

THE DEFINING CHAPTER



THE HOBBIT

THE BATTLE OF THE FIVE ARMIES

A Fan-Made Strategy Battle Game Supplement

What is this supplement?

This supplement is a fan-made, unofficial and unendorsed expansion for use alongside Games Workshop's The Hobbit: Strategy Battle Game. It contains new profiles, new and expanded army lists, and a series of scenarios that allow you to play out the major moments of The Battle of the Five Armies. To use this, you will need a copy of the Hobbit: Strategy Battle Game rules manual, and the Battle of the Five Armies supplement available free from The Black Library.

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The Army of the Iron Hills

As led by King Dain at the Battle of the Five Armies

Warriors of the Iron Hills

Iron Hills Warrior: 12 points (Dwarf)

	M	F	S	D	A	W	C
Iron Hills Warrior	5	4/4+	3	6	1	1	4

Wargear: Dwarf Armour

Options:

Shield and Pike OR Crossbow: Free

Throwing Weapons: 2 points

Banner: 25 points

Special Rules:

Unbreakable: Iron Hills Warriors may use both a Shield and Pike without penalty.

Shieldwall: The model may be supported by a Pike when Shielding, even though this is not normally allowed. Should this model win the Duel roll, the Supporting model may make strikes as usual.

Iron Hills Ramrider: 15 points (Dwarf, Cavalry)

	M	F	S	D	A	W	C
Iron Hills Warrior	5	4/4	3	6	1	1	4
War Ram	9	2	4	4	0	1	2
Armoured Ram	8	2	4	5	0	1	2

Wargear: Dwarf Armour, War Ram

Options:

Lance: 1 point

Shield: 1 point

Armoured Ram: 2 points

Banner: 25 Points

Special Rules:

Sure-Footed: Rams ignore Difficult Terrain Penalties incurred from moving over rocks, crags, steep slopes or scree.



Iron Hills Kingsguard: 16 points (Dwarf)

	M	F	S	D	A	W	C
Iron Hills Kingsguard	5	5/4+	3	7	2	1	5

Wargear: Dwarf Heavy Armour, 2-handed Axe

Special Rules:

Bodyguard: Dain of the Iron Hills OR Bodyguard: Thorin, King Under The Mountain

Weaponmasters: When using their Hand Weapon, Kingsguard may elect to use the Piercing Strike, Whirl or Feint Special Strikes



Dwarf ballista Pts: 50

Strength	Defence	Batter Points
9	10	4

	M	F	S	D	A	W	C
Dwarf Crew	5	4/4+	3	6	1	1	4

Crew: 1 Dwarven Ballista and 3 Crew. 3 Additional Crew may be purchased for 8 points each.

Special rules: Piercing Shot- short (See The Free Peoples Sourcebook)

Flechette Bundle. These shafts carry many smaller quarrels, and separate at high speeds. If a hit has been scored against a Battlefield Target, and before any wounds have been resolved, roll a D6. On a 3+, all models within 2" to also suffer a Hit at S4.



Dain of the Iron Hills: 180 points (Dwarf)

	M	F	S	D	A	W	C	M	W	F
Dain of the Iron Hills	5	6/-	4	8	3	3	6	3	3	3
War Boar	8	3	4	5	0	2	3	-	-	-

Wargear: Dwarf Heavy Armour, Hammer of the Iron Hills

Hammer of the Iron Hills: Dain may use this hammer in two hands, ignoring the -1 penalty on the Duel roll, or in one hand, granting an extra attack.

Special Rules:

“Let's Give These Bastards A Smashing!”: Dain's violent, rousing and utterly unrestrained war cries are legendary among Durin's Folk. All friendly Dwarves within 12” of Dain count as in range of a banner, and his Stand Fast has a range of 12”.

Headbutt: When Dain wins a Duel roll against an enemy that rolled a 1 as its highest result, he seizes the chance to smash his hardened forehead into them. This grants an extra attack at S4 in the subsequent Roll To Wound, which does not benefit from the +1 bonus if using his Hammer in 2 hands.

Taunt: At any point during his Move Phase, Dain may Taunt an enemy model. This model must pass a Courage Test or immediately make a full move towards Dain, charging him if possible. Note that this can affect a model that has already moved.

Options:

War Boar: 20 points



Additional Heroes: The Army of the Iron Hills may include Heroes from the Erebor Reclaimed Army List, with the exception of Bilbo Baggins, Master Burglar.

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The Peoples of Esgaroth

In the Aftermath of Smaug's Ruin

Warriors of Esgaroth

Laketown Guard: 5 Points (Human)

	M	F	S	D	A	W	C
Laketown Guard	6	3/5+	3	4	1	1	2

Wargear: Armour

Options:

Spear: 1 point

Shield: 1 point

Bow: 2 point



Laketown Militia: 4 Points (Human)

	M	F	S	D	A	W	C
Laketown Militia	6	2	3	3	1	1	2

Wargear: Improvised Weapons (Hand Weapon)

Options:

Spear: 1 point

Bow: 1 point

Shield: 1 point

Armour: 1 point

Special Rule:

Every Man Prepared To Give His Last: The people of Laketown are fighting not for land or hoarded gold, but for their homes and families. Any model with this rule that can draw Line of Sight to a Laketown Refugee gains +1 Courage.

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Laketown Refugee: 3 Points (Human)

M F S D A W C

Laketown Refugee 6 2/5+ 2 3 1 1 2

Wargear: Unarmed

Special Rules: Throw Stones

Fear Everything: Laketown Refugees treat all enemies as causing Terror. Models that already cause Terror may never be charged by Laketown Refugees, and they will automatically fail any Terror tests that result from being charged by such a model.

Flee: If a Laketown Refugee is engage in Combat before it has moved that turn, it may elect to Flee. Should it do so, all other models with this rule must pass a Courage Test or else Flee as well. A Fleeing model moves 6" directly towards its Board Edge, moving around obstacles where necessary. Should this take the model off the board, it is removed as a casualty. In addition, a model that Flees from combat is vulnerable; before the Fleeing model is moved, the enemy may make a single Strike against it, with whatever weapon they are wielding.



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Heroes of Laketown:

Laketown Guard Captain: 40 points (Human)

M F S D A W C M W F

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

Guard

Captain

Wargear: Armour

Options:

Spear: 5 points

Bow: 5 Points

Shield: 5 points

Laketown Militia Captain: 35 points (Human)

M F S D A W C M W F

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

Militia

Captain

Wargear: Improvised Weapon (Hand Weapon)

Options:

Spear: 5 points

Bow: 5 Points

Armour: 5 points

Shield: 5 points

Special Rules: Every Man Prepared To Give His Last

Loyal Unto Death: The leaders of Laketown's militia are sworn followers of Bard, the Dragonslayer. If a Laketown Militia Captain is within 6" of Bard the Bowman, Heir of Girion, Bard may use the Captain's Might points instead of his own.



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Bain, Son of Bard: 35 points (Human)

	M	F	S	D	A	W	C	M	W	F
Bain, Son of Bard	6	3/-	3	3	1	1	3	1	1	1

Wargear: Sword

Special Rules:

Father and Son: So long as both Bain and Bard are alive, both automatically pass any Courage tests they are required to take.

A Warrior in the Making: Bain is inexperienced, but learns quickly in defence of his home and family. For every 3 models Bain kills, he may choose to increase his Strength, Defence or Attacks by 1 (each may only be increased once) or regain a single point of Might (this cannot take him beyond his starting value).

Percy, Lieutenant of Laketown: 60 points

	M	F	S	D	A	W	C	M	W	F
Percy, Lieutenant of Laketown	6	3/4+	4	5	2	2	5	3	2	1

Wargear: Armour and Sword

Special Rules:

Eager To Impress: Percy reveres Bard like no other, and keen to impress his new leader. If Percy can draw Line of Sight to Bard the Bowman, Girion's Heir, he will automatically pass any Courage test he is required to take.

Additional Heroes: The Peoples of Laketown army may also include the following Heroes: Bard the Bowman, Bard the Bowman, Girion's Heir, Alfrid the Councillor.

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The Army of Azog and Bolg

The Evils of the North United

Evil Warriors

Moria Orc: 6 Points (Orc)

	M	F	S	D	A	W	C
Moria Orc	6	3/5+	3	5	1	1	2

Wargear: Heavy Armour

Options:

Shield: 1 point

OrcBow: 1 point

Pike: 1 point

Banner: 25 points



Gundabad Orc: 6 Points (Orc)

	M	F	S	D	A	W	C
Gundabad Orc	6	3/5+	4	4	1	1	2

Wargear: Armour

Options:

Spear: 1 point

2-handed Weapon: 1 point

Throwing Weapon: 2 points

Banner: 25 points



Goblin Mercenary: 5 Points (Goblin)

	M	F	S	D	A	W	C
Goblin Mercenary	6	3/5+	3	4	1	1	2

Wargear: Armour

Options:

Spear: 1 point

2-handed weapon: 1 point

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Warg Outrider: 11 Points (Orc, Cavalry)

	M	F	S	D	A	W	C
Orc	6	3/4+	3	4	1	1	2
Outrider							
Warg	10	3/-	4	3	0	1	2

Wargear: Armour, Orc Bow

Options:

Throwing Weapon: 2 points

Orc Berserker: 12points (Orc)

	M	F	S	D	A	W	C
Orc	6	4/-	4	4	2	1	4
Berserker							

Wargear: Armour

Olog-Hai: 21 points (Troll)

	M	F	S	D	A	W	C
Olog-hai	6	3/-	5	5	2	2	3

Wargear: Hand Weapon

Options:

2-handed weapon: 2 points

Special Rules: Terror



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Siege Troll: 100 points (Troll, Monster)

	M	F	S	D	A	W	C
Siege Troll	6	4/5+	7	7	3	3	3

Wargear: Armour

Options:

Heavy Armour: 10 points

Battering Helm: 10 points

Wrecker Limbs: 10 points

Howdah: 15 points

Battering Helm: The first time this model assaults a Siege target (Castle gate, door, fortification ect), do not proceed with the normal method of determining damage. Instead, the Siege target takes D6 wounds and the Troll takes D3 wounds

Wrecker Limbs: The Troll gains 1 attack for each enemy beyond the first that it is in base contact with.

Howdah: A Howdah may carry 2 Orcs, Goblins or Uruks as Passengers (These models may begin the game mounted). These models may fire Ranged Weapons from the Howdah as if they had not moved, and each may contribute a single Attack to any Duel the Troll is involved in (using their own Strength). Should the Troll be slain, the Passengers immediately roll on the Thrown Rider chart. When shooting at a Troll carrying Passengers, on a 1-4 the Troll is hit, while on a 5-6 the Passengers are hit

Special Rules: Terror, Throw Stones

Mountain Troll: 160 points (Troll, Monster)

	M	F	S	D	A	W	C
Siege Troll	6	3/5+	8	8	3	4	3

Wargear: Fists (Hand Weapon)

Options:

Catapult: 80 points

Howdah: 25 points (Note that due to the larger size, a Mountain Troll's Howdah may carry up to 4 Passengers)

Catapult:

S: 10 Range: 18-96"

Indirect Fire, Area of Effect (See the Mordor Sourcebook)

The Troll may only fire the Catapult if it has not moved that turn. The Catapult's crew play no part in the game, and should the Troll be slain, the catapult may no longer be used.

Special Rules: Terror, Throw Stones



War Bats: 6 Points (Bats)

M F S D A W C

War Bats 10 3/- 2 3 1 1 2

Wargear: Teeth and Claws (Hand Weapon)

Special Rules: Fly

Swarm: So long as there is another model within 3" with this rule, this model passes all Courage tests

War Beast: 4 points (Beast)

M F S D A W C

War Beast 6 3 3 3 1 1 2

Great War 8 3/- 5 5 2 2 3

Beast

Wargear: Teeth and Claws (Hand Weapon)

Options: Must take at least one, and up to three, of the following:

Razor Teeth: 2 Points. The model gains 1 Attack

Armoured Hide: 2 points. The model is treated as wearing Heavy Armour

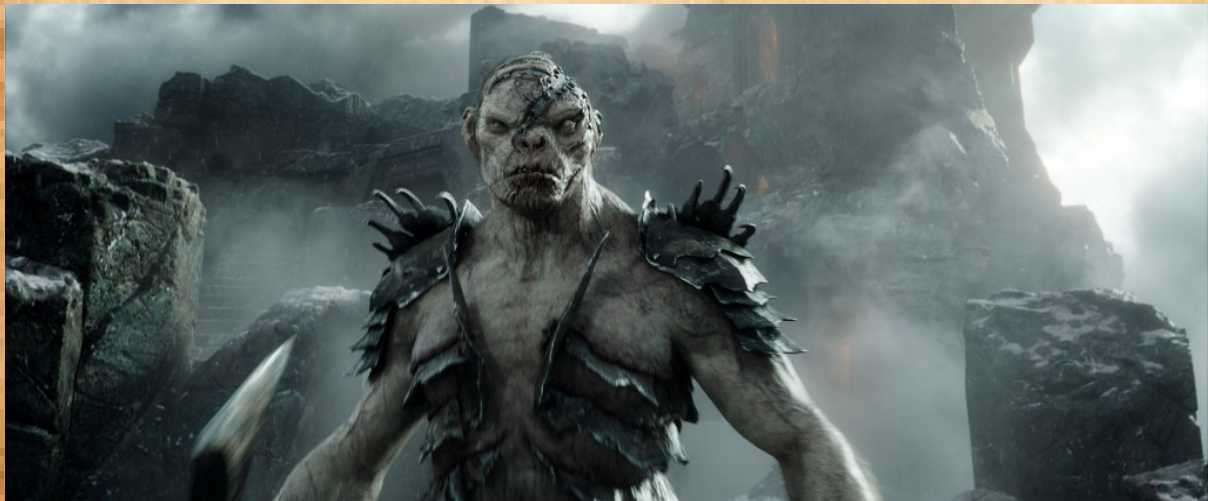
Fast: 2 points. The model increases its Move stat to 10

Tough: 5 points. The model gains 1 Wound

Venomous: 2 points. The model gains the Poisoned rule on all its attacks

Ferocious: 5 points. On a turn in which it charges, the model is treated as Cavary, and gains all related bonuses.

Great War Beast: 20 points. The model uses the Great War Beast profile above



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Evil Heroes:

Moria Orc Captain: 45 Points (Orc)

	MF	S	D	A	W	C	M	WF		
Moria Orc Captain	6	4/5+	4	6	2	2	4	2	1	1

Wargear: Heavy Armour

Options:

- Shield: 5 points
- Orc Bow: 5 points
- Warg: 10 points

Gundabad Orc Captain: 45 Points (Orc)

	MF	S	D	A	W	C	M	WF		
Gundabad Orc Captain	6	4/5+	5	5	2	2	4	2	1	1

Wargear: Armour

Options:

- Spear: 5 points
- 2-handed Weapon: 5 points
- Throwing Weapon: 5 points
- Warg: 10 points

Siege Troll Chieftain: 145 Points (Troll, Monster)

	M	F	S	D	A	W	C	M	WF	
Siege Troll Captain	6	4/5+	8	8	3	3	4	2	1	1

Wargear: Armour

Special Rules: Terror, Throw Stones

Additional Heroes: The Army of Azog and Bolg may include the following Heroes: Azog, Lieutenant of Sauron, and Bolg, Castellan of Dol Guldur.

“Such is the nature of Evil. Out there in the vast ignorance of the world it festers and spreads. A shadow that grows in the dark, a sleepless malice as black as the oncoming wall of night. So it ever was, so shall it always be. In time, all foul things come forth.”

Thranduil of the Woodland Realm



The Battle of the Five Armies Scenarios

The scenarios in this section allow you to recreate the key moments, scenes and battles of The Battle of the Five Armies. They can be played together in a linked campaign or individually. You will note that some battles have opposing forces that are in no way balanced, either due to a difference in Points or by breaking away from the normal Army Selection rules. This has already been addressed in the Scenario Special Rules and in the Victory Conditions; Each scenario should provide close, balanced and evocative battles. The following Scenarios are included:

- **The Battle of Dol Guldur:** Galadriel, Saruman and Elrond attempt to spring Gandalf from the Necromancer's dungeons, but a greater threat is rising; an old enemy has returned to Middle Earth...
- **The Battle of Erebor:** The Elves of King Thranduil and the Dwarves of Dain Ironfoot, moments before coming to blows over hoarded gold, are united by the arrival of a far greater threat. The legions of Azog the Defiler have come for the Lonely Mountain, and will not rest until it is taken...
- **The Battle of Dale:** With the Elves and Dwarves held at bay before the gates of the Mountain, Azog moves to attack the survivors of Smaug's wrath, huddled in the ruins of Dale. King Thranduil rides to their aid as Bard takes on the burden of leadership, but is it too late?
- **The Charge of Thorin Oakenshield:** As Thorin Oakenshield breaks free of the spell of Dragon Sickness, he is greeted with a grim vista from the walls of Erebor; The forces of his cousin, King Dain, are sundered and shattered before the Mountain, beset on all sides. Only the reemergence of the King Under The Mountain can rally them to hold back the tide.
- **The Battle of Ravenhill:** It is at Ravenhill that the fate of the North will be decided. Thorin and his best warriors, loyal kin all, resolve to cut the head from the serpent and slay Azog the Defiler, but they are not the only powers converging on Ravenhill. Bolg brings an army from Gundabad to reinforce the Orcs, and two Elven warriors climb the slopes, one for love and the other for vengeance. Atop Ravenhill, there will be a reckoning...

A decorative flourish in Old English script, consisting of two lines of stylized, calligraphic letters. The first line reads "The Battle of the Five Armies" and the second line reads "The Battle of the Five Armies". The script is highly decorative and characteristic of the Anglo-Saxon era.

The Battle of Dol Guldur Sorcery Unleashed

Forces of Good:

Galadriel, Lady of Light
Elrond, Lord of the West
Gandalf the Grey
Saruman the Wise

Forces of Evil:

The Witch King of Angmar
Khamul The Easterling
7 Nazgul

**“Three Rings for the Elven Kings
under the Sky. Seven for the Dwarf
Lords in their halls of stone...”**

**“Nine for Mortal Men, doomed to die.”
Galadriel and the Necromancer at Dol Guldur.**

The Board: This game is played on a 36x36” board. In the centre, there should be a raised plinth, and on one edge, a wide stairway leading to an overhanging outcrop. The rest of the board should be filled with Ruins, scattered to block line of sight and impede some movement.

Deployment: The Good player deploys Galadriel and Gandalf in the centre of the board. Then, the Evil player deploys the 9 Nazgul (including Khamul and the Witch King) anywhere on the board, but no closer than 12” to Galadriel or Gandalf. The Good player then places Elrond and Saruman anywhere on the board, no closer than 12” to Gandalf, Galadriel or a Nazgul.

Special Rules:

Newly Risen: The Nazgul are weak, spectral, and only recently summoned by their Master. The 7 unnamed Nazgul begin the game with 7 Will, and no Might or Fate. The Witch King and Khamul begin with 10 Will, and a single point of Might and Fate each.

Sauron Ascendant: Once all 9 Nazgul have been removed from play, the Dark Lord himself will resurrect them, bestowing upon them a greater fell power. Place a suitable marker to represent the Sauron on the rocky outcropping described above. Then, place the 9 Nazgul within 6” of this, each with their Will restored to its starting level. While they remain within 6” of this marker, each may expend a point of Will each turn without reducing his score. Note that Sauron himself is too weak to play a part in this battle, and fights only through his Nine servants.

Victory Conditions: The Evil player wins if he wipes out the White Council. The Good player wins if he defeats all 9 Nazgul for a second time (ie. After the Sauron Ascendant rule comes into effect). Forces ignore Breaking points in this scenario.



Three Rings for the Elven Kings
under the Sky. Seven for the Dwarf
Lords in their halls of stone...
Nine for Mortal Men, doomed to die.
Galadriel and the Necromancer at Dol Guldur.

The Battle of the Five Armies And So It Begins

The Forces of Good:

Dain Of The Iron Hills

Thranduil of the Woodland Realm

Gandalf the Grey

Bilbo Baggins, Master Burglar

300 points chosen from The Army of the Iron Hills

300 points chosen from Thranduil's Halls

Note that Thranduil and Dain may lead Warbands from their respective armies. The Thranduil's Halls army may not include Legolas or Tauriel.

The Forces of Evil:

600 points chosen from The Army of Azog and Bolg. Note that this army need not follow the normal Warband rules, but at least 3 Heroes must be taken. This army may not include Azog, Bolg, Gundabad Orcs or Gundabad Orc Captains.

The Board: The battle takes place on a 72x48" board. This represents the blasted planes between the once noble cities of Erebor and Dale, and as such should be generally flat and be strewn with rocks, low hills and occasional outcrops.

Deployment: The Good player deploys Thranduil, Gandalf, Bilbo and any Elven Warbands within 18" of one short board edge. Dain, and any Iron Hills Warbands, may deploy anywhere within 24" of this board edge. The Evil player places all his models within 24" of the opposite board edge.

Victory Conditions:

Erebor is the main prize for the armies of this battle, and two positions on the battlefield present themselves ideally for the Orcs to further their assault on the beleaguered mountain. Place two markers at least 12" apart and within 24 inches of the Good table edge to represent these points. The game ends when Good force Breaks. At this point, the player with the most models within 3" of these markers wins. In the event of a tie, play one more turn to decide the fate of this battle.

Special Rules:

Without Number: The Orc army endlessly pours forth from were-wyrm tunnels. Every time a non-Monster Warrior is killed, set them aside. At the start of the next Movement phase roll a D6 for each of these models. On a 4+ a model may return to the game from the Evil board edge.

Leading from the Hill: Azog directs his forces using signals from Ravenhill. The Evil player gains three additional Might points with which he may call a Heroic March, Move or Shoot. These actions affect all friendly models.

Ancient Enmity: Though allies for now, the Dwarves and Elves still mistrust one another. Neither may benefit from Heroic actions called by the other race.

Elvish Agility: So fleet of foot are the Elves that they eschew the formations of battle, instead leaping gracefully into the fray. Any Elf may move through a space occupied by a Dwarf without penalty.



The Charge of Thorin Oakenshield The King Under The Mountain

Forces of Good:

Thorin Oakenshield, King Under the Mountain Kili, Champion of Erebor
Fili, Champion of Erebor Dain of the Iron Hills
Up to 300 points chosen from the Army of the Iron Hills list

Forces of Evil:

Up to 500 points chosen from the Army of Azog and Bolg list, which may not include named heroes.

The Board: This battle is played on a 48x48" board, which should feature lower hills, fallen rocks and sparse rubble, and other battlefield detritus.

Deployment: The Dwarves must deploy within 6" of one table edge, with Thorin as close to the middle of this edge as possible. The Evil forces must deploy anywhere within 24" of the opposite edge.

Victory Conditions: The Dwarves must break free from their encirclement, and time is of the essence. At the end of each turn, count the number of Good models within 24" of the board edge opposite to that which they started on. If this number is equal to or greater than half the number of Dwarves that started the game, the Good player wins. Thus, the Evil player wins by slaying over half the models in the Dwarven force.

Special Rules:

Du Bekar! The sight of a King Under the Mountain leading a charge from the gates of a reclaimed Erebor is enough to steel the nerve of any Dwarf. Dwarf models within 12" of Thorin count as in range of a banner. In addition, while he is alive, any Dwarf hero within 12" of him may call a Heroic Combat each turn without expending a point of Might.

Without End: See 'The Battle of Erebor'

**“There is one I could follow. There is one I
could call King.”**

Balin, of Thorin Oakenshield

*There is one I could follow. There is one I
could call King.*

The Battle of Ravenhill The Reckoning

Forces of Good:

Thorin, King under the Mountain
Kili, Fili and Dwalin, Champions of Erebor
Legolas, Prince of Mirkwood
Tauriel, Mirkwood Exile
Bilbo Baggins, Master Burglar

Forces of Evil:

Azog, Lieutenant of Sauron
Bolg, Castellan of Mount Gundabad
30 Goblin Mercenaries
10 Gundabad Orcs
10 Moria Orcs



Scenario Special Rules:

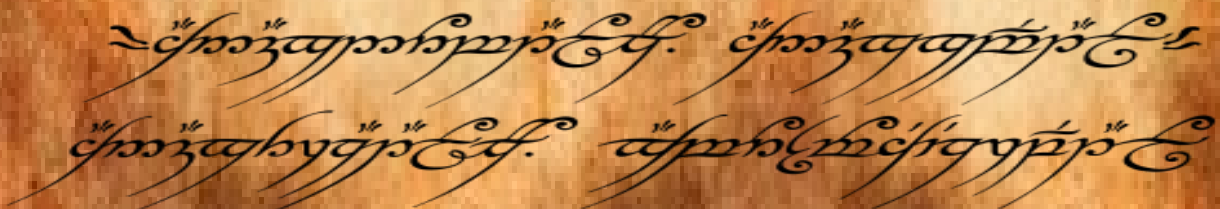
Many Fates, Decided Here: The Battle of Ravenhill is not a pitched battle, nor a swirling melee; it is a stage, on which many will meet their end or find greatness at last. This scenario consists of 4 distinct engagements, which can be played simultaneously or one after another (in which case, you will need to note down Turns taken, and the Wounds suffered by any character), and one final battle, played after the first 4. Any Wounds suffered carry over to the next time a Hero fights, so be sure to keep note of this. Should Thorin or, Bolg or Azog be killed, they begin their next game with no Fate points.

If playing simultaneously, play each battle as if they were all one game, with one Move, Shoot and Fight phase seeing all 4 games played. Once a Victory is had in each battle, simply skip that Battle in future turns.

Battle 1: “No more than a hundred!”: This battle is played on a 12x24” board, scattered with small ruins and other battlefield detritus. The Good Player uses Thorin, Dwalin and Bilibo, while the Evil player uses 30 Goblin Mercenaries. Players deploy within 3” of opposite Short Board Edges. The Evil side win if two or more of the Good Heroes have been killed. The Good player wins if all 30 Goblins are killed.

Battle 2: Sever the Head, Shatter the Heart: This battle is played on a 12x12 board, preferably with many walkways and raised areas that impede movement. The Good Player uses Fili, Champion of Erebor, while the Evil Player uses Azog and 10 Moria Orcs. Fili begins in one corner of the board, and the Orcs enter play from any board edge more than 6” from Fili at the start of their first turn. After all 10 Orcs have been slain, Azog enters from the board edge furthest from Fili. The Good player wins if Azog is killed, the Evil player if Fili is killed.

Battle 3: Elf and Dwarf: This battle is played on a 18x18” board, with plenty of low terrain that will impede movement and Line of Sight. The Good Player uses Kili and Tauriel, while the Evil Player uses Bolg and 10 Gundabad Orcs. The Kili and Tauriel deploy on opposite board edges, and 5 Orcs deploy anywhere on the board more than 6” from them. The remaining 5 Orcs enter from a Random board edge when the first 5 have been slain. Bolg enters when the second wave of Orcs has been killed. The Good player wins if Bolg is killed, the Evil player when Kili and Tauriel are killed.



Battle 4: Old Scores: This battle is played on a 6x24” board, with many crevices, holes and gaps that require a Jump test to cross. The Good Player uses Legolas, the Evil player uses Bolg. If playing in sequence, Bolg retains any Wounds suffered in Battle 3. If playing simultaneously, Bolg only enters play once Battle 3 has been decided (he will have no Fate if the last battle was a Good victory). The last Elf or Orc standing wins.

Battle 5: The Reckoning: This battle is played on a 24x24” board. The Good player uses Thorin Oakenshield, King under the Mountain, while the Evil player uses Azog, Lieutenant of Sauron. In addition, the results of Battles 1-4 will have an impact on other forces available in this battle. See the table below:

Result	Battle 1	Battle 2	Battle 3	Battle 4
Good Victory	Should he survive Dwalin may join Thorin for Battle 5.	Azog begins Battle 5 with no Fate.	Should they survive, Tauriel and Kili may join Thorin for Battle 5	Thorin may use Orchrist in Battle 5
Evil Victory	Any remaining Goblin Mercenaries may join Azog for Battle 5.	Thorin must always move directly towards Azog in Battle 5, charging if possible.	Any remaining Gundabad Orcs may join Azog for Battle 5	Bolg may join Azog for Battle 5

This is a battle to the death. Neither force can be Broken in this game, which will only end when one side is entirely wiped out. Should Thorin win, the Orcs will never again threaten Erebor, and the Dwarves shall prosper once more. Should Azog claim victory, the North will fall to Sauron, who will cover all the land in shadow...

“You have but one question to answer. How shall this day end?”

Gandalf the Grey, at the Battle of the Five Armies

Handwritten Elvish script in a cursive style, likely a quote or a signature.

**“If more of us valued
home and good cheer
above hoarded gold, the
world would be a
merrier place.”
The last words of Thorin
Oakenshield**

With Thanks to the following users of the DakkaDakka Wargaming forum:

Namiel

Captain Galenus

Wolf

Compiled by Paradigm

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