using a Brutal Power Attack. The chosen model is stuffed into a bag and suffers the effects of the Paralyse Magical Power; however, the effects will not immediately end should this model have no Will Points or be slain. If the model is still Paralysed at the end of the game, then they will count as slain and be removed as a casualty.



## TOM THE TROLL .....120 POINTS

Tom is in the unfortunate position of being the weakest of the three Trolls, making him often the butt of many jokes and left with the more unpleasant tasks that need accomplishing. Being constantly berated and hit over the head by Bill and Bert has left Tom in a near constant state of annoyance, only made worse by the fact that he cannot seem to shift a rather nasty cold. However, Tom knows that he cannot take out his frustrations on his larger counterparts, so is on the lookout for something, or someone, much smaller that he can take out his anger on instead.

MV	FV	SV	S	D	A	W	C	I
6"	7	4+	6	6	3	3	7+	8+

MIGHT	WILL	FATE
1	3	1

◆ **Race**  
TROLL

◆ **Faction**  
TROLLSHAWS

◆ **Unit Type**  
HERO, INFANTRY, MONSTER, UNIQUE

◆ **Base size**  
60MM

### WARGEAR

Hand weapon.

### HEROIC ACTIONS

- Heroic Defence

### SPECIAL RULES

Dominant (3), Large Target, Terror,  
Throw Stones (range 12", Strength 8)

**Keep 'em for later** ACTIVE – The Trolls are more than happy to stuff their foes into a bag in order to save them to eat later on.

If this model wins a Duel Roll, they may choose a single enemy model on a 25mm base instead of making Strikes or using a Brutal Power Attack. The chosen model is stuffed into a bag and suffers the effects of the Paralyse Magical Power; however, the effects will not immediately end should this model have no Will Points or be slain. If the model is still Paralysed at the end of the game, then they will count as

slain and be removed as a casualty.

**Lingering Cold** ACTIVE – Tom has a lousy cold that he cannot seem to shake and finds himself sneezing on anyone who gets too close.

At the start of any Combat involving Tom, he may spend a Will Point to use this special rule. If he does, he may choose a single enemy model he is Engaged in Combat with. The chosen model immediately halves their Fight Value until the end of the turn.

**Squash 'em into jelly** BRUTAL POWER ATTACK – Tom enjoys the occasional bit of Dwarf jelly, which can be made by sitting on and squashing the poor Dwarves.

Instead of making Strikes, Tom may use this Brutal Power Attack. Each enemy model that was Engaged in Combat with Tom immediately suffers a Strength 6 hit and, if they survive, will be knocked Prone.

# Smaug



"That my lad, was a dragon."

- BALIN, *The Hobbit: The Desolation of Smaug*<sup>TM</sup>

# SMAUG.....700 POINTS

A great Fire-drake from the mountains far to the north, Smaug is doubtless the largest and most powerful of his kind left in Middle-earth. Able to breathe great gouts of flame, crush buildings underfoot and cause a mighty gale with his wings, Smaug can wreak terrible destruction on any city he sets his eyes upon – a fate that befell both Erebor and Dale. Smaug cares not for those he makes homeless, for his greed and lust for gold is so great that he will level entire kingdoms should it allow him to increase his vast Dragon hoard.

MV	FV	SV	S	D	A	W	C	I
12"	9	2+	9	9	4	20	4+	4+

MIGHT	WILL	FATE
3	6	0

◆ **Race**  
DRAGON

◆ **Faction**  
EREBOR

◆ **Unit Type**  
HERO, INFANTRY, MONSTER, UNIQUE

◆ **Base size**  
231x133MM OVAL

## WARGEAR

Razor-sharp teeth and massive talons (hand weapons).

## HEROIC ACTIONS

- Heroic Challenge

## SPECIAL RULES

**Ancient Enemies (Dwarf), Dominant (20), Fearless, Fly, Harbinger of Evil (18"), Large Target, Monstrous Charge, Resistant to Magic, Terror**

**Breathe Fire** **ACTIVE** – Smaug's fiery breath has brought death and ruin upon countless foes and entire cities.

Smaug can breathe fire as a shooting attack. This is treated as a bow with a range of 18". If the shot hits a model, then the hit model and all models within 2" of them immediately suffer a Strength 10 hit, and any model that suffers a Wound from this shot which is not prevented will immediately be slain and removed as a casualty. Any model hit by this shooting attack and not slain will be Set Ablaze. This is a fire-based attack, so if a model is immune to fire-based attacks, they are immune to this shooting attack.

**Immovable Object** **PASSIVE** – The immense bulk of Smaug means that there is little that can pose a serious threat to him.

Smaug can never be knocked Prone and can never be forced to Move by the effects of enemy Magical Powers or special rules. If Smaug loses a Duel Roll then he will never count as Trapped and does not Back Away – his opponent must Back Away instead.

**Missing Scale** **PASSIVE** – Though Girion was unable to slay the beast, he did manage to loosen a scale underneath the left wing – something that one day could prove to be Smaug's undoing.

If a model rolls a natural 6 when making a shooting attack that targets Smaug, and then successfully rolls To Wound with that shooting attack, then Smaug will suffer a number of Wounds equal to the Strength of the Missile Weapon that made the shooting attack.

**Unstoppable Momentum** **BRUTAL POWER ATTACK** – There are few in Middle-earth that can withstand the awesome power of Smaug's draconic might.

Instead of making Strikes, Smaug can instead make a single Strength 9 hit on every enemy model he is Engaged in Combat with.

**"I am fire, I am death"** **PASSIVE** – Smaug can produce great gouts of flame, and as such is naturally resistant to its effects.

Smaug is immune to any fire-based attacks.

**Colossal Frame** **PASSIVE** – Such is the titanic size of Smaug that he is always a target for his foes attempting to bring him down.

Enemy models may still target Smaug with shooting attacks even if he is Engaged in Combat. If they do, they do not need to take In The Way Tests for friendly models Smaug is Engaged in Combat with.

**Desolator of the North** **PASSIVE** – Smaug's fearsome reputation precedes him, for not just his raw power but also his mastery of manipulation are infamous.

Smaug gains a free Will Point at the start of each turn. If this free Will Point is not spent by the end of the turn, it is lost.

MAGICAL POWERS	Range	Casting Value
Compel	12"	3+
Transfix	12"	4+
Foil Magic	12"	5+

# EVIL ARMY LISTS





# ARMY OF GUNDABAD

**B**ursting forth from beneath the earth, a huge horde of Gundabad Orcs assails the forces of Elves and Dwarves arrayed outside the gates of Erebor. Yet whilst this attack begins, another huge force begins an assault upon the ruins of the city of Dale and the people of Lake-town sheltering within it. As the Pale Orc stands atop Ravenhill and scours the plains below, his master plan unfolds – the Battle of Five Armies truly begins.

Azog is not just a formidable warrior, he is a commander of legions and is easily able to control the flow of battle from his high vantage point atop Ravenhill. From there, he directs his troops using crude banners retrieved from the Dark Lord's old fortresses and emblazoned with the heraldry of Angmar, Dol Guldur and Gundabad. Under their abhorrent influence, Azog's fearsome warriors fight twice as hard, march league upon league without resting and battle on despite suffering grievous wounds that would fell even the toughest of fighters where they stand.

It would take more than just an army of Orcs to wrest control of the Lonely Mountain from the Sons of Durin however, and Azog has unleashed all manner of ferocious creatures onto the plain of Erebor. The menagerie of monsters that accompany Azog is truly a terrifying sight to behold: frighteningly-fast Ogres that carry huge, wooden clubs, colossal Gundabad Trolls that tower over their enemies, and fearsome Troll Brutes who use devastating flails attached to their arms to swat aside Elf, Man and Dwarf alike. All these creatures have been bred for a single purpose – war.

When the Army of the Pale Orc marches into battle, any commander would be forgiven for wanting to turn tail and flee. Even the combined might of the armies of Mirkwood and the Iron Hills would have been overrun, had it not been for the timely arrival of Radagast the Brown and his allies. Who knows what destruction the Dark Lord could have wrought from such an important strategic location had Radagast, Beorn and the Eagles not intervened.



## ARMY COMPOSITION

## HEROES OF LEGEND

- **AZOG THE DEFILER** ..... 185 points
  - WITH HEAVY ARMOUR
  - ◆ Stone Flail ..... 15 points

## HEROES OF VALOUR

- **BOLG, SPAWN OF AZOG** ..... 175 points
  - ◆ Fell Warg ..... 20 points
  - ◆ Orc bow ..... 5 points

## HEROES OF FORTITUDE

- **GUNDABAD ORC CAPTAIN** ..... 60 points
- **GOBLIN MERCENARY CAPTAIN** ..... 50 points

## INDEPENDENT HEROES

- **TROLL BRUTE** ..... 120 points
- **GUNDABAD CATAPULT TROLL** ..... 180 points

## WARRIORS

- **GUNDABAD ORC WARRIOR** ..... 9 points
  - ◆ Banner and shield ..... 26 points
  - ◆ Banner ..... 25 points
  - ◆ Shield ..... 1 point
  - ◆ Spear ..... 1 point
- **GUNDABAD Berserker** ..... 15 points
  - ◆ Two-handed weapon ..... 1 point
- **GOBLIN MERCENARY** ..... 6 points
- **GUNDABAD TROLL** ..... 120 points
  - ◆ Exchange Crushing Club for Scythe Gauntlets ..... 10 points
- **GUNDABAD OGRE** ..... 60 points
- **WAR BAT** ..... 25 points

## SPECIAL RULES

**Commander of Legions** – Azog was specifically chosen by Sauron to lead his armies into battle.

If your **General** is either Azog or Bolg, then your **General** gains the Master of Battle (5+) special rule.

**"Here ends your filthy bloodline!"** – Azog is determined to end the line of Durin by his hand, and nothing will stop him from achieving his gruesome task.

Azog may re-roll any failed To Wound Rolls when making Strikes against Erebor models.

**The Horn of Gorgoroth** – Echoing across the battlefield, the sombre tones of this great horn instil fear in the enemy, whilst driving the Orcs of Gundabad into battle.

Once per game, after Priority has been determined, as long as your **General** is alive and on the battlefield they can order the Horn of Gorgoroth to be blown. Until the End of the turn, all friendly Gundabad models gain a bonus of +2 to any Courage Tests they are required to take. Additionally, until the end of the turn, all enemy models on the battlefield suffer a -2 penalty to any Courage Tests they are required to take.

Note that this is not cumulative with other rules that confer similar penalties.

**Raise the Banners** – Azog's signal tower atop Ravenhill allows him to control the flow of the battle from the gates of Erebor to the ruins of Dale.

During the Priority Phase, after Priority has been determined, as long as your **General** is alive and on the battlefield they may command one of the banners on the signal tower to be raised. If they do, choose one of the banners below and apply its effects until the End Phase of the turn. You may not raise the same banner as the previous turn.

- **The Banner of Dol Guldur** – All friendly Gundabad models on the battlefield count themselves as being in range of a banner.
- **The Banner of Gundabad** – All friendly Gundabad Hero models on the battlefield may declare a Heroic March for free.
- **The Banner of Angmar** – Whenever a friendly Gundabad model suffers a Wound, roll a D6. On the roll of a natural 6, the Wound is ignored. Gundabad Berserkers will instead pass their Oblivious to Pain roll on a natural 5+ instead of a natural 6.



# PITS OF DOL GULDUR



**T**hough the fortress of Dol Guldur may seem deserted to any who stray into its darkened walls and overgrown ruins, in truth there is far more housed within the bowels of the old fortress than it may at first appear. Within Dol Guldur's crumbling walls a vast legion of Orcs, Wargs and other foul creatures gather as they prepare to march to war against Erebor.

Yet this is no mere rabble of mindless Orcs, for it is Azog the Defiler himself who commands the legions that dwell within Dol Guldur. The Pale Orc possesses a level of cunning seldom seen amongst his kind, and it is this that he will use to gain the advantage in the wars his armies will wage across Middle-earth. Following the instructions given to him by the spirit of the Dark Lord, Azog has begun to prepare the hordes of Orcs for the coming battle, cladding many of them in thick, crudely-forged armour.

As they prepare for war, the Orcs of Dol Guldur are placed under the protection of the Necromancer, shielding them from the eyes and magics of the free peoples in order to swell their ranks unhindered by those who seek to halt Sauron's plans. It is only when Gandalf ventures into Dol Guldur that the true scale of the evil that lurks within comes to light; though Azog catches the Grey Wizard unawares before imprisoning him within a gibbet cage.

When the pits of Dol Guldur are finally emptied and the Orcs garrisoned there march to war, they are a truly fearsome sight. Rank upon rank of Orcs of all kinds are accompanied by snarling Wargs that run alongside them as they make haste towards Erebor. Few can hope to stand against such a feared army unscathed, and it may yet take a broken alliance to be re-forged if there is any hope of defeating those that march upon the Lonely Mountain.



## ARMY COMPOSITION

### HEROES OF LEGEND

- Azog the Defiler.....175 points
  - ◆ White Warg.....50 points

### HEROES OF VALOUR

- The Keeper of the Dungeons.....80 points

### HEROES OF FORTITUDE

- Gundabad Orc Captain.....60 points
- Hunter Orc Captain.....45 points
  - ◆ Fell Warg.....20 points
  - ◆ Orc bow .....5 points
  - ◆ Two-handed weapon.....5 points

### INDEPENDENT HEROES

- Thráin the Broken .....,10 points

### WARRIORS

- Gundabad Orc Warrior .....9 points
  - ◆ Banner and shield.....26 points
  - ◆ Banner.....25 points
  - ◆ Shield .....1 point
  - ◆ Spear .....1 point
- Hunter Orc Warrior.....8 points
  - ◆ Orc bow .....1 point
  - ◆ Two-handed weapon.....1 point
- Hunter Orc Warg Rider .....15 points
  - ◆ Orc bow .....1 point
  - ◆ Two-handed weapon.....1 point
- Fell Warg .....8 points
- Mirkwood Giant Spider.....20 points
- Mirkwood Hunting Spider.....20 points

## ADDITIONAL RULES

- ◆ A Pits of Dol Guldur Army must always contain Azog, who is always the Army's General.

## SPECIAL RULES

**Surprise Attack** – *Hidden within Dol Guldur, Azog and his Orcs will strike at the most opportune moment.*

Once per game, at the beginning of the Priority Phase, Azog can use this special rule if he is alive and on the battlefield. If he does, Azog's controlling player will automatically count as having won the roll to choose who has Priority for that turn, though must choose to have Priority. If both sides have a special rule allowing them to do this and both wish to use it in the same turn, players roll off as normal and both special rules count as being used. Enemy models cannot declare Heroic Moves in the turn in which this special rule is used.

**Magical Void** – *The malign power that lurks within the ruins of Dol Guldur dampens any magic used by intruders, leaving them at the mercy of the Orcs.*

Friendly models gain the Resistant to Magic special rule.

**Thráin's Imprisonment** – *Thráin's mind is well and truly shattered at this moment and he is completely under the control of the Keeper of the Dungeons.*

Thráin the Broken is an Evil model in this Army. Additionally, if Thráin fails his Intelligence Test for his Shattered Spirit special rule whilst within 6" of the Keeper of the Dungeons, then he will count as passing the test instead, though will not count as rolling a double.

**Wizard Hunters** – *The Orcs of Dol Guldur have been tasked with cutting down any who threaten their master or his sorcerous powers.*

Friendly Orc Warrior models gain a bonus of +1 To Wound when making Strikes against enemy models that can Cast Magical Powers.

# AZOG'S HUNTERS

*Ever since his defeat at the Battle of Azanulbizar, Azog has thirsted for revenge upon the Dwarf who cut his right hand from him – Thorin Oakenshield. In the century since his defeat, Azog's desire to exact a brutal and bloody revenge has all but consumed him, driving him to near madness with his relentless need to end the line of Durin. And with his dark master's power on the rise once more, Azog has perceived his time for vengeance has finally come, sending out word of a price upon Thorin's head.*

*Within the ruins of Amon Sûl, Azog readies his Hunter Orcs: each a skilled tracker and lethal with the use of their crude, wicked-looking weapons. These bands of Hunter Orc are sent out across Middle-earth, tasked with hunting down the Dwarven prince and bringing word of him back to Azog. Alongside these ruthless Orcs can be found packs of vicious Fell Wargs, beasts with a keen nose and hunger for blood, making them excellent for chasing down their prey.*

*Should the Pale Orc have cause to join the hunt himself, he will do so from atop his great White Warg that towers above all others of its kind. Alongside Azog rides his spawn, Bolg. A hulking brute of an Orc, Bolg is every bit as savage as his father and will lead the hunt for the company of Thorin Oakenshield should Azog be called to answer to the Dark Lord directly. An expert hunter, Bolg employs the use of arrows laced with a virulent toxin that can leave its victims paralysed or choking on their own blood.*

*When Azog's Hunters catch the scent of their prey, they will mercilessly give chase without slowing down, racing over mountains and through forests in pursuit of their quarry. As they close in on their prey, the baying and howling of their Wargs will cause even the bravest warriors to think twice about standing their ground; for those who do will face the full unbridled might of the Pale Orc and the Hunter Orcs that ride behind him.*



## ARMY COMPOSITION

## HEROES OF LEGEND

- **Azog the Defiler** ..... 175 points
  - ♦ White Warg ..... 50 points

## HEROES OF FORTITUDE

- **Vazneq, Hunter Orc Captain** ..... 55 points
  - ♦ Fell Warg and lance ..... 25 points
- **Fimbul, Hunter Orc Captain** ..... 50 points
  - ♦ Fell Warg ..... 20 points
- **Narzug, Hunter Orc Captain** ..... 55 points
- **Hunter Orc Captain** ..... 45 points
  - ♦ Fell Warg ..... 20 points
  - ♦ Orc bow ..... 5 points
  - ♦ Two-handed weapon ..... 5 points

## HEROES OF VALOUR

- **Bolg, Spawn of Azog** ..... 175 points
  - ♦ Fell Warg ..... 20 points
  - ♦ Orc bow ..... 5 points

## WARRIORS

- **Hunter Orc Warrior** ..... 8 points
  - ♦ Orc bow ..... 1 point
  - ♦ Two-handed weapon ..... 1 point
- **Hunter Orc Warg Rider** ..... 15 points
  - ♦ Orc bow ..... 1 point
  - ♦ Two-handed weapon ..... 1 point
- **Fell Warg** ..... 8 points

## SPECIAL RULES

**Morgul Arrows** – Hunter Orcs coat their arrows in deadly toxins concocted in the darkest parts of Minas Morgul.

Any enemy model that suffers a Wound from a shooting attack made by a friendly model, and that Wound isn't prevented, must roll a D6 during the End Phase of every turn after suffering the Wound. On the roll of a 1, the model immediately suffers a Wound. A model that has suffered multiple Wounds in this manner still only rolls a single D6 during the End Phase.

**"They Strike in the wee small hours when everyone's asleep"** Azog's Hunters find the best way to hunt their quarry is to utilise as many bows as they can muster.

An Azog's Hunters Army has a Bow Limit of 50% rather than the usual 33%.

**Relentless Hunters** – Hunter Orcs are tenacious and will track their quarry night and day, regardless of the harsh terrain.

All models in this army list gain the Woodland Creature and Mountain Dweller special rules.

**The Pale Orc's Demands** – Though not inherently brave, Hunter Orcs fear failing the commands of the Pale Orc far more than they do any foe.

Whilst within 6" of a friendly Hero, friendly Orc Warrior models gain a bonus of +1 to any Courage Tests to Charge an enemy model with the Terror special rule.



# RISE OF THE NECROMANCER

**S**ince the year 1050 of the Third Age, stories have emerged about a dark being taking up residence within the ruins of Dol Guldur, of a spirit that can summon the dead. Whilst some have dismissed this ‘necromancer’ as nothing more than a mere conjurer dabbling in black magic, the truth is far more sinister; for this Necromancer is none other than the Dark Lord Sauron in spectral form – a sleepless malice waiting for the perfect time to strike.

To his side, the Necromancer has gathered his most deadly of servants: the Nazgûl. The Nine have ever been Sauron’s most loyal followers for they are bound to his will and serve him unwaveringly. Whilst they have been known to appear as black-robed creatures, this is not the only form they have taken. Within the fortress of Dol Guldur near their master, the Nazgûl take on a swifter and more spectral form, one that allows them to unleash their full potential in combat.

However, it is not just the Ringwraiths that serve the Necromancer within Dol Guldur, for the fortress is garrisoned by numerous Orcs. Some are from Azog’s Hunter Orcs, skilled trackers armed with multiple blades, whilst others have come from Gundabad, fearsome warriors in thick armour that have honed their skills through decades of war with the Elves and Dwarves. The cells of the fortress are watched over by a hulking Orc known only as the Keeper of the Dungeons, tasked with torturing those imprisoned by the Necromancer.

Though he may not be able to take physical form, the Necromancer’s power is no less potent than it has always been. With the Nazgûl and his other servants at his side, the power of Sauron will only continue to grow, and the dark sorceries he can unleash upon the free peoples of Middle-earth will utterly devastate them if Dol Guldur remains unchallenged by those who can match Sauron’s power...



## ARMY COMPOSITION

### HEROES OF LEGEND

- ♦ **Sauron, the Necromancer**.....200 points

### HEROES OF VALOUR

- ♦ **Nazgûl of Dol Guldur** .....80 points
- ♦ **The Keeper of the Dungeons** .....80 points

### HEROES OF FORTITUDE

- ♦ **Hunter Orc Captain**.....45 points
  - ♦ Fell Warg .....20 points
  - ♦ Orc bow .....5 points
  - ♦ Two-handed weapon .....5 points

### WARRIORS

- ♦ **Hunter Orc Warrior**.....8 points
  - ♦ Orc bow .....1 point
  - ♦ Two-handed weapon .....1 point
- ♦ **Hunter Orc Warg Rider** .....15 points
  - ♦ Orc bow .....1 point
  - ♦ Two-handed weapon .....1 point
- ♦ **Fell Warg** .....8 points
- ♦ **Mirkwood Giant Spider** .....20 points
- ♦ **Mirkwood Hunting Spider** .....20 points

## ADDITIONAL RULES

- ♦ When writing a Rise of the Necromancer Army List that contains only Hero models (with the exception of Hunter Orc Captains), a player can either have all models in a single Warband or as multiple smaller warbands as normal.

## SPECIAL RULES

**Power of the Necromancer** – *The Necromancer's mastery of dark sorceries allows him to not only protect his minions but also unleash a barrage of sinister magics upon his foes.*

Friendly models gain the Resistant to Magic special rule. Additionally, the Necromancer can attempt to Cast two Magical Powers when he Activates rather than one; however, he may not attempt to Cast the same Magical Power twice, or target the same enemy model twice.

**"His spirit has lost none of its potency"** – Sauron has regained much of his former power and is prepared to unleash it upon the free peoples of Middle-earth.

Each time the Necromancer attempts to Cast a Magical Power by expending one or more Will Points, he automatically adds an additional free Will Point to the Casting Test.



# GOBLIN-TOWN

**F**ar below the ridges and clifftops of the Misty Mountains, deep underground, is the sprawling kingdom of Goblin-town. Those who travel the high mountain pass would be forgiven for not knowing of this great kingdom right beneath their feet. However, any bands of travellers taking refuge from a storm in a seemingly empty cave may just find themselves set upon by these foul Goblins – as the Goblin King does not take kindly to those who intrude upon his domain.

It was in just such a cave that Thorin and company found themselves in whilst sheltering from the rain, when suddenly the floor opened beneath them and they plummeted down into the bowels of the mountain. It was here that they met the grotesque creature known as the Goblin King, the bloated ruler of Goblin-town. As the captives were brought before the great Goblin, he treated his new prisoners to a performance of one of his many songs, singing of broken bones and extensive torture, much to the delight of the nearby Goblins.

It is not just the Goblin King himself that could be considered foul by those he takes prisoner, as many within Goblin-town are afflicted with not only disease and pestilence but also disgusting mutations. In many cases, those Goblins with particularly unique or bizarre afflictions or infections find themselves in the most influential positions in the Goblin King's putrescent court. The diminutive Goblin Scribe is one such Goblin, who coordinates the Goblin King's forces from his harness via a vast network of pulley systems that span the whole of Goblin-town.

Few have entered the Goblin King's realm and lived to tell the tale, for those who do are subjected to unending torture at the hands of the mutated Goblins who dwell there. Even the mighty Thorin Oakenshield was destined for death upon the rack and, had it not been for the timely arrival of the Wizard Gandalf, it seems unlikely indeed that Thorin and his companions would have escaped the winding labyrinth that is Goblin-town.



## ARMY COMPOSITION

### HEROES OF LEGEND

- The Goblin King.....150 points

### HEROES OF FORTITUDE

- Grinnah, Goblin Jailer.....50 points
- The Goblin Scribe.....50 points
- Goblin Captain .....

### INDEPENDENT HEROES

- Gollum.....40 points

### WARRIORS

- GOBLIN WARRIOR .....5 points
- Two-handed weapon .....

## ADDITIONAL RULES

- ♦ A Goblin-town Army must always contain the Goblin King, who is always the Army's General.

### SPECIAL RULES

**"I Feel A Song Coming On"** – The Goblin King is prone to breaking out into song, often performing his own rousing compositions to inspire and excite his followers.

During the Priority Phase, after Priority has been determined, the Goblin King may choose to sing one of his songs. If he does, choose one of the songs below and apply its effects until the end of the turn. The Goblin King may not sing the same song as he sung the previous turn.

• **"Batter and beat, make them stammer and squeak!"**

Other friendly Goblin models treat the Goblin King as a banner with a range of 6".

• **"You can yammer and yelp but there ain't no help!"**

Other friendly Goblin models within 6" of the Goblin King cause Terror.

• **"Abominations, mutations, deviations"** – Whenever

another friendly Goblin model within 6" of the Goblin king suffers a Wound, roll a D6. On the roll of a natural 6, the Wound is ignored.

• **"Bones will be shattered, necks will be wrung"** – Other

friendly Goblin models within 6" of the Goblin King may re-roll To Wound Rolls of a natural 1 when making Strikes.

**Strength In Numbers** – Goblins are always ready to fight when surrounded by their kin, but as their numbers begin to dwindle they are quick to cut their losses and run.

Whilst your Army is not Broken, friendly Goblin models receive a bonus of +1 to any Courage Tests they take for Charging an enemy with the Terror special rule.

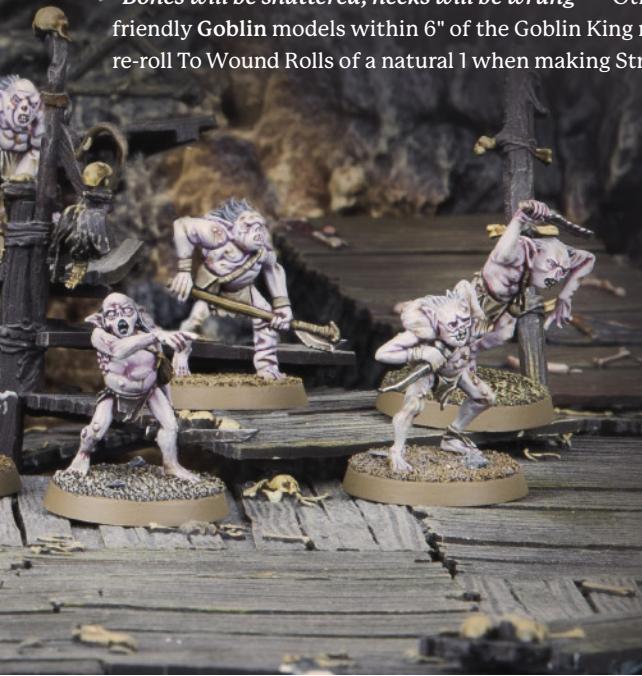
**"If they won't talk, we'll make them squawk!"**

The inhabitants of Goblin-town have become experts in the art of torture and are always looking to acquire new test subjects for the Mangler and the Bone Breaker.

If the Goblin King or Grinnah would kill an enemy non-Monster Hero model in Combat, they can choose to take them prisoner instead. The Hero model will still be removed as a casualty, including for the purpose of any objectives or special rules. The Goblin King and Grinnah may only ever have a single prisoner each at any one time; if they would subsequently be able to take another prisoner whilst they already have one, they must choose which one counts as their prisoner. If the Goblin King or Grinnah are still alive at the end of the game, their controlling player will gain an additional 1 Victory Point for each enemy Hero that is a prisoner, so long as the model that took them prisoner is still alive. This can never take this Army's total number of Victory Points above 20.

**"Down down down in Goblin-town"** – Goblin-town is home to an immeasurable horde of Goblins, crawling from every crack and crevice in the stone.

Each Goblin Hero model may increase their maximum Warband size by six models.



# THE THREE TROLLS

*As Thorin Oakenshield and his companions set out from the Shire on their quest to reclaim the Lonely Mountain, they were aware that there would be many dangers that lie ahead. What they didn't expect was to encounter a trio of Stone Trolls, Bill, Bert and Tom, who had ventured down from the northern reaches of the Misty Mountains in search of food, plunder and a place to make camp and hoard their spoils.*

Stone Trolls themselves are callous and immensely powerful creatures that are easily capable of wreaking havoc upon any settlement or village that is unfortunate enough to find itself in their lumbering path. Bill, Bert and Tom are certainly no exception to this: each of them is a hulking mass of muscle, possessing greater intellect and levels of cunning than other breeds of Troll that frequent the caves or mountains of Middle-earth.

Like most of their Stone Troll kin, Bill, Bert and Tom are driven by one main factor – finding food to fill their constantly rumbling bellies. Trolls aren't particularly picky about what they eat and will gladly scoff down anything from the likes of mutton and horse, to delicacies such as Dwarf. It was this that led the Three Trolls to encounter Thorin's Company in the aptly named Trollshaws, when Bill stole two of the company's ponies with the intent of roasting them for a midnight meal.

When roused to fight, the Three Trolls are a particularly fearsome foe. Their huge stature and innate resilience make them extremely tough, and they can get a surprising amount of momentum behind them. If it wasn't for the quick thinking of Bilbo Baggins, and the timely return of Gandalf, the company of Thorin Oakenshield would likely have found themselves to be the Trolls' next meal, and their quest to Erebor would have ended before it had really begun.



## ARMY COMPOSITION

### HEROES OF VALOR

- Bill the Troll ..... 150 points

### HEROES OF FORTITUDE

- Bert the Troll ..... 130 points
- Tom the Troll ..... 120 points

## ADDITIONAL RULES

- The Three Trolls must always include Bill, Bert and Tom. Bill is always the Army's General.
- A Three Trolls Army may have Bill, Bert and Tom in the same Warband, with Bill as the Warband's Captain.

## SPECIAL RULES

**The Campfire** – After both Armies have been deployed, you may place the Campfire anywhere on the battlefield outside of your opponent's deployment zone. The Campfire is on an 80mm base, and must be placed flat on the battlefield. Friendly Troll models treat the Campfire as a banner with a range of 6", and gain the Resistant to Magic special rule and a bonus of +1 to any Courage Tests whilst within 6" of it.

**A Troll's Hoard** – The Three Trolls Army works in an unusual way in that they are allowed to purchase additional special rules. Each of the special rules listed below can be purchased for 50 points, allowing The Three Trolls to be taken at many different points values and not just at 400 points.

- **Full Bellies** – Bill, Bert and Tom increase their starting Might, Will and Fate Points to 3.
- **Stone Troll Endurance** – Each time Bill, Bert or Tom is wounded, roll a D6. On a natural 6, the Wound is ignored.
- **Nothing like a warm fire** – The range of the Campfire's effects are increased from 6" to 18". Additionally, as long as there are no enemy models in base contact with the Campfire at the end of the game, the Campfire will count as a banner for the purpose of Victory Points in Scenarios that award Victory Points for having a banner left alive.
- **Rumbling Momentum** – Bill, Bert and Tom increase their Attacks to 4 on a turn in which they Charge.
- **Bowl them over** – Instead of using their Throw Stones special rule as normal, Bill, Bert and Tom may use stones in the same way as a Throwing Weapon. These have a Strength of 8 and a range of 12". Additionally, Bill, Bert and Tom may re-roll the dice when determining the Hurl Distance when using the Hurl Brutal Power Attack.
- **Dominant presence** – Whilst either Bill, Bert or Tom are within 3" of an Objective Marker, they are automatically considered to be holding it and the opposition are considered to have no models within range of the Objective Marker. If models from both sides have a special rule that confers this effect, and the applicable models are within range of the same Objective Marker, then neither Army will get their corresponding special rule.
- **Savvy Fighters** – Bill, Bert and Tom all gain Heroic Strike if they didn't already have it. Additionally, whenever an enemy model Engaged in Combat with Bill, Bert or Tom declares a Heroic Strike, roll a D6. On a 4+, the Troll in the same fight may declare a Heroic Strike for free.
- **Tasty Livestock** – After both sides have deployed, but before the first turn begins, a player using The Three Trolls may place four 25mm Livestock Markers on the board. Livestock Markers cannot be set up within 3" of an enemy model or Objective Marker, and cannot be set up within 6" of the edge of the board or another Livestock Marker. If, during their Activation, Bill, Bert or Tom are within 3" of a friendly Livestock Marker they can remove it from the battlefield and immediately regain 1 Wound lost earlier in the battle.
- **Cover of Darkness** – At the start of each game using this Army List, you may choose for the Scenario to take place at night if you wish. Additionally, Bill, Bert and Tom gain the Cave Dweller special rule.
- **Troll Cunning** – Bill, Bert and Tom can never be Trapped whilst still standing. Additionally, Bill, Bert and Tom may re-roll any failed To Wound Rolls when making Strikes against a Trapped model.
- **Kitchen Utensils** – Bill, Bert and Tom may re-roll any To Wound Rolls of a natural 1 when making Strikes.
- **"That's Mine That Is!"** – At the start of their Activation, Bill, Bert or Tom may place a single 25mm Stash Marker in base contact with themselves. Each Troll may only have a single Stash Marker on the board at a time. If a Stash Marker is within range of an Objective Marker, then it will count as a single friendly Warrior model for the purposes of working out how many models control that Objective Marker. An enemy model may remove a Stash Marker if they are in base contact with it during the End Phase of any turn, provided they have not Cast any Magical Powers, used a Missile Weapon, been Engaged in Combat, Supported a Combat, been rendered unable to Move that turn due to a special rule or result of a test (such as a Thrown Rider test) or been under the effects of an enemy Magical Power that turn.

# DESOLATOR OF THE NORTH

*In Ages gone by, somewhere within the mountains far to the north of Middle-earth dwelt the great Fire-drakes. These fearsome creatures of legend would strike fear into the hearts of any that would hear their mighty roar, and few would ever get to witness one and live to tell the tale. However, of all these terrifying creatures, there was one more feared and more infamous than any other, one that carved itself into stories and legends that defined centuries in Middle-earth – Smaug the terrible.*

*It was with the destruction of Erebor and Dale that Smaug truly became the feared wyrm of legend that would feature in tales across Middle-earth. The vast treasure hoard of Thrór had grown to an immense size with gold and precious gemstones of great value, becoming unmatched within the kingdoms of the Dwarves; but with its huge wealth the fate of Erebor was sealed. For Dragons covet gold more than anything else and a hoard as great as Thrór's was too much for Smaug to ignore.*

*The city of Dale was the first to feel Smaug's ire. Like a gale, Smaug descended upon the city, setting it alight with great gouts of flame and crushing buildings with his formidable bulk. Though the men of Dale fought back against Smaug, they could not contend with the awesome power of the Dragon and felt the full force of his terrifying power. In mere minutes, the once prosperous and noble city of Dale was razed to the ground, as nothing more than piles of smouldering ash and rubble remained. Yet even in death, the men of Dale had managed to leave their mark upon the beast, a Black Arrow having loosened a scale on the Dragon's hide.*

*With Dale destroyed, Smaug's attention turned to the Lonely Mountain. Smashing through the stone gates, Smaug laid waste to the great Dwarven kingdom, claiming countless lives, and with them the mountain itself. Though Thrór and his kin managed to escape the Dragon's fiery wrath, Erebor was ultimately lost. Smaug, the greatest and chiefest calamity of the Age had become King Under the Mountain.*



## ARMY COMPOSITION

## HEROES OF LEGEND

- Smaug ..... 700 points

## ADDITIONAL RULES

- ♦ A Desolator of the North Army must always include Smaug, who is always the Army's General – otherwise, there wouldn't be any models in your Army!

## SPECIAL RULES

**Sheer Dominance** – *Such is the dominance of Smaug, that few can hope to hold out against him.*

Whilst Smaug is in range of an Objective Marker, he is automatically considered to be holding it and the opposition are considered to have no models within range of the Objective Marker. If models from both sides have a special rule that confers this effect, then this special rule will override the opposing one, regardless of what the opposing special rule states.

**Lust for Gold** – *Smaug's relentless need to increase his vast wealth means he will seek to claim any such riches from his foes.*

In Scenarios where models can carry Objective Markers, then when Smaug Moves, he must always Charge an enemy model carrying an Objective Marker if possible. If there are multiple enemy models carrying an Objective Marker that he can Charge, Smaug may choose which one he Charges.

**"I will not part with a single coin!"** – Smaug cannot abide the thought of anyone stealing his gold and will relentlessly try to retrieve any that is stolen from him.

At the start of each game, after both sides have been deployed, Smaug's opposing player must select three of their models to each be given a stash of gold – these must be different models. These models are given a Gold Marker, which is a Light Object that can never be passed to another model, and are treated as Objective Markers for the purpose of the Lust for Gold special rule. If Smaug kills an enemy model with a Gold Marker in Combat, then he immediately regains the Gold Marker and it is removed from the game. If a model holding a Gold Marker is slain in any other manner, the Gold Marker drops like any other Light Object and may be picked up by another model; if this is Smaug, it will be removed from play. At the end of the game, if Smaug has reclaimed all three Gold Markers then he will score an additional 2 Victory Points. However, if any Gold Markers are in the possession of an enemy model, then Smaug's opposing player will score an additional 2 Victory Points. In either instance, this can never take an Army's total number of Victory Points above 20.









