

HEROES AND WARRIORS OF THE HOBBIT

Fear not Hobbit fans! The Armies of The Hobbit is on the way, however, to tide you over until then you can use the profiles and points values in this PDF to get you by. There is a good chance that most of these WILL change in due course, so this is just to get you by until the Armies of The Hobbit supplement is released..

Below are the various Army Lists for The Hobbit, each with their Army Bonus and showing every profile that can be used within them including each model's associated Keywords. The Heroic Tiers and Heroic Actions (if any) that can be used by each Hero model are also listed.

FORCES OF GOOD

Thorin's Company

Army Bonus: Models from this army list may re-roll To Wound rolls of a 1 whilst within 3" of Thorin Oakenshield.

- Thorin Oakenshield (Dwarf, Infantry, Hero) – Hero of Legend – Heroic Strike, Heroic Strength, Heroic Challenge
- Kili the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Accuracy, Heroic Strike
- Fili the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength
- Balin the Dwarf (Dwarf, Infantry, Hero) – Hero of Valour – Heroic Resolve, Heroic Defence
- Dwalin the Dwarf (Dwarf, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Strength
- Bifur the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Strike
- Bofur the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Resolve
- Bombur the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Defence
- Ori the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Accuracy
- Nori the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Strike
- Dori the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Strength
- Óin the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Resolve
- Glóin the Dwarf (Dwarf, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength
- Bilbo Baggins (Hobbit, Infantry, Hero) – Hero of Fortitude – Heroic Resolve, Heroic Strike, Heroic Defence
- Gandalf the Grey (Wizard, Infantry, Hero) – Hero of Legend – Heroic Resolve, Heroic Channelling, Heroic Strike

Army of Thror

Army Bonus: Friendly Erebor Dwarf models count as being in range of a banner if Thrór is within 6".

- Thrór (Dwarf, Erebor, Infantry, Hero) – Hero of Legend – Heroic Strike, Heroic Strength, Heroic Challenge
- Thráin (Dwarf, Erebor, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Defence
- Young Thorin Oakenshield (Dwarf, Erebor, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Strength, Heroic Defence, Heroic Challenge
- Young Balin the Dwarf (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Defence
- Young Dwalin the Dwarf (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength
- Grim Hammer Captain (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic March
- Captain of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic March
- Grim Hammer (Dwarf, Erebor, Infantry, Warrior)
- Warrior of Erebor (Dwarf, Erebor, Infantry, Warrior)

The Iron Hills

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

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

- Dáin Ironfoot, Lord of the Iron Hills (Dwarf, Iron Hills, Infantry, Hero) – Hero of Legend – Heroic Resolve, Heroic March, Heroic Strike, Heroic Strength, Heroic Challenge
- Iron Hills Captain (Dwarf, Iron Hills, Infantry, Hero) – Hero of Fortitude – Heroic March
- Múrin & Drár (see page 107 of *The Armies of The Lord of the Rings*)
- Iron Hills Dwarf (Dwarf, Iron Hills, Infantry, Warrior)
- Iron Hills Goat Rider (Dwarf, Iron Hills, Cavalry, Warrior)
- Iron Hills Chariot (Dwarf, Iron Hills, Warrior)
- Iron Hills Ballista (Siege Engine, Iron Hills)

Erebor Reclaimed

Army Bonus: All friendly Erebor Dwarf models from this army list gain the Du Bekâr! special rule.

- Thorin Oakenshield, King Under the Mountain (Dwarf, Erebor, Infantry, Hero) – Hero of Legend – Heroic Resolve, Heroic Strike, Heroic Strength, Heroic Challenge
- Kíli the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Accuracy, Heroic Strike
- Fili the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength
- Balin the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Valour – Heroic Resolve, Heroic Defence
- Dwalin the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Strength
- Bifur the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Strike
- Bofur the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Resolve, Heroic Strike
- Bombur the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Defence
- Ori the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Defence
- Nori the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength
- Dori the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Strength, Heroic Defence
- Óin the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Resolve
- Glóin the Dwarf, Champion of Erebor (Dwarf, Erebor, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength
- Dáin Ironfoot, Lord of the Iron Hills (Dwarf, Iron Hills, Infantry, Hero) – Hero of Valour – Heroic Resolve, Heroic March, Heroic Strike, Heroic Strength, Heroic Challenge
- Iron Hills Captain (Dwarf, Iron Hills, Infantry, Hero) – Hero of Fortitude – Heroic March
- Iron Hills Dwarf (Dwarf, Iron Hills, Infantry, Warrior)
- Iron Hills Goat Rider (Dwarf, Iron Hills, Cavalry, Warrior)

Garrison of Dale

Army Bonus: Captains of Dale and Warriors of Dale have their Shoot value improved to 3+.

- Girion, Lord of Dale (Man, Dale, Infantry, Hero) – Hero of Valour – Heroic Accuracy, Heroic Strike
- Captain of Dale (Man, Dale, Infantry, Hero) – Hero of Fortitude – Heroic March
- Warrior of Dale (Man, Dale, Infantry, Warrior)

Army of Lake-town

Army Bonus: The Master of Lake-town's Moneybags special rule has a range of 12" rather than 6"

- Bard the Bowman (Man, Lake-town, Infantry, Hero) – Hero of Valour – Heroic Resolve, Heroic Accuracy, Heroic Strike, Heroic Strength
- The Master of Lake-town (Man, Lake-town, Infantry, Hero) – Hero of Valour – Heroic Defence
- Alfrid the Councilor (Man, Lake-town, Infantry, Hero) – Hero of Fortitude
- Braga, Captain of the Guard (Man, Lake-town, Infantry, Hero) – Hero of Fortitude – Heroic March, Heroic Defence
- Bain, Son of Bard (Man, Lake-town, Infantry, Hero) – Minor Hero – Heroic Strike
- Sigrid & Tilda (Woman, Lake-town, Infantry, Hero) – Independent Hero
- Lake-town Guard Captain (Man, Lake-town, Infantry, Hero) – Hero of Fortitude – Heroic March
- Lake-town Guard (Man, Lake-town, Infantry, Warrior)

Survivors of Lake-town

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

- Bard the Bowman (Man, Lake-town, Infantry, Hero) – Hero of Legend – Heroic Resolve, Heroic Accuracy, Heroic Strike, Heroic Strength
- Percy (Man, Lake-town, Infantry, Hero) – Hero of Fortitude – Heroic Accuracy
- Alfrid the Councilor (Man, Lake-town, Infantry, Hero) – Independent Hero
- Hilda Bianca (Woman, Lake-town, Infantry, Hero) – Hero of Fortitude – Heroic Strength
- Bain, Son of Bard (Man, Lake-town, Infantry, Hero) – Minor Hero – Heroic Strike
- Sigrid & Tilda (Woman, Lake-town, Infantry, Hero) – Independent Hero
- Gandalf the Grey (Wizard, Infantry, Hero) – Hero of Valour – Heroic Resolve, Heroic Channelling, Heroic Strike
- Bilbo Baggins, Master Burglar (Hobbit, Infantry, Hero) – Hero of Fortitude – Heroic Resolve, Heroic Strike, Heroic Defence
- Lake-town Militia Captain (Man, Lake-town, Infantry, Hero) – Hero of Fortitude – Heroic March
- Lake-town Militia (Man, Lake-town, Infantry, Warrior)

Halls of Thranduil

Army Bonus: Mirkwood Rangers from this force do not count towards the army's Bow Limit. Additionally, whilst they are within 3" of Thranduil, all Palace Guard Captains, Mirkwood Elf Captains, Palace Guard, Mirkwood Cavalry and Mirkwood Elves will also gain +1 to their To Wound rolls when making Strikes.

- Thranduil, King of the Woodland Realm (Elf, Mirkwood, Infantry, Hero) – Hero of Legend – Heroic Accuracy, Heroic Strike, Heroic Strength, Heroic Defence
- Legolas Greenleaf, Prince of Mirkwood (Elf, Mirkwood, Infantry, Hero) – Hero of Valour – Heroic Accuracy, Heroic Strike
- Tauriel (Elf, Mirkwood, Infantry, Hero) – Hero of Fortitude – Heroic Accuracy, Heroic Strike
- Palace Guard Captain (Elf, Mirkwood, Infantry, Hero) – Hero of Fortitude – Heroic March
- Mirkwood Captain (Elf, Mirkwood, Infantry, Hero) – Hero of Fortitude – Heroic March
- Mirkwood Ranger Captain (Elf, Mirkwood, Infantry, Hero) – Hero of Fortitude – Heroic March
- Palace Guard (Elf, Mirkwood, Infantry, Warrior)
- Mirkwood Elf (Elf, Mirkwood, Infantry, Warrior)
- Mirkwood Cavalry (Elf, Mirkwood, Cavalry, Warrior)
- Mirkwood Ranger (Elf, Mirkwood, Infantry, Warrior)
- Wood Elf Sentinel (see page 89 of The Armies of The Lord of the Rings)

Radagast's Alliance

Army Bonus: Eagle models from this army list gain a bonus of +1 to their Strength on a turn in which they charged.

- Radagast the Brown (Wizard, Infantry, Hero) – Hero of Legend – Heroic Channelling, Heroic Defence
- Beorn (Man, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Strength, Heroic Defence
- *Beorn the Bear (Bear, Monster, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Strength, Heroic Defence
- Gwaihir (see page 95 of The Armies of The Lord of the Rings)
- Great Eagle (see page 95 of The Armies of The Lord of the Rings)

The White Council

Army Bonus: A member of the White Council from this army list adds +1 to the dice roll when attempting to Resist magic, so long as there is another member of the White Council from this army list within 6".

- Saruman the White (Wizard, Infantry, Hero) – Hero of Legend – Heroic Channelling, Heroic Defence
- Galadriel, Lady of Light (Elf, Lórien, Infantry, Hero) – Hero of Valour – Heroic Channelling, Heroic Strike
- Elrond, Master of Rivendell (see page 74 of The Armies of The Lord of the Rings) – Hero of Valour
- Gandalf the Grey (Wizard, Infantry, Hero) – Hero of Valour – Heroic Resolve, Heroic Channelling, Heroic Strike
- Radagast the Brown (Wizard, Infantry, Hero) – Hero of Valour – Heroic Channelling, Heroic Defence
- Glorfindel, Lord of the West (see page 75 of The Armies of The Lord of the Rings)
- Celeborn (see page 84 of The Armies of The Lord of the Rings)

Wanderers in the Wild

- Thráin the Broken (Dwarf, Infantry, Hero) – Independent Hero

forces of evil

azog's Legion

Army Bonus: If either Azog or Bolg is the leader of your force then they gain the Master of Battle special rule.

- Azog (Orc, Gundabad, Infantry, Hero) – Hero of Legend – Heroic March, Heroic Strike, Heroic Strength, Heroic Challenge
- The White Warg (Warg, Infantry, Hero)
- Azog's Lieutenants (Orc, Gundabad, Infantry, Hero) – Heroic March
- Bolg (Orc, Gundabad, Infantry, Hero) – Hero of Valour – Heroic March, Heroic Strike, Heroic Strength, Heroic Challenge
- Gundabad Orc Captain (Orc, Gundabad, Infantry, Hero) – Hero of Fortitude – Heroic March
- Goblin Mercenary Captain (Goblin, Infantry, Hero) – Hero of Fortitude – Heroic March
- Gundabad Orc Warrior (Orc, Gundabad, Infantry, Warrior)
- Gundabad Berserker (Orc, Gundabad, Infantry, Warrior)
- Gundabad Troll (Troll, Gundabad, Monster, Infantry, Warrior)
- Catapult Troll (Troll, Gundabad, Monster, Siege Engine, Infantry)
- Troll Brute (Troll, Gundabad, Monster, Infantry, Warrior)
- Ogre (Ogre, Gundabad, Monster, Infantry, Warrior)
- War Bat (Bat, Gundabad, Infantry, Warrior)
- Goblin Mercenary (Goblin, Infantry, Warrior)

azog's hunters

Army Bonus: The Azog's Hunters army list may include 50% bows rather than 33%. Additionally, all models in the Azog's Hunters army list have their Shoot value improved by 1.

- Azog (Orc, Gundabad, Infantry, Hero) – Hero of Legend – Heroic March, Heroic Strike, Heroic Strength, Heroic Challenge (may not take Signal Tower, stone flail or heavy armour)
- Bolg (Orc, Gundabad, Infantry, Hero) – Hero of Valour – Heroic March, Heroic Strike, Heroic Strength, Heroic Challenge
- Yazneg (Orc, Infantry, Hero) – Hero of Fortitude – Heroic Strike
- Narzug (Orc, Infantry, Hero) – Hero of Fortitude – Heroic Accuracy
- Fimbul the Hunter (Orc, Infantry, Hero) – Hero of Fortitude – Heroic Strike
- Hunter Orc Captain (Orc, Infantry, Hero) – Hero of Fortitude – Heroic March
- Hunter Orc (Orc, Infantry, Warrior)
- Fell Warg (Warg, Infantry, Warrior)

Dark powers of Dol Guldur

Army Bonus: Whenever the Necromancer of Dol Guldur attempts to cast a Magical Power, by expending one or more Will points, he automatically adds an extra free Will point to the Casting test.

- The Necromancer of Dol Guldur (Spirit, Dol Guldur, Infantry, Hero) – Hero of Legend – Heroic Channelling, Heroic Strength, Heroic Challenge
- Nazgûl of Dol Guldur (Spirit, Dol Guldur, Infantry, Hero) – Hero of Valour – Heroic Strike
- The Keeper of the Dungeons (Orc, Dol Guldur, Infantry, Hero) – Hero of Fortitude – Heroic Strike, Heroic Strength, Heroic Challenge
- Castellan of Dol Guldur (Spirit, Dol Guldur, Infantry, Hero) – Minor Hero
- Hunter Orc Captain (Orc, Infantry, Hero) – Hero of Fortitude – Heroic March
- Gundabad Orc Captain (Orc, Gundabad, Infantry, Hero) – Hero of Fortitude – Heroic March
- Hunter Orc (Orc, Infantry, Warrior)
- Gundabad Orc Warrior (Orc, Gundabad, Infantry, Warrior)
- Fell Warg (Warg, Infantry, Warrior)
- Mirkwood Spider (Spider, Mirkwood, Infantry, Warrior)

Dark Denizens of Mirkwood

Army Bonus: So long as your army includes the Spider Queen, warbands composed entirely of **Warg** models do not need a **Hero** to lead them if they number six or more models; warbands composed entirely of **Spider** models do not need a **Hero** to lead them if they number two or more models; and warbands composed of a mixture of models do not need a **Hero** to lead them if they number ten or more models. Instead, one **Warrior** within the warband takes on the role of the warband's captain for the purpose of deployment.

- The Spider Queen (Spider, Mirkwood, Monster, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Defence
- Broodling (Spider, Mirkwood, Infantry, Warrior)
- Mirkwood Spider (Spider, Mirkwood, Infantry, Warrior)
- Giant Spider (Spider, Mirkwood, Infantry, Warrior)
- Fell Warg (Warg, Infantry, Warrior)
- Bat Swarm (see page 163 of The Armies of The Lord of the Rings)

Goblin-town

Army Bonus: Each Goblin Hero model may increase their maximum warband size by six models.

- The Goblin King (Goblin, Monster, Infantry, Hero) – Hero of Legend – Heroic Strike, Heroic Strength, Heroic Challenge
- Grinnah (Goblin, Infantry, Hero) – Hero of Fortitude – Heroic Strike
- The Goblin Scribe (Goblin, Infantry, Hero) – Minor Hero
- Gollum (Hobbit, Infantry, Hero) – Independent Hero – Heroic March
- Goblin Captains (Goblin, Infantry, Hero) – Hero of Fortitude – Heroic March
- Goblin Mercenary Captain (Goblin, Infantry, Hero) – Hero of Fortitude – Heroic March
- Goblin Warrior (Goblin, Infantry, Warrior)
- Goblin Mercenary (Goblin, Infantry, Warrior)

The Trolls

Army Bonus: You may include the Campfire in your army without having to pay the points for it. Additionally, the Three Trolls will treat the Campfire as a banner in addition to all other effects it would usually provide.

- Bill the Troll (Troll, Monster, Infantry, Hero) – Hero of Valour – Heroic Strike, Heroic Strength
- Bert the Troll (Troll, Monster, Infantry, Hero) – Hero of Fortitude – Heroic Strength, Heroic Defence
- Tom the Troll (Troll, Monster, Infantry, Hero) – Hero of Fortitude – Heroic Defence

Desolator of the North

- Smaug (Dragon, Monster, Infantry, Hero) – Hero of Legend – Heroic Chennelling, Heroic Strike, Heroic Strength, Heroic Challenge

good heroes

Thorin Oakenshield (Dwarf)..... 100 points



Thorin Oakenshield is a Dwarf of noble birth, the son of kings and the heir to the treasures of Erebor. A mighty warrior and a skilled battle leader, Thorin nonetheless has a difficult task ahead of him – if he is to lead his kinsmen safely to the Lonely Mountain and reclaim the incalculable wealth that lies there, he will need every ounce of his considerable skill and cunning to triumph.

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

M	W	F
3	3	3

WARGEAR

Dwarf armour.

OPTIONS

Dwarf bow..... 5 points
 The Oakenshield..... 5 points
 Pony..... 5 points
 Orcrist 10 points

The Oakenshield. At the Battle of Azanulbizar, Thorin famously cut a limb from a nearby tree and used it as a shield to protect himself in battle. Years later he still bears it, fashioned into a formidable defensive weapon.

The Oakenshield is a shield (pg 74). Additionally, should Thorin Oakenshield opt to use it for Shielding during a Fight and he wins, he may make a single Strike at his Strength (receiving no bonuses from any weapons).

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

Orcrist is an Elven blade (pg 68). When Orcrist causes a Wound on an Orc, Goblin or Uruk-hai it causes not 1 Wound but D3 Wounds instead (determine the number of Wounds before Fate points are used). Additionally, the bearer of Orcrist has the Terror (Goblins, Orcs & Uruk-hai) special rule.



Fili the Dwarf (Dwarf) 55 points



Youthful and enthusiastic, Fili is a ready and willing volunteer for the quest to Erebor. With quick wits, and blades to match, Fili is a handy Dwarf to have around in a fight, but his loyalty to his uncle Thorin and his brother Kili remain his greatest strengths.

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

M	W	F
2	1	1

WARGEAR

Throwing axes.

OPTIONS

Pony..... 5 points

SPECIAL RULES

Bodyguard (Thorin).

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

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



Kili the Dwarf (Dwarf).....55 points

Kili is dark where his brother is fair, and less readily given to broad smiles and easy humour. In almost every other way, however, he is the equal of his brother, being both a strong arm in a fight and a crack shot with a bow.

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

M	W	F
2	1	1

WARGEAR

Dwarf bow.

OPTIONS

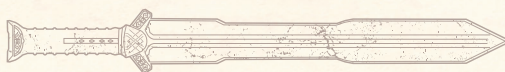
Pony.....5 points

SPECIAL RULES

Bodyguard (Thorin).

Combat Synergy. Fili the Dwarf and Kili the Dwarf fight with one purpose, effortlessly coordinating their offensive.

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



Bifur the Dwarf (Dwarf).....50 points

Having travelled from the west with his kinsmen, Bofur the Dwarf and Bombur the Dwarf, Bifur is keen to lay claim to the treasures of the Lonely Mountain. Bifur once suffered an axe-blow to the skull, leaving him with more scars than those that can be seen by eye.

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

M	W	F
2	1	1

WARGEAR

Boar spear. Bifur's weapon is a large-bladed spear, with a fearsome heft behind it.

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

OPTIONS

Pony.....5 points

SPECIAL RULES

Throw Stones.

Battle Damaged. If the axe-blade jutting from his head is ever touched, Bifur becomes a berserk fighter.

Once Bifur is reduced to 1 Wound, he may use a single Heroic Action each turn without reducing his store of Might. However, only Bifur may benefit from this Heroic Action.



Bofur the Dwarf (Dwarf).....50 points

A sturdy miner from the west, Bofur has a cheery disposition. Along with his cousins, Bifur the Dwarf and Bombur the Dwarf, Bofur's chief hope is to become rich.

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

M	W	F
2	1	1

WARGEAR

Mattock. A tool for mining, a mattock can also be turned against foes, smashing skulls and piercing flesh with each swing.

A mattock is a two-handed weapon, which can be used as either a hammer or a pick (choose which at the start of each Fight).

OPTIONS

Pony.....5 points

SPECIAL RULES

Steadfast. Undaunted by hard tasks, improbable odds or the subtle malevolence of dark magic, Bofur remains optimistic no matter the situation.

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





Bombur the Dwarf (Dwarf)45 points

Beneath the jocular nature and portly appearance of Bombur is a kind-hearted and loyal Dwarf. While his talents are different to the warriors of Thorin's Company, he is courageous and a fine cook – and not afraid to use his cooking implements as weapons in a pinch.

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

M	W	F
2	1	1

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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

Beefy. Bombur's bulk makes him formidable.

When Bombur makes Strikes, he may choose to use the Bash special strike (pg 70) just as if he if he were using a mace.

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

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



Dwalin the Dwarf (Dwarf)95 points

Dwalin is a powerfully built and incredibly formidable Dwarven fighter, who has fought at the side of his brother Balin the Dwarf and his good friend Thorin Oakenshield for many years. When enemies need smashing, Dwalin is always ready and willing, acting as Thorin's strong right hand in the heat of battle.

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

M	W	F
2	2	2

WARGEAR

Two-handed hammer.

OPTIONS

Pony.....5 points

SPECIAL RULES

Burly, Fearless.

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

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



Balin the Dwarf (Dwarf)45 points

The old but experienced Balin is a cool head amongst the often rambunctious Dwarves of Thorin's Company. Whilst not the most fearsome fighter, it is Balin who all the members of the company turn to when reason and wisdom are called for.

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

M	W	F
1	3	2

WARGEAR

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

This weapon may use the Feint or Bash Special Strikes.

OPTIONS

Pony.....5 points

SPECIAL RULES

Longbeard. Balin's grand age brings with it a great stock wisdom.

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

Oin the Dwarf (Dwarf).....45 points

Mostly deaf and entirely grey, Oin is a wily old Dwarf who joins Thorin's Company out of loyalty to his distant cousin, and with no small interest in the wealth to be gained. His kinsmen value him for his healing skills, as well as his uncanny ability to predict future events.

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

M	W	F
1	4	1

WARGEAR

Two-handed staff.

OPTIONS

Pony.....5 points

SPECIAL RULES

Healing Herbs. Oin has a peculiar mastery of herbs and poultices, and can cure wounds, and sometimes severe injuries, with surprising speed.

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

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

Once per turn, in the Fight phase, Oin can expend a Will point to enable a friendly model within 3" to re-roll a single dice in a Fight.



Gloin the Dwarf (Dwarf).....85 points

Although reluctant to leave behind his beautiful wife and his young warrior son, Gloin's commitment to Thorin's cause is unflinching. Gloin is a formidable fighter, the kind of Dwarf anyone would want at his side in the heat of battle. His skill wielding his axes, and the strength of his heart, are beyond dispute.

Mv	F	S	D	A	W	C
5"	6/4+	4	7	3	2	6

M	W	F
2	1	1

WARGEAR

Dwarf armour and throwing axes.

OPTIONS

Pony.....5 points

SPECIAL RULES

A Warrior Born. Gloin is a fearsome fighter, whose blows waste no effort.

Gloin must re-roll scores of 1 To Wound in combat.



Ori the Dwarf (Dwarf).....40 points

The youngest and weakest of three brothers, Ori's true strength does not lie with his skill at arms or brawn. He is gentle and thoughtful, and keen on cataloguing and recording the travels he shares with his kinsmen. He is, however, no coward – and when danger threatens, he does not hesitate to fight.

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

M	W	F
1	3	1

WARGEAR

Slingshot.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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

Deadeye. While slingshots are seldom deadly, Ori's has an uncanny ability to strike his target.

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





Dori the Dwarf (Dwarf)55 points

The eldest of three brothers, Dori considers it his duty to keep Ori the Dwarf out of harm's way and Nori the Dwarf's mischief under control. A formidable and experienced adventurer with an impressive mastery of weapons – woe-betide anyone who comes between Dori and his brothers.

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

M	W	F
2	1	1

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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

WARGEAR

Flail.



Nori the Dwarf (Dwarf)60 points

Nori views right and wrong differently from more or less any other Dwarf he's ever met, which has led him to spend plenty of time in hiding or on the run. Still, when his brothers need his aid, he will always answer, regardless of the risk – for at heart, he is a fearless adventurer.

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

M	W	F
2	1	1

WARGEAR

Two-handed mace.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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



Bilbo Baggins (Hobbit)60 points

Burglar, adventurer and treasure hunter are all things that Bilbo Baggins was not, yet still he found himself on the quest to Erebor alongside Thorin's Company. Fate, it seems, placed the Hobbit on the journey, and though small of stature, his part in the adventure is a great one.

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

M	W	F
1	3	3

OPTIONS

Pony.....5 points

Sting5 points

The Ring Free

Sting. *Sting* is a dagger of Elven-make, a weapon forged as the bane of Evil creatures.

The bearer of *Sting* has +1 Strength.

SPECIAL RULES

Resistant to Magic, Throw Stones.

It Has Not Yet Awoken: The Ring is yet to return to its full malice.

Bilbo Baggins ignores the My Precious and Sauron's Will sections of the Ring's rules.



Gandalf the Grey (Wizard)..... 170 points

Known by many names in the tongues of Men, Elves and Dwarves, Gandalf is a Wizard who has travelled the length and breadth of Middle-earth. His involvement in the quest to Erebor is mysterious and conceals an important purpose beyond that of helping the Dwarves recover their treasure.

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

M	W	F
3	6*	3

WARGEAR

*Staff of Power (pg 69), and Narya.

Glamdring. Glamdring is an ancient Elf blade, rescued from a Troll hoard.

Glamdring is a sword (pg 70). When Gandalf fights with Glamdring (instead of his staff), he adds +1 to his Strength characteristic, giving him a Strength of 5.

Narya. Gandalf is the bearer of Narya, the Ring of Fire and one of the Three Elven Rings.

Gandalf can re-roll his dice when using Fate points.

OPTIONS

Horse..... 10 points

MAGICAL POWERS

	Range	Casting
Cast Blinding Light	self	2+
Command	12"	4+
Immobilise	12"	3+
Sorcerous Blast	12"	5+
Strengthen Will	12"	4+
Terrifying Aura	self	2+





Radagast the Brown (Wizard)..... 150 points

Radagast is another member of the Council of Wizardry, a sage and subtle character whose true wisdom is perhaps concealed behind his dishevelled and eccentric exterior. His concern for birds and beasts has granted him some curious allies.

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

M	W	F
3	6*	3

WARGEAR

*Staff of Power (pg 69).

OPTIONS

Sebastian 5 points
Horse 10 points
Sleigh 45 points

SPECIAL RULES

Master of Birds. Radagast is frequently accompanied by flocks of birds that act as his eyes and ears.

Radagast is always assumed to have Line Of Sight to any point on the battlefield.



One with Nature. Radagast has a strong connection with nature and so is able to blend in with his surroundings and is used to travelling through all manner of wilderness.

Whilst on foot, Radagast may move through areas of difficult terrain without penalty and is always considered to be wearing an Elven cloak (pg 72).

Sebastian. Radagast's good friend Sebastian is a hedgehog of unusual quality.

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

MAGICAL POWERS

	Range	Casting
Aura of Dismay	self	5+
Immobilise	12"	3+
Panic Steed	12"	2+
Renew	12"	3+
Terrifying Aura	self	2+

radagast's sleigh

Although rickety and crudely designed, Radagast's Sleigh is very nimble and able to zoom through his woodland home with ease. Radagast's Sleigh is a Cavalry mount with the following profile:

Mv	F	S	D	A	W	C
10"	3/6+	2	3	4	4	2

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

SPECIAL RULES

Woodland Creature.



Captain of Erebor (Dwarf)60 points

The Dwarf holds boast formidable armies of well-drilled fighters who muster under the command of Captains. These sturdy warriors are veterans of many battles, natural leaders to whom their kinsmen readily look when the fighting grows fierce.

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

WARGEAR
Dwarf armour.

OPTIONS
Shield.....5 points

Grim Hammer Captain (Dwarf).....70 points

The Captains of the Grim Hammers are chosen by their peers for their strength, courage and headstrong nature. In battle they can be counted upon to fight where the going is hardest, their mighty pick-hammers smashing shields and cracking skulls with brutal efficiency.

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

WARGEAR
Dwarf armour, two-handed pick-hammer and throwing weapons.

SPECIAL RULES
Pick-hammer. The Grim Hammers carry heavy weapons, for which they are named.

Pick-hammers are two-handed weapons, which can use either the Bash or Piercing Strike Special Strikes (see page 70).



Warrior of Erebor (Dwarf)8 points

The Garrison of Erebor consisted of a mighty throng of warriors – well trained and highly disciplined Dwarven fighters whose loyalty to their king was unflinching. Clad in fine Dwarf-wrought armour and wielding weapons that were the envy of Middle-earth, these sturdy soldiers were a match for almost any foe.

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

WARGEAR
Dwarf armour.

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

Grim Hammer (Dwarf) 11 points

When the Dwarves gather to mete out a terrible vengeance, the vanguard is often made of Grim Hammers. Stalwart Dwarf warriors shod head to toe in gleaming battle plate and shining mail, they advance with deadly intent. With vicious pick-hammers and sharp-bladed axes they prepare to claim bloody vengeance for their kinsmen.

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

WARGEAR
Dwarf armour, two-handed pick-hammer and throwing weapons.

Pick-hammer. The Grim Hammers carry heavy weapons, for which they are named.

Pick-hammers are two-handed weapons, which can use either the Bash or Piercing Strike Special Strikes (pg 70).

OPTIONS
Banner 25 points
War horn 30 points

evil heroes

fimbul the hunter ORC (ORC)50 points

Azog's wily lieutenant, Fimbul is a vicious fighter and an experienced tracker who will doggedly pursue an enemy without ever tiring of the chase.

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

M	W	F
3	1	1

OPTIONS

Fell Warg..... 10 points

SPECIAL RULES

Expert Rider.

Hunt Master. Fimbul's ability to stalk the foe extends across all types of ground.

Fimbul ignores the penalties suffered by Cavalry models attempting to move in difficult terrain – this even enables him to gain the bonuses for charging!



WARGEAR

Armour, sword and Orc bow.

narzug (ORC)50 points

Another of Azog's followers, Narzug is an expert shot, even from the saddle of a racing Fell Warg.

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

M	W	F
3	1	1

OPTIONS

Fell Warg..... 10 points

SPECIAL RULES

Expert Rider.

Lethal Aim. Narzug possesses a deadly aim.

Each turn, Narzug may spend a single Might point without having to reduce his store (even if he has none remaining) to modify either a To Hit roll, an In The Way roll or a To Wound roll.

WARGEAR

Armour, sword and Orc bow.

hunter ORC Captain (ORC) 45 points

There are dozens of warbands of Hunter Orcs who answer to the call of their leader, Azog. At the head of each of these is a seasoned veteran, practiced in the arts of stealthy murder and dedicated to long, often gruelling pursuits.

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

M	W	F
2	1	1

OPTIONS

Two-handed weapon 5 points

Orc bow 5 points

Fell Warg..... 10 points

SPECIAL RULES

Many Blades. Hunter Orcs carry a variety of long knives, wicked swords and other, stranger weapons into battle.

When fighting on foot, a Hunter Orc Captain receives +1 Attack.

WARGEAR

Armour.

William (Bill) The Troll (Troll, Monster)..... 150 points

A voraciously hungry Troll whose endless days of eating nothing but roast mutton have started to grate upon him, Bill Huggins is a brutal, towering thug. Having led his comrades into the woodland of the Trollshaws, Bill is the nominal leader of this peculiar band of Trolls and certainly the strongest amongst them.

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

M	W	F
3	1	1

WARGEAR

Dagger.

Magic Purse. However unlikely it might seem, Bill has somehow come upon an enchanted purse – the self-same item that warns the towering Troll that a thieving Hobbit is attempting to steal from him. Enemy models never double their Attacks when making Strikes against Bill if he is Trapped in a Fight.

OPTIONS

Campfire..... 15 points

Campfire: After forces are deployed, but before the first turn begins, place the campfire anywhere on the board outside of the Good deployment area. If Tom the Troll, Bill the Troll or Bert the Troll are within 6" of the campfire, they receive the Resistant to Magic special rule, and +1 Courage.

SPECIAL RULES

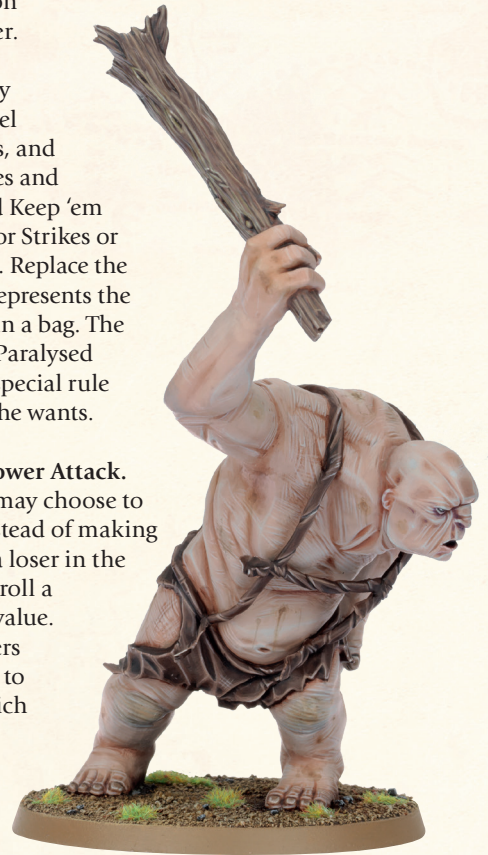
Terror, Throw Stones.

Keep 'em for Later. The three Trolls are happy to bludgeon their foes and eat them later.

If a Troll wins a Fight he may choose one man-sized model (including mounted models, and smaller foes such as Dwarves and Hobbits) from the Fight and Keep 'em for Later instead of rolling for Strikes or using a Brutal Power Attack. Replace the model with a counter that represents the unfortunate victim stuffed in a bag. The model thereafter counts as Paralysed (pg 80). A model with this special rule can use it as many times as he wants.

Mince 'em Fine – Brutal Power Attack.

When Bill wins a Fight, he may choose to perform Mince 'em Fine instead of making Strikes as normal. Choose a loser in the Fight – that model and Bill roll a D6 and add their Strength value. If Bill wins, the victim suffers a number of Wounds equal to the difference – each of which may be prevented by a Fate point in the usual way. Regardless of who wins, the victim then Backs Away as normal.



Bert the Troll (Troll, Monster)..... 110 points

Bert is the weakest of the three Trolls that Thorin and his Company stumble upon. Of course, weak is a relative term – he is still strong enough to uproot small trees and grind bones into dust... if only he could shake his nagging cold.

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

M	W	F
1	3	1

WARGEAR

Dagger.

SPECIAL RULES

Terror, Throw Stones, Keep 'em for Later (see above).

Roast 'em Slowly – Brutal Power Attack. When Bert wins a Fight he may choose to perform Roast 'em Slowly instead of making Strikes as

normal if there is a fire within 6" of him. Choose a losing model in the Fight and remove it from play, replacing it touching the fire. That model is immediately Set Ablaze, as explained on page 83.

Lingering Cold. Bert has a lousy cold that simply won't go away, and he is likely to sneeze all over anyone who gets too close to him.

During a Fight that involves him, before making a Duel roll, Bert may expend a Will point to halve the Fight value of a single foe in base contact, as he sneezes on his victim.



Tom the troll (TROLL, MONSTER)130 points

Tom is a Troll in an awkward position. He's neither the leader, nor the weakest of the group, and the alternating deference and bullying this requires confuses him greatly. He's also been hungry for weeks with nothing to eat but villagers and relentless, boring roast mutton, so Tom is a grumpy, angry Troll – if only he had some Dwarves to take it out on...

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

M	W	F
2	1	1

WARGEAR

Dagger.

SPECIAL RULES

Terror, Throw Stones, Keep 'em for Later.

Squash 'em to Jelly – Brutal Power Attack. Tom stamps about himself with a mixture of rage and glee, crushing his victims into jelly.

When Tom wins a Fight, he may opt to Squash 'em to Jelly instead of making Strikes as normal. Every enemy model involved in the Fight (not those supporting with spears or pikes) suffers a Strength 7 hit. Any who survive are knocked Prone.



The goblin King (GOBLIN, MONSTER) 120 points

Across the Misty Mountains and beyond, there are scores of small Goblin holds – survivors of the great wars against the Dwarves. Each such stronghold is ruled over by a tyrant of some kind – a fierce fighter or a bully with a cunning mind. Goblin Town, as the dismal, sinister realm that Thorin and his company are dragged into is known, is ruled by perhaps the greatest of these Goblin lords. He is called the Goblin King, or the Great Goblin, and he brooks no trespassers into his foul realm.

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

M	W	F
3	2	1

WARGEAR

Two-handed pick.

SPECIAL RULES

Terror, Burly, Cave Dweller, Resistant to Magic.

Relentless Advance. When the Goblin King Charges, any Goblins in his way are in serious danger.

When the Goblin King Charges into combat, he can pass 'through' friendly Goblins when he moves. Each Goblin he moves through suffers a Strength 3 hit. Any Goblin that he ends his move on is automatically removed as a casualty.

Blubbery Mass. The King's vile, blubbery flesh absorbs blows with ease.

Every time the Goblin King is wounded, roll a D6. On a 3+, the Wound is ignored. Magical powers, Glamdring, Orcrist and Sting ignore this ability.

Goblin Projectile. The Goblin King will readily hurl nearby Goblins at foes if it suits him.

In the Shoot phase, if there is a Goblin in base contact with the Goblin King (and neither are engaged in combat), the Goblin King may make a special shooting attack with a range of 12". Remove the Goblin, roll To Hit and take any In The Way tests for the shooting attack. The shot is resolved at Strength 8 and will automatically knock Prone any model that it hits.



Grinnah the Goblin (Goblin).....40 points

The Goblin King's lieutenant, Grinnah has a position of significant power within Goblin Town. Grinnah is tall, rangy and possessed of an evil temperament. Whilst he wields a cruel scourge with some skill, his greatest strength lies in his ability to manipulate those around him through a mixture of fear and trickery.

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

M	W	F
3	1	1

WARGEAR

Scourge. This is a throwing weapon with a Range of 2" and a Strength of 2.

SPECIAL RULES

Cave Dweller, Chittering Hordes (pg 192).

Swap With Me. Grinnah has an uncanny knack of duping other nearby Goblins into harm's way instead of himself.

Swap With Me is a special Heroic Action that Grinnah can use at the start of any phase. Using Swap With Me enables Grinnah to swap places with a friendly Goblin (except the Goblin Scribe) within 3". This does not count as moving. If there is no room to place the swapped model, you must choose another, or the Heroic Action is wasted.



The Goblin Scribe (Goblin).....50 points

A small, malevolent creature, the Goblin Scribe records all the plunder brought in to Goblin Town. Weak in body, but with a sinister intellect, his knowledge of Goblin Town's resources gives his master a genuine advantage in the heat of battle.

Mv	F	S	D	A	W	C
0"	1/5+	2	2	1	1	3

M	W	F
0	1	1

WARGEAR

The Goblin Scribe is unarmed.

SPECIAL RULES

Always More Where They Came From. The Scribe always knows where to find extra troops.

At the end of his move phase, the Goblin Scribe may opt to take a Courage test. If he passes, you may move D3 (+1 for each point that he passed his test by) extra Goblin Warriors onto the board – from an edge chosen by the controlling player.

Immobile. The Goblin Scribe is withered and feeble and cannot move under his own steam.

The Goblin Scribe is automatically Trapped if he loses a Fight. In the Move phase friendly models may move him and his frame, in which case he is treated as a Heavy Object (pg 86).



Goblin Captain (Goblin).....35 points

Goblin Town teems with incalculable hordes of repellent creatures, all bent to the malevolent will of the Goblin King. Some rise above the status of their peers, to become Captains, leaders amongst the Goblin throng.

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

M	W	F
2	1	1

SPECIAL RULES

Cave Dweller, Chittering Hordes (pg 192).

OPTIONS

Two-handed axe5 points





GOLLUM (HOBBIT).....35 points

Deep in the caverns beneath the Misty Mountains lives a pallid, gangrel creature with luminous eyes and long strangling fingers. Whilst he has fish to feast upon, and his precious for company he cares little for the world. Rob him of his precious Ring, however, and his wrath is swiftly kindled.

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

M	W	F
1	0	1

SPECIAL RULES

Cave Dweller.

The Precious. Unless there is another Ringbearer (such as *Bilbo Baggins*, *Frodo Baggins* or even *Isildur* or *Sauron* himself) in play *Gollum* always has the Ring. Should the Ringbearer be slain in a Fight involving *Gollum*, *Gollum* automatically recovers the Ring; add it to his wargear.

Strangler. *Gollum* has become practiced at quietly slaying his food, whether it is fish, fowl or something worse. *Gollum* is never considered to be unarmed.

evil warriors



GOBLIN WARRIOR (GOBLIN).....4 points

The denizens of Goblin Town are stunted, degenerate creatures that have been afflicted by all manner of mutations and deformities. Their sinister appearance is quite fitting, however, for they are spiteful, evil creatures with a penchant for cruelty and violence. Individually weak, feeble even, as a group these Goblins overwhelm their foes with weight of numbers and shocking feats of violence.

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

OPTIONS

Two-handed axe 1 point

SPECIAL RULES

Cave Dwellers.

Chittering Hordes. Goblins are so eager to get to grips with their enemy that they clamber over one another to stab at the foe.

Models with this rule can support as if they had spears (pg 69), with the exception that they can only ever support another model with the Chittering Hordes rule. A supporting model does get the benefit of having a two-handed weapon, if he has one.

Fell Warg (Warg) 9 points

Powerfully muscled, with thick matted fur, Fell Wargs would be considered fearsome even before one saw the dark glow in their eyes and realised that they are possessed by a sinister eldritch force.

Mv	F	S	D	A	W	C
10"	3/-	4	4	1	1	2

SPECIAL RULES

Fell Sight. Raised in the eldritch dungeons of Dol Guldur, these Wargs can track their foes in the direst of circumstances.

A Fell Warg (or a model riding one) does not require Line of Sight to its enemy to Charge it.



Hunter Orc (Orc) 8 points

The fast-moving and fanatical Hunter Orcs serve as the right hand of Azog, a relentless band who will stop at nought to slay his quarry.

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

WARGEAR

Armour.

OPTIONS

Two-handed weapon..... 1 point
 Orc bow..... 1 point
 Fell Warg.....8 points
 Banner 25 points
 War horn 30 points

SPECIAL RULES

Many Blades. Hunter Orcs carry a variety of long knives, wicked swords and other, stranger weapons into battle.

When fighting on foot a Hunter Orc receives +1 Attack.

Fell Warg. See above.



good heroes



Thorin Oakenshield, King Under the Mountain (Dwarf)..... 115 points

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

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

M	W	F
3	3	1

WARGEAR

Heavy Dwarf armour and sword.

OPTIONS

Orcrist 10 points
War Goat (see page 99) 10 points

Orcrist. A magical blade forged by the Elves during their ancient wars, *Orcrist* is the bane of Orc-kind. Known in the tongue of Men as *Goblin Cleaver* and the language of the Orcs as *Biter*, *Orcrist* is a brutal sword with an unnaturally keen edge that has claimed hundreds of Sauron's minions over the years. It is an Elven blade and when *Orcrist* causes a Wound on an Orc, Goblin or *Uruk-hai*, it causes not 1 Wound but D3 Wounds instead (determine the number of Wounds before Fate points are used). Additionally, the bearer of *Orcrist* has the Terror (Goblins, Orcs and *Uruk-hai*) special rule.

SPECIAL RULES

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

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

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

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



Kili the Dwarf, Champion of Erebor (Dwarf)..... 75 points

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

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

M	W	F
3	1	1

WARGEAR

Heavy Dwarf armour and sword.

OPTIONS

Dwarf bow 5 points
War Goat (see page 99) 10 points

SPECIAL RULES

Bodyguard (Thorin Oakenshield, King Under the Mountain).

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

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

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

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

fili the Dwarf, Champion of Erebor (Dwarf) 75 points

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

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

WARGEAR

Heavy Dwarf armour and sword.

OPTIONS

Dwarf bow..... 5 points
War Goat (see page 99) 10 points

SPECIAL RULES

Bodyguard (Thorin Oakenshield, King Under the Mountain).

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

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

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

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



Balin the Dwarf, Champion of Erebor (Dwarf)60 points

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

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

WARGEAR

Heavy Dwarf armour and two-handed mace.

SPECIAL RULES

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

Longbeard. The grand age and experience of Balin bring with them great wisdom.

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





Dwalin the Dwarf, Champion of Erebor (Dwarf) 115 points

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

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

M	W	F
3	2	2

WARGEAR

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

OPTIONS

War Goat (see page 99) 10 points

SPECIAL RULES

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

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

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

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

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



Bifur the Dwarf, Champion of Erebor (Dwarf)65 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy Dwarf armour and two-handed axe.

SPECIAL RULES

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

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

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



Bofur the Dwarf, Champion of Erebor (Dwarf)65 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy Dwarf armour and two-handed hammer.

SPECIAL RULES

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

Steadfast. Undaunted by hard tasks or the subtle malevolence of dark magic, Bofur remains optimistic no matter how dire the situation, or impossible the odds may seem.

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



Bombur the Dwarf, Champion of Erebor (Dwarf)..60 points

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

Mv	F	S	D	A	W	C
5"	4/4+	4	7	2	3	5

M	W	F
2	1	1

WARGEAR

Heavy Dwarf armour and flail.

SPECIAL RULES

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

Beefy. Bombur's bulk makes him formidable.

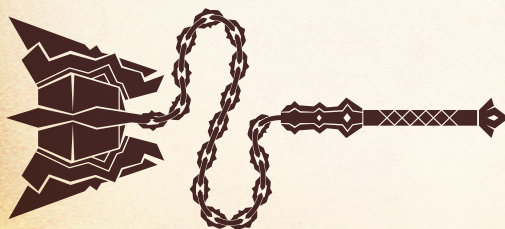
When Bombur the Dwarf, Champion of Erebor makes Strikes, he may choose to use the Bash special strike just as if he were using a mace.

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

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

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

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





ORI the Dwarf, Champion of EREBOR (Dwarf)55 points

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

Mv	F	S	D	A	W	C
5"	4/3+	3	7	2	2	5

M	W	F
1	3	1

WARGEAR

Heavy Dwarf armour and two-handed axe.

SPECIAL RULES

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

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

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



NORI the Dwarf, Champion of EREBOR (Dwarf)80 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy Dwarf armour, shield and mace.

SPECIAL RULES

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

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

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

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

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



Dori the Dwarf, Champion of Erebor (Dwarf)75 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy Dwarf armour and two-handed mace.



SPECIAL RULES

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

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

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

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

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



Oin the Dwarf, Champion of Erebor (Dwarf)65 points

As the company's designated healer, Oin has an extensive knowledge of herbs and medicines. However, Kili's wound at the hands of a Morgul arrow proved too much even for Oin's skills. Having heard many tales of the healing powers of Elves, Oin regards being able to witness Tauriel using Elvish medicine to heal Kili as one of the greatest privileges ever bestowed upon him. Now Oin joins the company in taking up arms against the Orcs that threaten his kin.

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

M	W	F
1	4	1

WARGEAR

Heavy Dwarf armour, shield and sword.

SPECIAL RULES

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

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

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

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

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





Gloin the Dwarf, Champion of Erebor (Dwarf).....90 points

Having joined the company more for monetary gain than loyalty, Gloin is still one of the most skilled and experienced warriors who set out to reclaim the Lonely Mountain. Finally reaching Erebor, Gloin is now able to see significant return for his investment and will fight hard in order to protect it. Throwing himself into the Battle of the Five Armies alongside his kin, Gloin is fighting to return to his family with gold and stories that he hopes will inspire his young son into following in his footsteps.

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

M	W	F
3	1	1

WARGEAR

Heavy Dwarf armour and two-handed axe.

SPECIAL RULES

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

A Warrior Born. Gloin is a fearsome fighter, whose blows waste no effort.

Gloin the Dwarf, Champion of Erebor must re-roll scores of 1 To Wound in combat.

Weapon Master. Gloin is a ferocious warrior, regardless of what weaponry he holds.

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



Dain Ironfoot, Lord of the Iron Hills (Dwarf)..... 140 points

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

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

M	W	F
3	3	3

WARGEAR

Heavy Dwarf armour and two-handed hammer.

OPTIONS

War Boar..... 20 points

WAR BOAR

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

SPECIAL RULES

Burly, Fearless.



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

Whilst *Dain Ironfoot*, Lord of the Iron Hills is alive on the battlefield, all Iron Hills Dwarves, Iron Hills Captains, Iron Hills Goat Riders and Iron Hills Chariots within 12" of *Dain* automatically pass all Courage tests they are required to make.

Fiery Temper. Dain's temper is so fierce that his fury could be his downfall.

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

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

In a turn that *Dain Ironfoot*, Lord of the Iron Hills, charges into battle, he causes Terror until the end of the turn.

Head-butt. Dain's thick skull is just as likely to knock down an enemy as his hammer.

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

A note on Man-sized models: A Man-sized model is any model on foot that is roughly the same size as a Man or smaller. This includes, but is not limited to: Men, Elves, Dwarves, Hobbits, Orcs, Goblins and Uruk-hai.



Iron hills captain (Dwarf) 80 points

Even more skilled in the art of war than their kin, Captains of the Iron Hills are handpicked to fight by Dain himself. These Dwarves command from the front and will be found fighting relentlessly right in the thick of battle. However, it is their tactical prowess that sets them apart from the Dwarven warriors under their command.

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

WARGEAR

Heavy Armour, war spear (see page 99) and shield.

OPTIONS

May exchange war spear and shield for mattock..... Free
War Goat (see page 99) 10 points

SPECIAL RULES

Shieldwall. Dwarves of the Iron Hills are trained to form the most impenetrable of defences.

If this model is armed with a shield, whilst in base contact with two or more models with this special rule that are also armed with a shield, this model gains a bonus of +1 to its Defence value. This bonus is only available whilst the model is on foot.

Tactical Awareness. Captains of the Iron Hills are hand picked by Dain for their tactical knowledge.

When an enemy model within 6" calls a Heroic Action, roll a D6. On a 5+, this model may immediately call the same Heroic Action without expending Might.



Thranduil, King of the Woodland Realm (Elf) 140 points

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

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

WARGEAR

Heavy armour, Elven cloak and two Elven blades.



OPTIONS

Elf bow 5 points
Horse 10 points
Elk 20 points

Elk

Mv	F	S	D	A	W	C
10"	4/5+	4	5	0	2	4

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

SPECIAL RULES

Expert Rider, Woodland Creature.

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

When fighting on foot, Thranduil, King of the Woodland Realm receives +1 Attack. Furthermore, Thranduil, King of the Woodland Realm receives an additional Attack for each enemy model he is engaged with after the first. This bonus is determined at the start of each Fight, and lasts until all Strikes from that Fight have been resolved.

Legolas Greenleaf, prince of Mirkwood (Elf).....95 points

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

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

M	W	F
3	2	3

WARGEAR

Armour, Elf bow and pair of daggers.

OPTIONS

Elven cloak 10 points
Horse 10 points
Orcrist (see page 78) 10 points

Note: Only one Orcrist may be taken per army.

SPECIAL RULES

Woodland Creature.

Deadly Shot. Legolas Greenleaf is probably the finest archer in all of Middle-earth.

Legolas Greenleaf, Prince of Mirkwood may shoot his bow three times in the Shoot phase, hitting his targets using his normal Shoot value. Alternatively, he can fire just once; this shot hits automatically, regardless of objects or models In The Way or if the target is engaged in combat.



Tauriel (Elf).....85 points

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

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

M	W	F
3	2	3

WARGEAR

Armour, Elven cloak and two daggers.

OPTIONS

Elf bow 5 points

SPECIAL RULES

Woodland Creature.

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

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

Vengeful Fury. Tauriel will descend into a grieving rage should any harm befall Kili.

If Kili the Dwarf, Champion of Erebor is in your army and is killed, Tauriel's Strength is immediately increased to 5 and her Defence is reduced to 4 for the remainder of the battle.





Mirkwood Captain (Elf).....75 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy armour and Elven glaive.

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

An Elven glaive can be used either as a spear or an Elven blade. Alternatively, the bearer of an Elven glaive can use the Shielding rule.

SPECIAL RULES

Woodland Creature.



palace Guard Captain (Elf)75 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy armour and Elven blade.

OPTIONS

Shield..... 5 points

SPECIAL RULES

Woodland Creature, Bodyguard.

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

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



Mirkwood Ranger Captain (Elf).....75 points

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

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

M	W	F
2	1	1

WARGEAR

Elven cloak, Elf bow and two daggers.

SPECIAL RULES

Woodland Creature.

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

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

Bilbo Baggins, Master Burglar (Hobbit)90 points

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

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

M	W	F
3	3	3

WARGEAR

The One Ring, Mithril Coat and Sting.

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

The bearer of a Mithril coat has +3 Defence (already included in profile).

Sting. This is a dagger of Elven-make, a weapon forged as the bane of evil creatures.

The bearer of *Sting* has +1 Strength (already included in profile).

SPECIAL RULES

Resistant to Magic, Throw Stones.

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

Bilbo Baggins, Master Burglar ignores the My Precious! and Sauron's Will sections of The One Ring's rules.



Bard the Bowman (Man)..... 140 points

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

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

M	W	F
3	3	3

WARGEAR

Sword and great bow.

OPTIONS

Horse..... 10 points
 Armour..... 5 points
 Windlance 75 points

The Windlance: A powerful, Dwarf-forged relic of Dale, this war engine launches barbed spears at its targets, and is cleverly designed so that a single man can operate it.

	Strength	Defence	Wounds
Windlance	(10)	10	3

The *Windlance* follows all of the rules for a Siege Engine with the Superior Construction upgrade as described in *The Hobbit: An Unexpected Journey™* rules manual.

Bard the Bowman counts as the Siege Engine's only crew. Note that this means that he cannot move the *Windlance*, though unlike normal crew, he can choose to move more than 6" away from it even if it has not yet been destroyed.

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

Accurate. A war machine of Dwarfish-make, the *Windlance* is easier to aim than the war machines of other races.

When firing the *Windlance* at a battlefield target, the shot only scatters 3" rather than 6".

SPECIAL RULES

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

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

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

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

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

Bard the Bowman's Stand Fast! rule has a range of 12". Furthermore, *Bain, Son of Bard*; *Percy*; *Hilda Bianca*; Lake-town Militia Captains and Lake-town Militia within 12" of *Bard the Bowman* receive a +1 bonus to their Fight value and count as being in range of a banner.



Bain, Son of Bard (Man).....40 points

Like his father, Bain is a descendant of the noble lords of Dale. Brave and loyal, Bain will stop at nothing to protect his family, even going as far as to join his father in facing Smaug atop the burning roofs of Lake-town. Although young and inexperienced, Bain proves to be a capable fighter, taking up arms to protect his sisters from the battle raging through the streets of Dale.

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

M	W	F
1	3	2

WARGEAR

Sword and armour.

SPECIAL RULES

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

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

☾ Sigrid and Tilda (Women).....30 points for Both

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

SIGRID

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

M	W	F
0	1	2

TILDA

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

M	W	F
0	1	2

Sigrid and Tilda may only be included in your army if it also includes either Bard the Bowman or Bain, Son of Bard. They may not lead a warband, however they may be included as part of either Bard the Bowman's or Bain, son of Bard's warband.

WARGEAR

Sigrid and Tilda are unarmed.

SPECIAL RULES

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

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

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

If either Sigrid or Tilda are slain, Bard the Bowman will automatically pass all Courage tests and must do everything he can to charge the model that killed his daughter as quickly as possible. Once that model is killed, Bard must move as fast as possible towards the nearest visible enemy model for the rest of the game, charging if possible.

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





Master of Lake-town (Man)50 points

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

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

M	W	F
2	2	2

WARGEAR

The Master of Lake-town is unarmed.



SPECIAL RULES

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

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

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

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



Alfrid the Councillor (Man)20 points

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

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

M	W	F
0	3	1

WARGEAR

Alfrid the Councillor is unarmed.

SPECIAL RULES

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

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



Braga, Captain of the Guard (Man).....50 points

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

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

M	W	F
3	1	1



WARGEAR

Armour and sword.

SPECIAL RULES

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

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

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

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



Lake-town Guard Captain (Man)40 points

The captains of the Lake-town Guard have seen more fighting than most within Esgaroth, yet they lack the steely determination of a true professional soldier. Nonetheless, they have guarded Lake-town for many a year from the evil that surrounds it. Initially loyal to the Master of Lake-town, these captains quickly follow Bard's lead in the Battle of the Five Armies.

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

M	W	F
2	1	1

WARGEAR

Armour and sword.



Percy (Man).....50 points

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

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

M	W	F
3	1	1

WARGEAR

Sword, bow and armour.

SPECIAL RULES

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

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

Hilda Bianca (Woman).....30 points

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

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

M	W	F
1	1	1

WARGEAR

Spear.

SPECIAL RULES

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

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



Lake-town militia captain (Man).....40 points

Those who survived the wrath of the Dragon Smaug, aided Bard in seeing the refugees to relative safety. The survivors of Lake-town looked to the toughest and hardest of the militia to lead them into battle during the defence of Dale, fighting hard to secure the city and a new home for the people of Esgaroth.

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

M	W	F
2	1	1

WARGEAR

Armour and spear.

OPTIONS

Shield.....5 points



Saruman the Wise (Wizard)..... 170 points

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

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

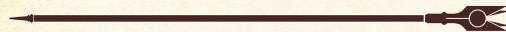
M	W	F
3	6*	3

WARGEAR

*Staff of Power.

MAGICAL POWERS

	Range	Casting
Aura of Command	Self	2+
Command	18"	3+
Immobilise	18"	2+
Sorcerous Blast	12"	4+



SPECIAL RULES

Resistant to Magic.

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

Saruman the Wise's Stand Fast! has a range of 12" and, unlike other Heroes' Stand Fast! rolls, can affect other Heroes.

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

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

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

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



Galadriel, Lady of Light (Elf)..... 130 points

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

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

M	W	F
3	6*	3

WARGEAR

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

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

MAGICAL POWERS

	Range	Casting
Banishment	12"	3+
Fortify Spirit	12"	2+

SPECIAL RULES

Terror, Woodland Creature.

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

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

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

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

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

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



Radagast the Brown Riding Great Eagle (Wizard) 205 points

Radagast is an odd Wizard, more concerned with nature and the wellbeing of animals and the woods that he lives in. In truth, he has more of an affinity with nature than with other beings. Following his part in rescuing Gandalf from Dol Guldur, Radagast gifts Gandalf his staff with the knowledge that the Grey Wizard will need it much more than he. After parting with Gandalf, Radagast sets out to seek his allies, both bird and beast, in order to rally them to join in the Battle of the Five Armies.

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

M	W	F
3	6	3

WARGEAR

Dagger, Great Eagle.

SPECIAL RULES

Master of Birds. Radagast is frequently accompanied by flocks of birds that act as his eyes and ears.

Radagast the Brown is always assumed to have Line of Sight to any point on the battlefield.

One with Nature. Radagast has a strong connection with nature and so is able to blend in with his surroundings and is used to travelling through all manner of wilderness.

Whilst on foot, Radagast the Brown may move through areas of difficult terrain without penalty and is always considered to be wearing an Elven cloak.

MAGICAL POWERS

	Range	Casting
Aura of Dismay	Self	5+
Immobilise	12"	3+
Nature's Wrath	-	4+
Panic Steed	12"	2+
Renew	12"	3+



Great Eagle (Great Eagle, Monster)

Radagast the Brown has long been friends with the majestic Great Eagles that dwell amid the peaks of the Misty Mountains. In the Battle of the Five Armies, he led the Eagles to war from the back of one of their number.

Mv	F	S	D	A	W	C
12"	7/4+	6	8	2	3	5

WARGEAR

Razor-sharp beak and claws.

Whilst Radagast the Brown is mounted upon a Great Eagle, it counts as a Monstrous Mount.

SPECIAL RULES

Fly, Terror.



Noble Beast. A Great Eagle is a wise and perceptive creature.

If Radagast the Brown dismounts, then the Great Eagle automatically passes its Courage test to stay and fight.

Thrain the Broken (Dwarf)..... 10 points

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

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

WARGEAR

Dagger.

M	W	F
0	0	0

SPECIAL RULES

Shattered Spirit. The torment *Thrain* has endured leaves his spirit broken.

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





Beorn (Man)200 points

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

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

M	W	F
3	3	3

WARGEAR

Two-handed axe.

SPECIAL RULES

Burly, Fearless, Resistant to Magic, Woodland Creature.

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

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



Beorn the Bear (Bear, Monster)

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

M	W	F
*	*	*

WARGEAR

Claws and Teeth.

SPECIAL RULES

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

Crushing Strength (Brutal Power Attack). If Beorn wins a Duel, instead of striking as normal choose a losing model – that model immediately suffers a Strength 10 hit as Beorn engulfs him in a deadly embrace. If the To Wound roll is successful, the victim suffers another Strength 10 hit, and so on, until the victim is dead or Beorn fails to wound his victim.

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

Beorn the Bear must always Charge an enemy if he is able to. Additionally, Beorn may not use the Stand Fast! or Heroic Actions of other models, and other models may not use his, whilst he is in bear form.



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



Thror (Dwarf)..... 120 points

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

Mv	F	S	D	A	W	C
5"	6/4+	4	9	3	3	6

M	W	F
3	3	1

WARGEAR

Heavy Dwarf armour, sword and shield.

SPECIAL RULES

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

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

Ring of Thror. Thror's ring is a powerful item, forged with great magics in an age long past.

While he possesses it, Thror is Fearless.



Thrain (Dwarf) 120 points

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

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

M	W	F
3	3	3

SPECIAL RULES

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

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

Blood Feud. Azog slew Thrain's father, an insult that cannot be borne.

Thrain re-rolls all failed close combat To Wound rolls against Azog, and any model in the same army as Azog.

WARGEAR

Heavy Dwarf armour and two-handed hammer.

Young Thorin Oakenshield (Dwarf) 100 points

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

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

WARGEAR

Dwarf armour and sword.

OPTIONS

The Oakenshield.....5 points

SPECIAL RULES

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

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

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

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



Young Balin the Dwarf (Dwarf)55 points

Wherever Dwalin travels, his older brother Balin was sure to be found. Wise, even from his youth, Balin was the kind of Dwarf that others sought out for sage council, although this in no way diminished his skill-at-arms as a youngling. At the Battle of Azanulbizar, Balin joined Thorin in rallying the wavering Dwarven hosts, charging to victory up the corpse-strewn slopes beside his beloved kinsmen.

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

WARGEAR

Dwarf armour and sword-mace.

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

This weapon may use the Feint or Bash special strikes.

SPECIAL RULES

The Young Sage. Even as a youth, Balin possessed a wisdom beyond his years and his council was heard by kings and princes. In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.





Young Dwalin the Dwarf (Dwarf).....85 points

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

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

M	W	F
2	2	2

WARGEAR

Dwarf armour and axes.

SPECIAL RULES

Fearless.

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

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

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

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



Girion, Lord of Dale (Man).....75 points

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

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

M	W	F
3	2	1

WARGEAR

Heavy armour and sword.

OPTIONS

Great bow5 points

Windlance..... 75 points

SPECIAL RULES

Windlance Trained. Girion, Lord of Dale's, Windlance follows all the rules for Bard the Bowman's Windlance (see page 90).

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

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



Captain of Dale (Man).....50 points

The Captains of Dale, City of Men, are experienced warriors who have fought in numerous battles before rising to command. When their homeland is threatened, these leaders are the first of the city's defenders into the fray.

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

M	W	F
2	1	1

WARGEAR

Armour and sword.

OPTIONS

Esgaroth bow (Elf bow)5 points

Shield.....5 points

good warriors

Iron hills Dwarf (Dwarf) 11 points

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

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

WARGEAR

Heavy armour, sword and shield.

SPECIAL RULES

Shieldwall. Dwarves of the Iron Hills are trained to form the most impenetrable of defences.

If this model is armed with a shield, whilst in base contact with two or more models with this special rule that are also armed with a shield, this model gains a bonus of +1 to its Defence. This bonus is only available whilst the model is on foot.

OPTIONS

May exchange shield for mattock..... *Free*
 May exchange shield for crossbow *1 point*
 Spear..... *1 point*
 Banner..... *25 points*

Mattock. A mattock is a two-handed weapon that can either use the Bash or Piercing Strike special strikes.



Iron hills Goat Rider (Dwarf, Goat) 20 points

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

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

WARGEAR

Heavy armour, sword, war spear and war goat.

War Goat

Mv	F	S	D	A	W	C
8"	2/6+	4	5	0	1	3

OPTIONS

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

SPECIAL RULES

Mountain Dwellers

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

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

War spear. A war spear follows the rules for a lance whilst its wielder is mounted, and a spear if its wielder is on foot.



Iron hills Chariot (Dwarf)..... 175 points

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

Iron hills Chariot crew

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

Iron hills Chariot

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

WARGEAR

Heavy armour and sword.

OPTIONS

Iron Hills Captain (replaces driver)..... 80 points
Champions of Erebor (replaces crew)..... 325 points

SPECIAL RULES

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

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

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

Rapid Fire Bolt Thrower. Attached to the Chariot is a bolt thrower. Capable of firing multiple shots in quick succession, this weapon makes the chariot even more deadly.

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

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

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

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

- At the start of the Move phase, the controlling player may pivot the Chariot up to 45°. When pivoting, the Chariot may touch models or terrain. In the case of models, move them out of the way by the shortest route possible. In the case of terrain, move the Chariot away just enough to complete its pivot.
- The Chariot may then move up to 4" in a straight line.
- If it has moved a full 4", it may pivot a further 45°.
- The Chariot may then move up to a further 4" in a straight line.
- Any model that the Chariot comes into base contact with when moving (not when pivoting), immediately suffers three Strength 6 hits. If the model is slain then the Chariot may continue with its movement. Cavalry models suffer three hits on both the rider and the mount. If the rider survives but the mount is slain, the rider is thrown and, after testing on the Thrown Rider chart, is placed in base contact with the Chariot. Might may not be used to affect the result of these hits.
- The Chariot may instead choose to forego its movement in order to pivot to face any direction.

Designer's note

In the Reference section (page 151), we have included a template to help you determine angles for both moving and shooting. This can be photocopied for your own use.

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

The Chariot counts as one model in a fight. Any surviving crew member, that is not driving the Chariot, adds their Attacks to the Duel roll. Additionally, the Chariot will also use the highest Fight value of any Dwarf that is on the Chariot (including the driver).

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

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

Large War Machine. On a turn in which the Iron Hills Chariot charges, it gains the Extra Attack and Knock to the Ground bonuses as if it was Cavalry. The Iron Hills Chariot still gets these bonuses even if it charges a Cavalry model. When the Chariot is hit by a shooting attack, the shooter must take an In The Way test to determine if the Chariot or the crew are hit. On a 1-4, the Chariot has been hit and on a 5-6, it hits the Dwarf closest to the shooter. The Chariot may not jump, climb, lie down or defend barriers. It may not enter difficult terrain other than water features (including swamps, rivers, etc). The Chariot cannot be barged, hurled or Knocked to the Ground for any reason.

The Chariot and Magic. The Iron Hills Chariot is immune to any Magical Powers that would prevent it from moving normally. These can be directed instead at the model driving the Chariot, in which case the Chariot will be affected instead. A Sorcerous Blast can still inflict damage on the Chariot or its crew, but cannot move them or Knock them to the Ground.

Iron Hills Captain. If this upgrade is taken for the Chariot then an Iron Hills Captain will replace the driver. The Iron Hills Captain will have all the usual wargear and special rules that an Iron Hills Captain would normally possess whilst riding the Chariot (see page 86). The Chariot counts as a Hero for the Iron Hills army list and may be the army leader.

Designer's note

Champions of Erebor. If this upgrade is taken for the Chariot then instead of being crewed by four Iron Hills Dwarves, it is crewed by *Balin the Dwarf*, Champion of Erebor; *Dwalin the Dwarf*, Champion of Erebor; *Kili the Dwarf*, Champion of Erebor and *Fili the Dwarf*, Champion of Erebor.

The Chariot is also subject to the following exceptions:

- *Balin* must always be the driver, should *Balin the Dwarf*, Champion of Erebor be slain, another Dwarf on the Chariot immediately takes his place. Should all the Dwarves be slain then the Chariot is removed as a casualty. If the Chariot is slain then the Dwarves instead take a Thrown Rider test.
- The Dwarves who ride the Chariot have all their usual wargear and special rules (see pages 78-80) whilst riding in the Chariot.
- *Dwalin* must always man the rapid fire bolt thrower until he is slain.
- Unlike other Iron Hills Chariots, only *Balin*, *Dwalin*, *Kili* and *Fili* may ride this Chariot.
- Magical Powers may be directed at the Dwarves individually, in which case they will Resist and be affected individually with no impact on each other.
- In Combat, the Chariot is very unusual in that a Duel can effectively have multiple models on both sides of the fight.

When making a Duel roll, make sure to roll each Dwarf's attacks separately for the purpose of using Might points. Additionally, each Dwarf may decide to use special strikes. If *Kili* or *Fili* use the Feint special strike then the Fight values of all of the crew and the Chariot itself will be reduced by D3. If *Dwalin* uses the Piercing Strike special strike then only his Strength and Defence will be affected.

- This version of the Chariot counts as four models for the purpose of working out Break points.
- The Chariot counts as a Hero for the Erebor Reclaimed army list and may be the army leader. It may not, however, lead a warband. If the Chariot is chosen as your leader of your army, then *Balin* is the leader for all intents and purposes.

Iron hills Ballista (Siege Weapon) 90 points

Dain's army charges down the hills outside Erebor under the protection of these massive Dwarven ballistae. Firing huge spears with giant chains spinning around them, these bolts effortlessly rip enemy arrows out of the sky – rendering enemy archers all but useless. The devastation caused when these bolts strike the enemy ranks leaves huge chunks cut from both the army and the ground.

	Strength	Defence	Wounds
Ballista	(8)	10	4

Iron hills Ballista Crew (Dwarf)

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

An Iron Hills Ballista has four Iron Hills Dwarves with heavy armour and swords as crew.

OPTIONS

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

SPECIAL RULES

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

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

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

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

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

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

Warrior of Dale (man) 7 points

The wealth of Dale ensured that its soldiers were equipped in armour of the highest quality and armed with fine Dwarf-forged weapons, crafted by their allies in Erebor. Well-trained and disciplined, these brave Men were oft seen onboard ships bound for distant wars when not guarding their homeland from the predations of its enemies.

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

WARGEAR

Armour and sword.

OPTIONS

Esgaroth Bow (Elf Bow)..... 2 points
 Shield..... 1 point
 Spear..... 1 point



Mirkwood Elf (Elf)..... 10 points

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

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

WARGEAR

Heavy armour and Elven blade.

SPECIAL RULES

Woodland Creature.

OPTIONS

Shield..... 1 point
May swap Elven blade for Elf bow 1 point
May swap Elven blade for Elven glaive ... 1 point
Banner..... 25 points



palace Guard (Elf)..... 12 points

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

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

WARGEAR

Heavy armour and Elven blade.

OPTIONS

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

SPECIAL RULES

Woodland Creature, Bodyguard.

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

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



Mirkwood Ranger (Elf) 14 points

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

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

WARGEAR

Elven cloak, Elf bow and two daggers.

OPTIONS

War horn..... 30 points

SPECIAL RULES

Woodland Creature.

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

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





Mirkwood Cavalry (Elf) 16 points

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

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

WARGEAR

Heavy armour, Elven blade and horse.

OPTIONS

Shield..... 1 point
Banner..... 25 points

SPECIAL RULES

Expert Rider, Woodland Creature.

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

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



Lake-town Guard (man) 5 points

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

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

WARGEAR

Armour and sword.

OPTIONS

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



Lake-town Militia (man) 5 points

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

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

WARGEAR

Armour and either sword or axe.

OPTIONS

Bow..... 1 point
Shield..... 1 point
Spear..... 1 point

SPECIAL RULES

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

Lake-town Militia that are within 6" of a friendly Hero from the Survivors of Lake-town army list, who is in combat, do not need to take Courage tests for being Broken.

evil heroes

Azog (Orc)..... 165 points

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

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

M	W	F
3	3	1

WARGEAR

Sword and mace.

OPTIONS

Heavy armour.....10 points
 The White Warg..... 50 points
 Replace mace with stone flail10 points
 Signal Tower..... 200 points

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

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

SPECIAL RULES

Burly.

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

Azog's Stand Fast! rule has a range of 12" and, unlike other Heroes' Stand Fast! rule, can affect other Orc Heroes.

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

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



The White Warg (Warg)

This Warg is so savage and fierce that all creatures around it are cowed by its raw, animalistic fury.

Mv	F	S	D	A	W	C
10"	5/5+	5	5	2	2	4

M	W	F
3	1	1



SPECIAL RULES

Terror.

Deadly Union. Azog and his fearsome mount share an iron bond as the most powerful of their kind.

As long as Azog is mounted upon the White Warg, you can expend either Azog's or the White Warg's stores of Might, Will and Fate as if they shared the same profile (though you should still mark down which of the two actually expended each point).

Pack Master. The White Warg is a feral beast.

Once separated from Azog, only Wild Wargs, Fell Wargs and Wild Warg Chieftains may use the White Warg's Stand Fast! rule or benefit from its Heroic Actions.

Raging Beast. The clamour of battle drives the White Warg into a relentless rage.

When Azog dismounts, the White Warg automatically passes its Courage test to stay and fight. Additionally, it will automatically pass all Courage tests for the rest of the battle.

Signal Tower

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

The Signal Tower consists of four major parts:

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

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

Azog's Lieutenant

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

M	W	F
1	1	1

SPECIAL RULES

Ancient Enemies. Azog's Lieutenants are veterans of his many wars fought against the Dwarves and Elves. Azog's Lieutenants re-roll 1s when attempting to wound Elves or Dwarves.

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

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



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

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

The Banner of *Dol Guldur*. All friendly models from the Azog's Legion army list on the battlefield count themselves as being in range of a banner.

The Banner of *Gundabad*. All friendly Heroes from the Azog's Legion army list on the battlefield may call Heroic Marches without reducing their store of Might.

The Banner of *Angmar*. All friendly models from the Azog's Legion army list on the battlefield that suffer a Wound must roll a D6. On the roll of a natural 6, the Wound is ignored exactly as if a point of Fate had been spent. Note that this supersedes other rules that confer similar effects, e.g., Fury.

The Horn of *Gorgoroth*. Counts as a War Horn. Additionally, all enemy models on the battlefield suffer -1 to their Courage value. Note that this is not cumulative with other rules that confer similar penalties.

Summoning of the Hosts. Atop his command position, Azog is able to command masses of Orcs at once.

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

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

Designer's note

This profile of Azog should replace any and all existing variations of Azog from other publications. This profile has had nothing taken away from the original, just the addition of the General of the North special rule and the options for the Signal Tower, heavy armour and stone flail, which helps to give a truer feel of Azog from the movies.



Bolg (ORC)..... 165 points

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

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

M	W	F
3	3	1

WARGEAR

Heavy armour and two-handed pick.

OPTIONS

Fell Warg..... 10 points
Orc bow with Morgul Arrows..... 5 points

If your army includes *Bolg*, all Hunter Orcs and Hunter Orc Captains in your army also have the Morgul Arrows special rule.

SPECIAL RULES

Burly.

Ancient Enemies. Like the Gundabad Orcs he commands, *Bolg* seeks terrible vengeance against the Dwarves and Elves of the north.

Bolg re-rolls 1s when attempting to wound Elves or Dwarves.

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

Every time that *Bolg* slays an enemy model, take note of it. Once he has killed two or more enemies, he causes Terror. Once he has killed five or more enemies, he also gains the Harbinger of Evil special rule. Once he has killed 10 or more enemies, he may spend a single Might point each turn without depleting his Might store.

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

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

Designer's note

This profile of Bolg should replace any and all existing variations of Bolg from other publications. This profile has had nothing taken away from the original, just the addition of the Ancient Enemies special rule and the options for a Fell Warg and a bow with Morgul Arrows, which helps to give a much truer feel of Bolg from the movies.



Gundabad ORC Captain (ORC)50 points

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

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

M	W	F
2	1	1

WARGEAR

Heavy armour and sword.

OPTIONS

Shield..... 5 points

SPECIAL RULES

Ancient Enemies. Gundabad Orcs are the veterans of the many wars fought against the Dwarves and Elves.

Gundabad Orc Captains re-roll 1s when attempting to wound Elves or Dwarves.

Goblin Mercenary Captain (Goblin)50 points

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

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

M	W	F
2	1	1

WARGEAR

Armour and sword.

SPECIAL RULES

Cave Dwellers.

Chittering Hordes. Goblins are so eager to get to grips with their enemy that they clamber over one another to stab at the foe.

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

A Note on Eligible Terrain: An eligible terrain piece is any piece of terrain on the battlefield that can fit the entire warband fully within it. For example, a large building is an eligible terrain piece, whereas a small rock or a single tree would not be. It would be useful to clarify with your opponent which pieces of terrain are classified as eligible before the game starts.

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

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

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

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

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

Yazneg (Orc)45 points

Yazneg is the brutish and cruel captain of Azog's Hunter Orcs. He leads this vicious band of creatures in an effort to track down and kill Thorin's Company – and anything else that is unfortunate enough to get in his way.

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

M	W	F
3	1	1

WARGEAR

Armour and two-handed axe.

OPTIONS

Fell Warg..... 10 points

Lance 5 points

SPECIAL RULES

Expert Rider.

The Price of Failure. Yazneg's master is not one to tolerate failure lightly...

If your army contains both Azog and Yazneg, and the two are in base contact at the beginning of your Move phase, instead of rolling the dice to make a Courage test when the Evil force is Broken, you can remove Yazneg from play. If you do so, Azog is considered to have automatically passed his Courage test and his Stand Fast! will affect the entire battlefield. Furthermore, if Yazneg is removed from play in this way, then whilst Azog is still alive, all Hunter Orcs, Hunter Orc Captains, *Fimbul the Hunter* and *Narzug* re-roll failed Courage tests.



The Necromancer of Dol Guldur (Spirit) 250 points

Sauron has returned, his eye now fixed upon the Lonely Mountain that holds the key to reclaiming the realm of Angmar in the north. Building his power in Dol Guldur in the guise of the Necromancer, Sauron has assembled a vast army to send forth. Even now, Sauron still wields tremendous power and is able to make Gandalf's staff disintegrate before his eyes. Unable to fully regain his form however, Sauron must use his most deadly of servants to combat the White Council as they attempt to put a stop to his designs upon Middle-earth.

Mv	F	S	D	A	W	C
6"	7/4+	6	8	1	1	6

M	W	F
3	25	*

MAGICAL POWERS

	Range	Casting
Transfix	12"	2+
Drain Courage	12"	2+
Compel	12"	3+
Sap Will	12"	4+
Curse	12"	4+
Your Staff is Broken	12"	4+
Chill Soul	12"	5+

SPECIAL RULES

Terror, Ancient Evil.

The Will of Evil. The Necromancer needs to maintain his focus in order to sustain himself.

The Necromancer must give up one point of Will at the end of a turn in which he has been involved in one or more combats. Note, if this model is touching an enemy model it must fight – it cannot choose not to fight! If the Necromancer's Will is ever reduced to 0, he is unable to sustain himself and is banished – remove the model as a casualty.

A Hero wearing *The One Ring* (page 73 of the main rules manual) is not invisible to this model as he is to others. Furthermore, this model does not have to give up Will if he is fighting against a model wearing *The One Ring* – not even if other enemies are included as part of a multiple combat.

***He cannot yet take Physical Form.** The Necromancer is unable to fully manifest, making it harder to combat him effectively.

The Necromancer may use his Will points as Fate points if he wishes.

Drain Soul. The potency of the Necromancer's power is a deadly force to face.

Any model that suffers a wound from the Necromancer in close combat is automatically slain regardless of the number of wounds on its profile. A Hero can use Fate to avoid wounds suffered, but if even a single wound is not avoided then the Hero is slain and removed as a casualty.

Master of the Nazgûl. The Necromancer's powers sustain the *Nazgûl*, making them much more deadly when near their master.

Any *Nazgûl* of *Dol Guldur* in the same army as the Necromancer of *Dol Guldur* gains a bonus of +1 to their rolls for their Unholy Resurrection special rule whilst he is alive on the board.

Note: The Necromancer is in fact *Sauron*. This means you cannot have both *Sauron* and the Necromancer in the same army, as much as you may want to!

designer's note

This profile of the Necromancer should replace any and all existing variations of the Necromancer from other publications. This profile has had nothing taken away from the original, just the addition of the Master of the Nazgûl special rule and the Magical Powers: Curse and Your Staff Is Broken that helps to give a truer feel of the Necromancer from the movies.



The Keeper of the Dungeons (ORC).....75 points

Like his title suggests, the Keeper of the Dungeons guards the prisoners brought to the fortress of Dol Guldur. He is a huge and barbaric Orc who relishes in the torturing and disfiguring of his victims. Tasked with obtaining the Elven ring from Gandalf, it took Galadriel herself to prevent the Keeper of the Dungeons from completing his master's bidding.

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

M	W	F
3	1	1

WARGEAR

Armour, sword and two-handed pick.

SPECIAL RULES

Burly.

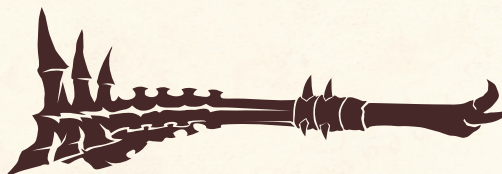
Torturer. The Keeper of the Dungeons delights in the maiming of those in his path. The more pain he inflicts, the more blood he thirsts for.

Every time the Keeper of the Dungeons slays a model, keep a note of it. Once he has killed one or more models, he may re-roll To Wound rolls of a 1. Once he has killed three or more models, he causes Terror. Once he has killed five or more models, he re-rolls all failed To Wound rolls.

"You have something my Master wants!"

The Keeper of the Dungeons has been tasked with retrieving the Elven rings, a task he is determined to fulfil.

The Keeper of the Dungeons gets a bonus of +1 To Wound against any model that bears one of the three Elven rings: Nenya, Narya or Vilya.



Nazgûl of Dol Guldur (Spirit, Ringwraith)75 points

Appearing at Dol Guldur in a very different form to that of the Black Riders, at this point in their existence the Nazgûl are much swifter with a blade than the robed figures that appear many years later. Summoned into being by the Necromancer of Dol Guldur, the Nazgûl engage the White Council in a grim ballet of whirling blades and darting movement. Able to constantly return to battle once banished, the servants of the Dark Lord are a deadly foe unlike one the White Council has ever faced before.

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

M	W	F
2	1	0

SPECIAL RULES

Terror, Harbinger of Evil.

One of Nine. Nine rings of power were gifted, by *Sauron*, to the race of Men.

There can only be a maximum of nine *Nazgûl*, of any combination (including Ringwraiths or any of the named Wraiths), in your force. Additionally, a Hero wearing the Ring is not invisible to these models as he is to others.

Unholy Resurrection. Through their dark power, the *Nazgûl* of *Dol Guldur* are able to return to the field of battle repeatedly once defeated.

If a model with this special rule is slain, place a marker where it was removed from the board. In the next Priority phase, after Priority has been rolled, roll a D6. On a 3+, the model regains 1 wound and may be placed anywhere within 6" of the marker so long as it is not placed in base contact with an enemy model. Any Might or Will points that were spent remain spent. Whilst the marker is in play, the *Nazgûl* counts as on the board for all intents and purposes. If the roll is a 1 or a 2 then the *Nazgûl* has been banished – remove the marker and the *Nazgûl* from play. Wounds caused by Magical Powers or Elven Blades inflict a -1 penalty to the Unholy Resurrection roll.

The Servants of Evil. Whilst all the *Nazgûl* are bound to the will of *Sauron*, each of them are slightly different and as such fight in a different way.

When choosing which *Nazgûl* to field, pick one option from the list that follows. Each *Nazgûl* may only be taken once unless otherwise stated.

The Witch-king of Angmar

WARGEAR

Armour and sword.

SPECIAL RULES

Angmar Arisen. The greatest of the Nine, the Witch-king is the most deadly of all the *Nazgûl*.

The Witch-king has 3 Might instead of 2.

Khamûl the Easterling

WARGEAR

Armour and two-handed mace.

SPECIAL RULES

Rhûnish Fury. Originating from a fierce warrior culture, Khamûl is well versed in the ways of combat.

Khamûl the Easterling has 3 Attacks instead of 2.

The Dark Headsman

WARGEAR

Armour and axe.

SPECIAL RULES

Executioner. This *Nazgûl* takes great pleasure in removing the heads of his foes.

If the Dark Headsman scores a natural 6 when rolling to Wound then the Strike causes not 1 Wound but D3 Wounds instead (determine the number of Wounds before Fate points are used).

The Forsaken

WARGEAR

Armour and Trident Spear.

SPECIAL RULES

Trident Spear. An unusual, yet deadly weapon, this spear is capable of penetrating steel plated armour as if it were nothing but cloth.

The Trident Spear is a spear. Additionally, the Forsaken must re-roll all failed rolls To Wound.

The Lingerin Shadow

WARGEAR

Armour and sword.

SPECIAL RULES

Unnatural Speed. Able to dart around his enemies, the Lingerin Shadow's speed is unmatched by any of the *Nazgûl* of *Dol Guldur*.

After priority has been rolled, the controlling player may remove the Lingerin Shadow from the board and place him anywhere within 3" of where he originally was. Note, the Lingerin Shadow may not be placed in base contact with an enemy model.

The Abyssal Knight

WARGEAR

Armour and Elven blade.

SPECIAL RULES

Spiritual Displacement. These two *Nazgûl* of the same name are able to effortlessly interchange with each other.

An army may include up to two Abyssal Knights. In the Priority phase, after priority has been rolled, the controlling player can choose to remove one of the Abyssal Knights from the board and immediately place it into base contact with the other so long as it is not also placed in base contact with an enemy model. This does not count as moving.

The Slayer of Men

WARGEAR

Armour and two-handed mace.

SPECIAL RULES

Deadly Strength. The *Nazgûl*, known only as the Slayers of Men, wield their maces with frightening skill and strength.

An army may include up to two Slayers of Men. Additionally, a Slayer of Men never suffers the -1 penalty for wielding a two-handed weapon.

Smaug (Dragon, Monster)..... 700 points

Smaug is a Fire-drake hailing from the mountains far to the north. Doubtless the largest and most powerful of his kind left in Middle-earth, his greed led him to covet the great wealth of Erebor for himself. Smaug took wing, caring not that in order to claim his prize, he must assail the greatest kingdom of Durin's folk. So were Erebor and neighbouring Dale, City of Men laid to ruin, and the survivors forced to flee their ancestral homes.

Mv	F	S	D	A	W	C
12"	8/2+	9	9	4	20	6

M	W	F
3	6*	0

MAGICAL POWERS

	Range	Casting
Compel	12"	4+
Transfix	12"	3+
Sap Will	12"	4+

SPECIAL RULES

Ancient Evil, Fearless, Fly, Resistant to Magic, Terror.

Breathe Fire. Smaug's fiery breath has brought death and ruination to entire cities and countless foes.

Smaug must expend a point of Will to Breathe Fire. Treat Smaug's fiery breath as a bow with a range of 18". If the shot hits, the target and all models (Good or Evil) within 2" of the target suffer from the Set Ablaze special rule, though the immediate hit these models suffer is Strength 10 instead of Strength 9. Fate rolls may be taken as normal to prevent wounds, but any model that suffers a wound from Smaug's fiery breath is automatically slain.

***Desolator of the North.** Though Smaug is known by many titles for his terrible deeds, it is for the destruction of Erebor, Dale, City of Men and the surrounding lands that the Dragon is held in such infamy.

Smaug may expend a single point of Will every turn without depleting his own store. Furthermore, Smaug re-rolls To Wound rolls of 1 when making Strikes against Dwarves.

Immovable Object. Smaug's titanic bulk is such that little

can pose him any real threat.

Smaug cannot be Knocked to the Ground or otherwise moved against his will, and never backs away if he loses a Fight – his opponents must back away, even if they win! As a result of this, Smaug can never be Trapped.

Missing Scale. Though Girion, Lord of Dale failed to slay Smaug many years earlier, one of his arrows left its mark nonetheless.

If a model rolls a 6 To Hit Smaug with a shooting attack, then makes a successful roll To Wound, Smaug suffers a number of Wounds equal to the Strength value of the missile weapon used by the shooting model.

Unstoppable Momentum. Few creatures exist in Middle-earth that can stand before Smaug's draconic might!

If Smaug Charges into combat and wins the ensuing Fight, all his opponents are Knocked to the Ground, regardless of their size (except a War Mûmak of Harad or an Iron Hills Chariot!). Furthermore, should Smaug choose to make a Barge Brutal Power Attack, any models forced to Back Away also suffer a Strength 9 hit.

evil warriors

Gundabad Berserker (Orc) 15 points

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

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



WARGEAR

Armour and axe or sword.

OPTIONS

Two-handed pick 1 point

SPECIAL RULES

Ancient Enemies. Gundabad Berserkers are the veterans of the many wars fought against the Dwarves and Elves.

Gundabad Berserkers re-roll 1s when attempting To Wound Elves or Dwarves.

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

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

War Bat (Bat) 25 points

Dwelling in the northern fortress of Gundabad, these bats have been bred solely for war. Flying ahead of Bolg's army, the War Bats are the first of Bolg's reinforcements to reach the Battle of the Five Armies. Razor-sharp talons pluck warriors from the field of battle, piercing armour and tearing flesh as they fling their prey to the ground.

Mv	F	S	D	A	W	C
12"	3/5+	4	4	2	2	3

WARGEAR

Razor-sharp talons and teeth.

SPECIAL RULES

Fly.

Piercing Talons. War Bats are armed with vicious talons, able to rip through armour with frightening ease.

When a War Bat charges, the Defence of the charged model, and any models that subsequently counter-charge, is reduced by 2 against Strikes from a War Bat.

Pluck. As a War Bat flies over its prey, it will attempt to seize it in its vicious talons and fling it to the ground.

At the end of a War Bat's Move, pick an unengaged Man-sized (or smaller) enemy model that it has moved over and roll a D6. On a 4+, that model suffers a Strength 4 hit. If it survives, roll another dice. On a 4+, that model is Knocked to the Ground.



Gundabad Troll (Troll, Monster)..... 120 points

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

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

WARGEAR

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



SPECIAL RULES

Terror.

Ancient Enemies. Gundabad Trolls have fought many wars against the Elves and Dwarves.

Gundabad Trolls re-roll 1s when attempting to wound Elves and Dwarves.

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

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

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

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

Troll Brute (Troll, Monster) 100 points

Tortured and mutilated by Orcs, these Trolls have been specifically bred for war. Many of them have had limbs removed and replaced with crude and merciless weaponry. With every lumbering stride, they crush and mangle those in their path, spiked feet and swinging flails leaving a trail of broken bodies and splattered gore in their wake.

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

WARGEAR

Flails.

SPECIAL RULES

Terror, Fearless.

Crushing Blow. As Troll Brutes move, they smash their flails into the ground in an attempt to crush whatever lies in their path.

Each time a Troll Brute moves into base contact with another model, it must inflict a single Strength 10 hit upon that model. If the model is slain then the Troll Brute may continue its move. If it is not slain then the Troll Brute stops (exactly like a charging model would) and, if the model is an enemy, will fight it as normal in the Fight phase.



Catapult Troll (Troll, Monster, Siege Engine)..... 180 points

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

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

WARGEAR

Catapult and metal gauntlets.

SPECIAL RULES

Terror.

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

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



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

The Catapult Troll may still fire in the same turn that it has moved, even if this is up to its full Move value. However, if the Troll Catapult has moved, it will only hit on the roll of a 6. The Catapult may still be fired whilst the Troll is in combat. If you wish to do this and a 1 is rolled when rolling To Hit, the Catapult will malfunction and the Catapult Troll will suffer a wound.

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

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

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

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

Gundabad Ogre (Ogre, Monster)60 points

Smaller but less cumbersome than the Trolls of Azog's legions, the Ogres pose a different threat at the Battle of the Five Armies. Wielding huge wooden clubs, these foul creatures are often commanded to seek out war machines and tear them to pieces.

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



WARGEAR

Wooden clubs.

SPECIAL RULES

Terror.

Relentless Advance. When commanded, the Ogres of Azog's armies will charge through the ranks of their own troops in order to meet their enemies head-on.

When an Gundabad Ogre charges into combat, they can pass 'through' friendly Orcs, Goblins and War Bats when they move and each model that they pass through suffers a Strength 3 hit. A model that they end their move on is automatically removed as a casualty.

Goblin Mercenary (Goblin)5 points

Following the death of the Goblin King at the hands of Thorin's Company, the Goblins of Goblin Town have joined Azog's forces at the Battle of the Five Armies. Eager to avenge their fallen king, these mercenaries have been provided with better equipment than that of the Goblins still in Goblin Town and can arrive at the battle seemingly from out of nowhere.

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

WARGEAR

Armour and either sword or pick.

SPECIAL RULES

Cave Dwellers.

Chittering Hordes. Goblins are so eager to get to grips with their enemy that they clamber over one another to stab at the foe.

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

Mercenary Ambush: See Goblin Mercenary Captain – page 109.

Gundabad Orc Warrior (Orc)..... 8 points

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

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

WARGEAR

Heavy armour and sword.

OPTIONS

Spear1 point
Shield1 point
Banner 25 points

SPECIAL RULES

Ancient Enemies. Gundabad Orcs are the veterans of the many wars fought against the Dwarves and Elves.

Gundabad Orc Warriors re-roll 1s when attempting to wound Elves or Dwarves.



Mirkwood Spider (Spider)20 points

Mirkwood is haunted by many sinister and creeping things that have been twisted and mutated by the dark power corrupting the forest. The Giant Spiders that nest in the high branches are perhaps chief amongst them; huge, bloated creatures with a dark intellect and a taste for blood.

Mv	F	S	D	A	W	C
10"	2/5+	5	3	2	2	2

SPECIAL RULES

Terror, Venom.

Movement. Mirkwood Spiders can climb on any surface, regardless of its angle. This means they can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, ditches and other spaces, which they have to jump as normal.

Spider Webs. Mirkwood Spiders can shoot webs to ensnare their prey.

A Mirkwood Spider can shoot webs at its enemies. They are treated as a throwing weapon with a range of 8". If a Mirkwood Spider hits its target, do not roll To Wound. Instead, the model is Paralysed as described in *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual. A model hit by a Spider Web can choose to expend a Fate point in the same manner as if it had just suffered a Wound in order to dodge the attack. If successful, the target model is not Paralysed.

