



THE HOBBIT

THE BATTLE OF THE FIVE ARMIES

STRATEGY BATTLE GAME

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The Hobbit: An Unexpected Journey™ Strategy Battle Game is the tabletop game for two or more players. This expansion provides you with supplemental rules which enable you to recreate the thrilling events of *The Hobbit: The Battle of the Five Armies™* with your collection of Citadel miniatures.

This expansion includes:

- Two exciting new Scenarios that recreate the pivotal events of *The Hobbit: The Battle of the Five Armies™*, allowing you to join in the adventure as Thorin's Company concludes its quest to reclaim Erebor.

- Profiles and rules for a host of new Citadel miniatures, allowing you to play games with your favourite heroes and villains from *The Hobbit: The Battle of the Five Armies™*, from the great and terrible dragon, *Smaug™*, to the mighty heroes of the Free Peoples that form the heart of the White Council.
- Updated army lists enabling you to field the warring hosts that fought in the climactic Battle of Five Armies on the tabletop, from the valiant survivors of Smaug's attack on Lake-town to the majestic Elven host led by *Thranduil, King of Mirkwood*.

You will require a copy of *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual and *The Hobbit: The Desolation of Smaug™* to use this expansion.



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*'The bodyguard of Bolg came howling against them,
and drove in upon their ranks like waves upon cliffs of sand.'*

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INTRODUCTION

Thorin Oakenshield's quest to reclaim Erebor is almost over. The Dwarves have travelled far to the east, outwitting Trolls, evading Orcs and even escaping imprisonment from within the dungeon of *Thranduil*, King of the Woodland Realm. Thorin's Company have finally reached *The Lonely Mountain*, but reckless haste has led them to rouse mighty *Smaug*™ from his slumber. Yet the dragon is but one of many perils that *Thorin Oakenshield*™ and his kinsmen now face, as five armies of friends and foes alike converge upon Erebor, each seeking a claim to the long-lost treasures of the Dwarves...

Welcome to *The Hobbit: The Battle of the Five Armies*™. This is an expansion for *The Hobbit: An Unexpected Journey*™ Strategy Battle Game, and you will need a copy of the main rules manual and *The Hobbit: The Desolation of Smaug*™ expansion to use the information within these pages. This expansion is split into several sections:

The Journey Continues

Linking your Games

Here we conclude the epic quest undertaken by *Thorin Oakenshield* and his companions, providing campaign rules that enable you to reenact the final stage of their journey, from *Smaug*'s attack on Lake-town to the attack on Ravenhill in the Battle of the Five Armies.

New Scenarios

The Scenarios in this section pick up from those presented in *The Hobbit: An Unexpected Journey*™ Strategy Battle Game rules manual and *The Hobbit: The Desolation of Smaug*™ expansion. Just like those from the main rules manual and *The Hobbit: The Desolation of Smaug*™ expansion, the Scenarios detailed here re-create the pivotal scenes from *The Hobbit: The Battle of the Five Armies*™ movie on the tabletop. Why not see if *Bard the Bowman*™ and the defenders of Lake-town can fend off *Smaug* before the rampaging dragon razes their entire town with his fiery breath? And can *Thorin Oakenshield* storm Ravenhill and face down the mightiest Orc commanders of the Third Age, *Azog*™ and *Bolg*?

Heroes and Villains of Middle-earth

This section presents profiles for a host of new characters and warriors that are introduced in *The Hobbit: The Battle of the Five Armies*™. Now you can collect iconic Heroes from the movies, including Thorin's Company wearing royal armour, *Bard the Bowman* firing the Windlance and the terrible dragon *Smaug*. As if that wasn't enough, the Elves of *Mirkwood* return in force, with new infantry and cavalry ready for battle.

Army Lists

In this section we present new and updated army lists for using forces in Points Match games. Based upon *Azog*'s Hunters, The White Council, the elves of *Thranduil*'s Hall and more, these full army lists allow you to organise your models into collections for the battlefield.



Legolas Greenleaf™, Prince of Mirkwood



Bolg, Castellan of Mount Gundabad



Mirkwood Captain



Bard the Bowman, Girion's Heir



Thorin Oakenshield, King Under the Mountain



Azog, Lieutenant of Sauron



Tauriel™, Mirkwood Exile



Bilbo Baggins™, Master Burglar

The Journey Continues



Linking your games

Here we present rules that allow you to join together your games with Thorin's Company in a dynamic narrative, following on from the events of the first and second movies. For the full information on how to link your games as well as the rules for Scenarios 1-7, see pages 110-131 of *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual. The rules for Scenarios 8-12 can be found on pages 6-15 of *The Hobbit: The Desolation of Smaug™* expansion. The rules for how you can link all 12 Scenarios that lead up to this point in the journey can also be found on pages 22-25 of *The Hobbit: The Desolation of Smaug™* expansion.

12 BARRELS OUT OF BOND - PART II

Good victory: Ignore the Walking Wounded special rule in the Fire and Water Scenario.

Draw: Neither side has the advantage.

Evil victory: When rolling for *Kili the Dwarf* on the Campaign Injury Table after the game, treat a roll of 4+ as a Sorely Wounded result instead.

13 FIRE AND WATER

Good victory: All of the Good player's surviving Heroes begin the Assault on Ravenhill Scenario with all of their Might, Will, Fate points and Wounds restored to full.

Draw: Neither side has the advantage.

Evil victory: The Evil player can add 1 to the result when rolling for the *Orc* Legions of Gundabad special rule in the Assault on Ravenhill Scenario.

THERE AND BACK AGAIN...

The Assault on Ravenhill will lead to ultimate victory for one side or the other. If you have been playing all of the Scenarios through from start to finish, this is what you've been fighting towards all along. The outcome of the Fire and Water Scenario is therefore especially important, as the victory bonus might prove crucial.

Whoever wins the final Scenario wins the campaign. It's worth noting that there is no way to draw the Assault on Ravenhill Scenario, so to the victor, the ultimate spoils!



SCENARIOS:

the hobbit: the battle of the five armies™

On the following pages we present new Scenarios to recreate the action-packed events in the *The Hobbit: The Battle of the Five Armies™* using your Citadel miniatures.

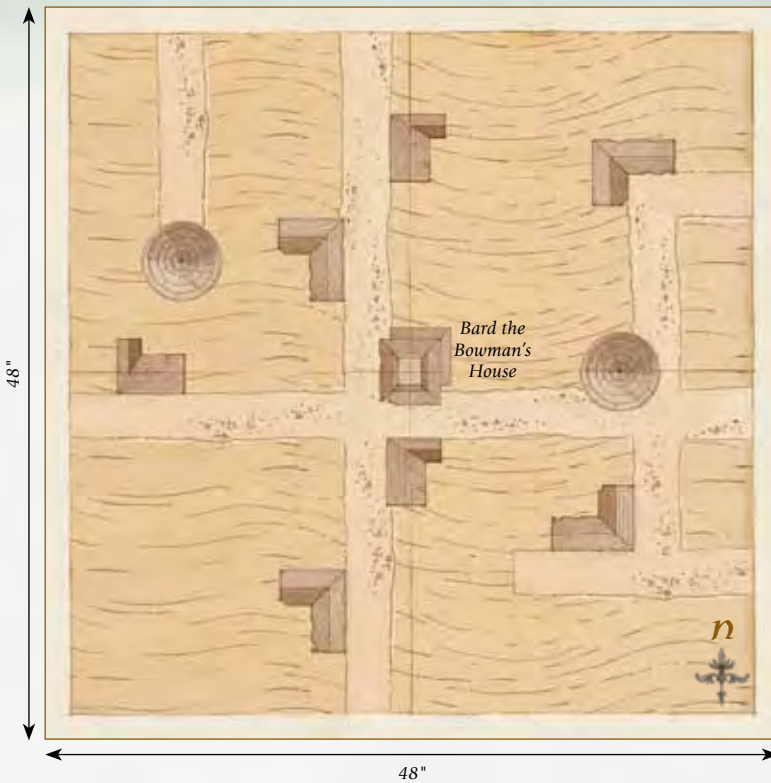
The Scenarios contained on the following pages each set the scene for a specific game of *The Hobbit: The Battle of the Five Armies™*, providing the context for your battle and outlining the rules you need to recreate it. The Scenario format for *The Hobbit: The Battle of the Five Armies™* is the same as that presented in the Scenarios section of *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual (pg 110). The participants in these Scenarios are taken from this expansion, from *The Hobbit: The Desolation of Smaug™* expansion or from *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual.

13 fire and water



'Black arrow! I had you from my father and he from of old. If ever you came from the forges of the true king under the Mountain, go now and speed well!'

- Bard the Bowman, Fire and Water



Participants

Good Models: *Bard the Bowman*, *Girion's Heir* (with *Windlance*); *Fili the Dwarf*; *Kili the Dwarf*; *Bofur the Dwarf*; *Oin the Dwarf*; *Tauriel*; *Master of Lake-town*; *Alfrid the Councillor*; 1 *Lake-town Guard Captain*; 36 *Lake-town Guards* (12 with spears, 12 with bows).

Evil Models:
Smaug.

Objectives

Smaug must be slain, or Lake-town will be left a smouldering ruin by the Dragon's fury. The game ends at the end of the turn on which either *Smaug* has been slain, or the Good side has been reduced to a quarter (25%) of its starting number of models, or less. The Good player wins if *Smaug* has been slain, otherwise the Evil player wins.

Special Rules

Dragon's Ire More Fierce Than Fire: Such is *Smaug's* incandescent fury that each time he kills an enemy Hero, he regains a single *Might* or *Will* point used earlier in the battle.

Walking Wounded: *Kili the Dwarf's* injured leg is far from healed. *Kili the Dwarf* can only move at half his normal speed (2.5"), and cannot perform a *Heroic March*, nor may he benefit from a friendly Hero's 'At the Double!'. Furthermore, *Kili the Dwarf's* wounded leg prevents him from using either his or *Fili the Dwarf's* *Combat Synergy* special rule.

Designer's Note

This Scenario represents Smaug's defining moment in The Hobbit: The Battle of the Five Armies™. It is an opportunity for the Evil player to unleash arguably the deadliest creature in Middle-earth to cause carnage and destruction. In fact, the Good player will have to pull out all the stops to stand a chance of defeating Smaug, despite the powerful Heroes at his disposal, so the Evil player should revel in his superiority. Smaug certainly did!

Smaug has been awoken from his slumber by *Bilbo Baggins* in his attempt to recover the *Arkenstone™*. The ancient Dragon soon finds himself confronted by *Thorin Oakenshield* and his companions, driving him into a terrible fury as they attempt to reclaim what is rightfully theirs. But rather than vent his wrath upon the Dwarves, *Smaug* blames the villagers of Lake-town for aiding them and takes wing towards the hapless town to mete out suitable punishment.

As *Smaug's* fiery vengeance rains down from the sky, the defenders of Lake-town must make a stand against the Dragon lest he burn their home to the ground as he did Dale, City of Men, long ago.

Layout

This Scenario takes place across the wooden jetties and walkways of Lake-town. A suitable building to represent *Bard the Bowman's* house should be located in the centre of the board, with other buildings and walkways placed nearby to represent a typical district of Lake-town.

Starting Positions

Firstly, the Good player places *Fili the Dwarf*, *Kili the Dwarf*, *Bofur the Dwarf*, *Oin the Dwarf* and *Tauriel* anywhere within 6" of *Bard the Bowman's* house. He then places the rest of his models anywhere on the battlefield. The Evil player does not place *Smaug*; the Dragon moves onto the battlefield from any point along the northern table edge at the beginning of the Evil player's Move phase.

14 Assault on Ravenhill

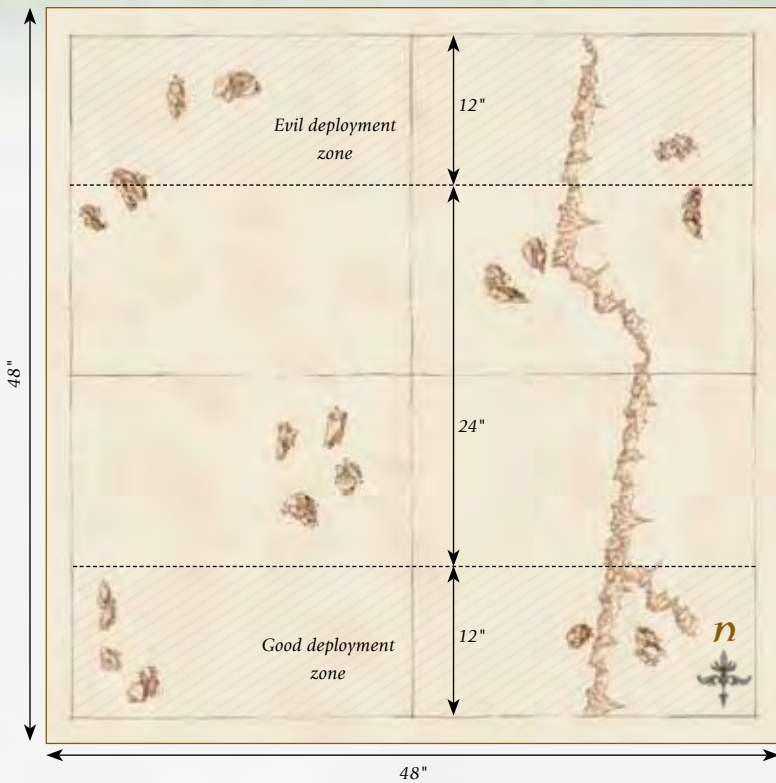
The Battle of the Five Armies is well underway. Azog commands the proceedings from his position atop Ravenhill, unaware that *Thorin Oakenshield* has spied him across the battlefield and moves to finish him once and for all. But as the Dwarf king battles his way uphill to face his nemesis, other forces, both good and ill, converge upon their location.

Little does *Thorin Oakenshield* know that he is marching into a trap. The arrival of *Bolg* at the battle is imminent, and he leads a second vast army of *Orcs* from Mount Gundabad. Yet not all is lost; *Legolas Greenleaf* and *Tauriel* are swiftly closing in, and in the far distance, the beating of vast wings hails the arrival of another, unexpected host...



'The Wargs were scattered and Thorin drove right against the bodyguards of Bolg. But he could not pierce their ranks. His numbers were too few. His flanks were unguarded. Soon the attackers were attacked...'

- The Clouds Burst



Layout

Ravenhill is a high crag that overlooks the planes below *The Lonely Mountain*. The scenery should consist of scattered rocky outcrops.

Starting positions

The Evil player places *Azog*, Lieutenant of *Sauron*, 1 Gundabad *Orc* Captain and 18 Gundabad *Orc* Warriors anywhere in his deployment area. The Good player then places *Thorin Oakenshield*, King Under the Mountain, *Fili the Dwarf*, Champion of Erebor, *Kili the Dwarf*, Champion of Erebor, *Dwalin the Dwarf*, Champion of Erebor and *Bilbo Baggins*, Master Burglar anywhere in his deployment zone. All other models arrive later in the game.

Objectives

Thorin Oakenshield knows that for the scattered forces of the Dwarves, Elves and Men, the only hope of victory lies in striking down the one who commands the *Orc* hordes – his hated foe, *Azog*. Yet with the arrival of *Bolg*, victory can only be certain if the Pale *Orc*'s vile offspring is also cut down. But if victory comes at too great a cost, then all yet may be lost.

The game ends at the end of the turn on which both *Azog*, Lieutenant of *Sauron* and *Bolg*, Castellan of Mount Gundabad have been slain, or the Good side has been reduced to a quarter (25%) of its starting number of models, or less. The Good player wins if both *Azog*, Lieutenant of *Sauron* and *Bolg*, Castellan of Mount Gundabad have been slain, otherwise the Evil player wins.

Participants

Good Models:

Thorin Oakenshield, King Under the Mountain; *Fili the Dwarf*, Champion of Erebor; *Kili the Dwarf*, Champion of Erebor; *Dwalin the Dwarf*, Champion of Erebor; *Bilbo Baggins*, Master Burglar; *Radagast™ the Brown* riding Great Eagle; *Tauriel*, Mirkwood Exile; *Legolas Greenleaf*, Prince of Mirkwood; *Beorn™*; *Gwaihir™*; 2 Great Eagles.

Evil Models:

Azog, Lieutenant of *Sauron*; *Bolg*, Castellan of Mount Gundabad; 3 Gundabad *Orc* Captains; 36 Gundabad *Orc* Warriors.

Special Rules

The Arrival of *Bolg*: In the End phase of Turn 3, the Evil player places *Bolg*, Castellan of Mount Gundabad, 2 Gundabad *Orc* Captains and 18 Gundabad *Orc* Warriors on the board, each in base contact with the northern table edge.

Champions of *Mirkwood*: In the End phase of Turn 4, the Good player places *Legolas Greenleaf*, Prince of *Mirkwood* and *Tauriel*, *Mirkwood* Exile on the board, each in base contact with the eastern table edge.

“The Eagles are Coming!”: In the End phase of Turn 8, the Good player places *Radagast the Brown* riding Great Eagle, *Beorn*, *Gwaihir* and 2 Great Eagles on the board, each in base contact with the western table edge.

The *Orc* Legions of Gundabad: At the end of each of his Move phases, the Evil player must roll a dice for every Gundabad *Orc* Warrior that has been slain earlier in the battle; on a 6, it immediately re-enters play as reinforcements, moving onto the battlefield from any point along the northern table edge.

Designer's note

Whatever happens here will decide the fate of Middle-earth for years to come, and possibly even lead to Sauron's ultimate victory over the Free Peoples. Both players are using some of the most powerful Heroes available to each side – enjoy it, and get them stuck into the enemy!

heroes and
villains of
middle-earth



new profiles

On the following pages we present character profiles for all of the new Good and Evil models available in *The Hobbit: The Battle of the Five Armies™*.

What follows are a series of profiles, containing contextual information, characteristics, a points value and special rules for each of the models introduced in this expansion. These profiles supplement those found in *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual and *The Hobbit: The Desolation of Smaug™* expansion. If a named Hero has more than one profile, you can only include one of that individual in your army. As an example, you cannot include both *Bard the Bowman* (from *The Hobbit: The Desolation of Smaug™* expansion) and *Bard the Bowman, Girion's Heir* (pg 12) in your army.



GOOD HEROES

Bard the Bowman, Girion's Heir (man) 150 points



As his moment of destiny draws ever closer, dire circumstances see Bard the Bowman rise to become the saviour of Lake-town, for the blood of noble Girion Lord of Dale flows within his veins.

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

M	W	F
3	3	3

WARGEAR

Sword.

OPTIONS

Armour 5 points
 Horse 10 points
 Windlance 75 points

The Windlance: A powerful, Dwarf-forged relic of Dale, City of Men, 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, Girion's Heir 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*, Girion's Heir can fire the Windlance every turn. *Bard the Bowman*, Girion's Heir may use his Might to influence To Hit, To Wound and Scatter table rolls made for the Windlance.

SPECIAL RULES

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

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



Though many were slain in the razing of Lake-town, some survived to aid Bard the Bowman in seeing the refugees to relative safety. It was these brave men who would take command of the Militia in the desperate battle to come.

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



Thorin Oakenshield, King Under the Mountain (Dwarf)..... 125 points

Thorin Oakenshield's quest has ultimately been fulfilled – the Dragon Smaug lies slain and the great wealth of his people has been reclaimed once more. Yet despite this triumph, a sickness lies deep within him that only the rediscovery of the Arkenstone will cure. But when the Battle of the Five Armies threatens to destroy everything he has fought so hard for, Thorin Oakenshield emerges from Erebor to avenge the great wrongs done to his kin by the Pale Orc, Azog.

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

WARGEAR

Heavy Dwarf armour and sword.

OPTIONS

If Legolas Greenleaf, Prince of Mirkwood is not in your force, Thorin Oakenshield, King Under the Mountain can carry Orcrist..... 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.

Orcrist is an Elven blade. 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 Oakenshield has avowed 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 or Azog, Lieutenant of Sauron™.

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.



Fili the Dwarf, Champion of Erebor (Dwarf)..... 70 points

Having survived Smaug's attack on Lake-town, Fili the Dwarf arrives at The Lonely Mountain to find his royal cousin tormented by the missing Arkenstone. But Fili the Dwarf's loyalty to Thorin Oakenshield remains ironclad, and he fights without fear to protect his king in the Battle of the Five Armies.

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

WARGEAR

Heavy Dwarf armour and sword.

SPECIAL RULES

Bodyguard (Thorin Oakenshield, King Under the Mountain).

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, 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 the Dwarf 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.





Kili the Dwarf, Champion of Erebor (Dwarf)70 points

Though wounded almost unto death by a poisoned arrow and more than a little distracted by his feelings for the Elf maiden whose skill at healing saved him, Kili the Dwarf soon recovers both his wits and his strength. It is just as well, for his sword will be sorely needed in the bitter fighting ahead.

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

WARGEAR

Heavy Dwarf armour and sword.

SPECIAL RULES

Bodyguard (*Thorin Oakenshield, King Under the Mountain*).

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, 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 the Dwarf* 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*.



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

Of all the Dwarves that accompanied Thorin Oakenshield on his quest, it is arguably Bifur the Dwarf who stayed truest to the course laid before them. But whether his actions were guided by fierce conviction, or the axe lodged in his skull merely robbed him of doubt, is another matter entirely. Bifur the Dwarf nonetheless remains a stout and steadfast warrior.

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

WARGEAR

Heavy Dwarf armour and two-handed axe.

SPECIAL RULES

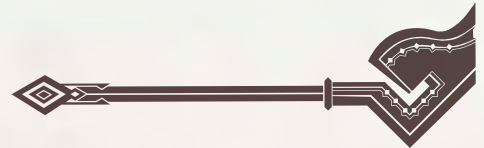
Sworn Protector (*Thorin Oakenshield, King Under the Mountain*).

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

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

I Need That! Only *Bofur the Dwarf* could get away with wrenching the blade from Bifur the Dwarf's skull without suffering apocalyptically violent consequences.

If they are in base contact, *Bofur the Dwarf, Champion of Erebor* can rip the axe from the head of *Bifur the Dwarf, Champion of Erebor*. If he does so, *Bifur the Dwarf, Champion of Erebor* immediately suffers 1 Wound (Fate rolls cannot be taken against this), but loses his Battle Damaged special rule. He may then use a single Heroic Action each turn without reducing his store of Might. However, only *Bifur the Dwarf, Champion of Erebor* may benefit from this Heroic Action.





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

Though drunken negligence led him to miss Thorin Oakenshield's final push towards The Lonely Mountain, Bofur the Dwarf's experiences against Smaug in Lake-town were no less harrowing. Yet quick wits and an irrepressible attitude saw Bofur the Dwarf through, and it wasn't long until he was at his king's side once more, marching forth from Erebor into the great battle before its gates.

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, improbable odds or the subtle malevolence of dark magic, *Bofur the Dwarf* remains optimistic no matter the situation.

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 the Dwarf's* Steadfast roll.



BOMBUR the Dwarf, Champion of Erebor (Dwarf)..65 points

Thorin Oakenshield's quest has seen his companions battling Trolls, Orcs, Goblins and Wargs at almost every turn. Emerging from such trials and tribulations has seen the silent but doughty Bombur the Dwarf grow into a solid – if still rather unconventional – warrior.

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 the Dwarf's bulk makes him formidable.

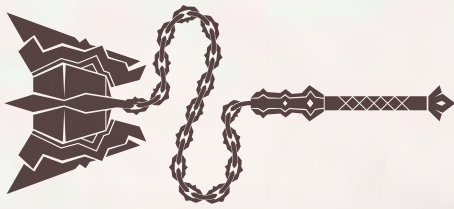
When *Bombur the Dwarf, Champion of Erebor* makes Strikes, he may choose to use the Bash special strike just as if he were using a mace.

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

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

Raising Spirits. *Bombur the Dwarf* 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 the Dwarf, Champion of Erebor* 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, Champion of Erebor (Dwarf)...115 points

Dwalin the Dwarf has fought alongside his liege-lord Thorin Oakenshield through many dangers. Towering over his kinsmen, Dwalin the Dwarf is easily the most imposing of the Dwarves in Thorin's Company, and is a formidable fighter. Versed in all manner of weaponry, Dwalin the Dwarf is an unstoppable force around which the rest of his companions fight. But in the Battle of the Five Armies, the fortitude of even this mighty warrior will be sorely tested.

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

WARGEAR

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

SPECIAL RULES

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

The King's Axeman. None can rival Dwalin the Dwarf's skill with the 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 the Dwarf* is deadly, whether he carries a weapon or not.

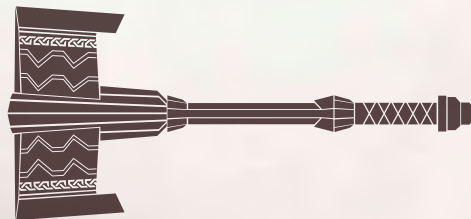
Dwalin the Dwarf, Champion of Erebor is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a Two-handed weapon.



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

Like his brother, Balin the Dwarf has accompanied Thorin Oakenshield 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.

Mv	F	S	D	A	W	C	M	W	F
5"	4/4+	3	8	1	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 the Dwarf* 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.



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

Though many Dwarves of the Blue Mountains doubted the validity of Oin the Dwarf's interpretation of the portents – leaving Thorin Oakenshield with but twelve companions to join him on his quest – its ultimate success soon vindicated the grizzled old timer. His participation in Thorin Oakenshield's quest may have been motivated more by his love of gold than any sense of loyalty, but he has nonetheless proved to be a valiant warrior when called upon to fight in defence of the Dwarves' treasures.

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 the Dwarf* 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 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 score of a 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 the Dwarf* 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 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).....95 points

Gloin the Dwarf was amongst the most skilled and experienced warriors in the company of Dwarves that set out to reclaim The Lonely Mountain. Over the course of the quest, he would prove his valour and strength of arms time and time again. When Thorin Oakenshield led his companions into the Battle of the Five Armies, there was none more eager to get to grips with their foes than Gloin the Dwarf.

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 the Dwarf* 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.





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

Ori the Dwarf was oft considered the weakest and most inexperienced of Thorin's Company, despite possessing a valiant heart. But he has overcome more than his fair share of danger, emerging stronger from every fight. Now Ori the Dwarf proudly fights alongside his kinsmen, every bit the brave warrior he always believed himself to be.

Mv	F	S	D	A	W	C	M	W	F
5"	4/3+	3	7	2	2	5	1	3	1

WARGEAR

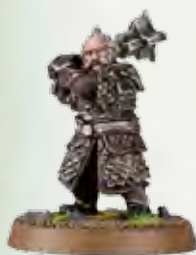
Heavy Dwarf armour and two-handed axe.

SPECIAL RULES

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

Chronicler. Ori the Dwarf'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 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).



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

No longer burdened by the need to protect his younger brothers as fiercely as before – their own experiences having forged them into mature and capable warriors in their own right – Dori the Dwarf can now focus on what he does best; namely, crushing the skulls of his foes.

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



Nori the Dwarf, Champion of Erebor (Dwarf)70 points

Having spent much of his life 'relieving' others of their weapons to try out for himself, Nori the Dwarf found himself in the unusual position of having too much choice when sifting through Smaug's stolen treasure horde for useful equipment.

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

WARGEAR

Heavy Dwarf armour, shield and mace.

SPECIAL RULES

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

Weapon Master. Nori the Dwarf 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.



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.

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. 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™. Sting 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.



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.

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

WARGEAR

*Staff of Power.

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! rule 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™ the Grey, 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 the Wise 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 dice when making Casting or Resist tests.

MAGICAL POWERS

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





Radagast the Brown riding great eagle (Wizard).....210 points

By aiding The White Council in rescuing Gandalf the Grey from his imprisonment in Dol Guldur, Radagast the Brown has proven himself a valuable ally in the fight against Sauron's growing might, and even offers Gandalf the Grey his staff before departing to seek his avian allies.

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

One with Nature. Radagast the Brown 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.

WARGEAR
Dagger.

SPECIAL RULES
Master of Birds. Radagast the Brown 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.

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 one of their number.

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

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, the Great Eagle automatically passes its Courage test to stay and fight.



Galadriel™, Lady of Light (Elf).....125 points

Born in Valinor into one of the great houses of the Noldor even before the First Age began, Galadriel is amongst the eldest and mightiest of her kind. She has long opposed Sauron's attempts to subjugate the Free Peoples, and helped to found The White Council to that end. Now she sets forth towards Dol Guldur to challenge the Dark Lord in person.

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

WARGEAR

Nenya. This unobtrusive ring is one of the Three Elven Rings.

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

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.

MAGICAL POWERS

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

Elrond™, Lord of the West (Elf).....180 points

Elrond is the master of Rivendell and a senior member of The White Council. He fought against Sauron during the Last Alliance of Men and Elves, and was present when Isildur cut The One Ring from his hand. He has long feared that Isildur's failure to destroy it would one day haunt the Free Peoples. It would appear that day has now come.

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

WARGEAR

Heavy armour and Elven blade.

Vilya. This beautiful Elven ring contains great power from an ancient time.

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

SPECIAL RULES

Terror, Woodland Creature.

Champion of the Free Peoples. *Elrond* has ever opposed Sauron's power, and many of the Dark Lord's lieutenants have fallen by his hand.

Elrond, Lord of the West may call a Heroic Strike every Fight phase without expending Might.

MAGICAL POWERS

	Range	Dice Score
Nature's Wrath	-	4+
Renew	12"	3+



Thranduil, King of the Woodland Realm (Elf)..... 130 points

When roused to war, the King of Mirkwood is a terrible foe to behold. Though greatly skilled with the bow, it is with a blade in each hand that he is at his most dangerous. So armed, the Elven king is a whirlwind of destruction, as countless Orcs would discover in 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

Horse 10 points

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)..... 125 points

Though renowned across Middle-earth for his unrivalled skills with a bow, during the Battle of the Five Armies Legolas Greenleaf would also demonstrate his dexterity with the blade. Wielding Orcrist with a deftness rarely seen, the Prince of Mirkwood even triumphed over mighty Bolg at the battle's epic climax.

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

WARGEAR

Armour, Elf bow and *Orcrist*.

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.

Orcrist is an Elven blade. 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.

OPTIONS

Horse 10 points

SPECIAL RULES

Woodland Creature.

Deadly Shot. *Legolas Greenleaf* is probably the finest archer in *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, Mirkwood Exile (Elf).....85 points

Though exiled by Thranduil, King of the Woodland Realm for her disobedience, Tauriel remains true to her heart. A formidable warrior even without the aid of her kin, Tauriel fights bravely to protect Kili the Dwarf against seemingly impossible odds.

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

M	W	F
3	2	3

WARGEAR

Elven cloak, armour and two daggers.



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 the Dwarf.

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 reduced to 4 for the remainder of the battle.



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

The Captains of the Mirkwood host are brave and capable warriors, many of them veterans of the War of the Last Alliance, having accompanied Thranduil, King of the Woodland Realm's father, Oropher. Where they fought in the Battle of the Five Armies, Azog's forces would fall back in disarray.

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

M	W	F
2	1	1

WARGEAR

Armour.

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.





GOOD WARRIORS

Mirkwood Cavalry (Elf)..... 16 points

Elven knights are rightfully feared across the breadth of Middle-earth for their skill in battle, and the cavalry of Mirkwood are no exception. Hand-picked from the finest Elven soldiery, these deadly riders accompany Thranduil, King of the Woodland Realm in place of his Palace Guard when he rides to war.

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

WARGEAR

Armour, Elven blade and horse.

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 counts as being in range of a banner if they are within 6" of Thranduil, King of the Woodland Realm.



Mirkwood Elf (Elf)..... 8 points

The bulk of Mirkwood's warriors are drawn from its civilian subjects. As the fell influence of The Necromancer of Dol Guldur has spread, increasing numbers of the Elves dwelling within the Woodland Realm have been called upon to take up arms once more in defence of their borders. Despite their relative lack of experience, their speed, grace and skills in war far outstrip those of Dwarves and Men.

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

WARGEAR

Armour.

OPTIONS

Elven blade 1 point
 Shield..... 1 point
 Elf bow 2 points
 Elven glaive (see opposite) 2 points

SPECIAL RULES

Woodland Creature.



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.

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

WARGEAR

Armour.

OPTIONS

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



EVIL HEROES

Azog, Lieutenant of SAURON (ORC) 200 points

The Necromancer of Dol Guldur is at last 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.

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

WARGEAR

Two-handed mace.

OPTIONS

The White Warg..... 50 points

SPECIAL RULES

Burly.

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

Azog, Lieutenant of Sauron's Stand Fast! rule has a range of 12" and, unlike other Heroes' Stand Fast! rolls, can affect other 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, Lieutenant of Sauron always wounds his foe on a 3+, 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	M	W	F
10"	5/5+	4	5	2	2	4	3	1	1

SPECIAL RULES

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

As long as Azog, Lieutenant of Sauron 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.

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, Lieutenant of Sauron 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.





Bolg, Castellan of Mount Gundabad (ORC).....200 points

In his father's absence, Bolg has ruled the Orcs of Mount Gundabad with an iron fist. Now he leads them forth in great number to complete Azog's victory and the destruction of his hated foes.

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

M	W	F
3	3	3

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

Bolg, Castellan of Mount Gundabad re-rolls To Wound rolls of 1 when making Strikes against Elves and Dwarves.



WARGEAR

Heavy armour and two-handed pick.

OPTIONS

Fell Warg..... 10 points

SPECIAL RULES

Burly.

The Bringer of Death. Slaughter and torture are Bolg's stock in trade. 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 ten or more enemies, he may spend a single Might point each turn without depleting his Might store.

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

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.

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.

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 Múmak of Harad!). Furthermore, should *Smaug* choose to make a Barge Brutal Power Attack, any models forced to Back Away also suffer a Strength 9 hit.

MAGICAL POWERS

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





ARMY LISTS

All of the models listed in *The Hobbit: The Battle of the Five Armies*™ belong to an army list. Some, shown below, supplement those found in *The Hobbit: An Unexpected Journey*™ or *The Hobbit: The Desolation of Smaug*™, whilst others are updates to existing army lists that include models introduced in this expansion. In either case, all the army lists are designed to help you organise your models into a collection ready for use in a Points Match game. Some of these army lists also feature their own special warband rules, which alter the way you choose them for your army or use them on the battlefield.

New Army Lists

The following army lists are brand new to *The Hobbit: The Battle of the Five Armies*™ expansion and supplement those found in *The Hobbit: An Unexpected Journey*™ Strategy Battle Game rules manual or *The Hobbit: The Desolation of Smaug*™ expansion.

Desolator of the North

This army may include: Smaug.

So mighty is *Smaug* that he is an army unto himself, able to raze cities to the ground and slaughter hundreds of his foes.



Erebor Reclaimed

This army may include: Thorin Oakenshield, *King Under the Mountain*; Fili the Dwarf, *Champion of Erebor*; Kili the Dwarf, *Champion of Erebor*; Bifur the Dwarf, *Champion of Erebor*; Bofur the Dwarf, *Champion of Erebor*; Bombur the Dwarf, *Champion of Erebor*; Dwalin the Dwarf, *Champion of Erebor*; Balin the Dwarf, *Champion of Erebor*; Oin the Dwarf, *Champion of Erebor*; Gloin the Dwarf, *Champion of Erebor*; Ori the Dwarf, *Champion of Erebor*; Dori the Dwarf, *Champion of Erebor*; Nori the Dwarf, *Champion of Erebor*; and Bilbo Baggins, *Master Burglar*.

Supported by his loyal travelling companions, *Thorin Oakenshield* reclaimed his birthright and took up the mantle of *King Under the Mountain*.

If your force includes all 13 Dwarves, then they each have the *Du Bekâr!* special rule.

Du Bekâr! 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*.

Survivors of Lake-town

This army may include: Bard the Bowman, *Girion's Heir*; *Lake-town Militia Captains*; and *Lake-town Militia*.

Against seemingly impossible odds, *Bard the Bowman* slew the Dragon, *Smaug*, and went on to lead a militia comprising the bravest survivors of *Lake-town's* destruction in the *Battle of the Five Armies*.



Updated Army Lists

The following army lists are updated versions of several of those found in *The Hobbit: An Unexpected Journey™* Strategy Battle Game rules manual or *The Hobbit: The Desolation of Smaug™* expansion.

Thranduil's Hall

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

The defence of *Mirkwood* rests upon the shoulders of the Elven king and his chosen warriors, elite Elven fighters who stand ready with blade and bow.

Thranduil's Hall Warband Rules

Mirkwood Rangers in warbands led by Thranduil, King of Mirkwood, Legolas Greenleaf, Tauriel or Mirkwood Ranger Captains do not count towards your force's Bow Limit.

The Army of Lake-town

This army may include: Master of Lake-town; Alfrid the Councillor; Bard the Bowman or Bard the Bowman, Girion's Heir; Lake-town Guard Captains; and Lake-town Guard.

The citizens of Lake-town are the descendents of the survivors of Dale, City of Men, and must maintain a constant vigil to defend their home against the evil that surrounds it.

Azog's Hunters

This army may include: Azog or Azog, Lieutenant of Sauron; Bolg or Bolg, Castellan of Mount Gundabad; Yazneg; Fimbul the Hunter; Narzug; Hunter Orc Captains; Hunter Orcs; Fell Wargs; Gundabad Orc Captains; and Gundabad Orc Warriors.

Azog the Defiler is an Orc renowned for his brutality in battle and for his relentless cruelty.

Azog's Hunters Warband Rules

Hunter Orcs in warbands led by Azog, Bolg, Fimbul the Hunter, Narzug or Hunter Orc Captains have a Bow Limit of 1/2 (rounding up) instead of the usual 1/3.



Radagast's Alliance

This army may include: Radagast the Brown or Radagast the Brown riding Great Eagle; Bard the Bowman; Beorn; Gwaihir; Great Eagles; and Tauriel, Mirkwood Exile.

Radagast the Brown is seen as a master of birds and beasts. His kindly nature and gentle wisdom have garnered much loyalty amongst the creatures of the wild and a few wandering souls besides.



The White Council

This army may include: Galadriel or Galadriel, Lady of Light or Galadriel, Protectress of Lothlórien; Saruman the White or Saruman the Wise; Gandalf the Grey; Radagast the Brown or Radagast the Brown riding Great Eagle; and Elrond or Elrond, Lord of the West.

The White Council is Sauron's chief opponent in the middle years of the Third Age, and perhaps the greatest assembly of wisdom and martial prowess in this age or any other.

The White Council Warband Rules

A White Council force may only include a single warband. Unlike the usual model limit of a Hero plus twelve Warriors, The White Council includes only Heroes, up to a maximum of twelve. In addition to those Heroes listed above, you may also choose from Thranduil, King of Mirkwood or Thranduil, King of the Woodland Realm; Legolas Greenleaf or Legolas Greenleaf, Prince of Mirkwood and the following Heroes in the Free Peoples supplement, as members of The White Council: Círdan, Glorfindel, Erestor, Celeborn and Arwen™.

One of Purpose: A member of The White Council adds 1 to the dice roll when attempting to Resist magical powers so long as there is another member of The White Council within 6".

REFERENCE

Good Heroes

	Mv	F	S	D	A	W	C	M	W	F
<i>Bard the Bowman, Giron's Heir</i>	6"	5/3+	4	4	3	3	6	3	3	3
<i>Lake-town Militia Captain</i>	6"	3/4+	4	5	2	2	4	2	1	1
<i>Thorin Oakenshield, King Under the Mountain</i>	5"	6/4+	4	8	3	3	6	3	3	3
<i>Fili the Dwarf, Champion of Erebor</i>	5"	5/3+	4	8	2	2	5	2	1	1
<i>Kili the Dwarf, Champion of Erebor</i>	5"	5/3+	4	8	2	2	5	2	1	1
<i>Bifur the Dwarf, Champion of Erebor</i>	5"	4/3+	4	8	2	2	5	2	1	1
<i>Bofur the Dwarf, Champion of Erebor</i>	5"	4/4+	4	8	2	2	5	2	1	1
<i>Bombur the Dwarf, Champion of Erebor</i>	5"	4/4+	4	7	2	3	5	2	1	1
<i>Dwalin the Dwarf, Champion of Erebor</i>	5"	6/4+	5	8	3	2	6	3	2	2
<i>Balin the Dwarf, Champion of Erebor</i>	5"	4/4+	3	8	1	2	6	1	3	2
<i>Oin the Dwarf, Champion of Erebor</i>	5"	4/4+	4	8	1	2	6	1	4	1
<i>Gloin the Dwarf, Champion of Erebor</i>	5"	6/4+	4	8	3	2	6	3	1	1
<i>Ori the Dwarf, Champion of Erebor</i>	5"	4/3+	3	7	2	2	5	1	3	1
<i>Dori the Dwarf, Champion of Erebor</i>	5"	5/4+	4	8	3	2	5	2	1	1
<i>Nori the Dwarf, Champion of Erebor</i>	5"	5/4+	4	8	2	2	5	2	1	1

Good Heroes (continued)

	Mv	F	S	D	A	W	C	M	W	F
<i>Bilbo Baggins, Master Burglar</i>	4"	3/3+	3	6	1	2	6	3	3	3
<i>Saruman the Wise</i>	6"	5/4+	4	5	1	3	7	3	6*	3
<i>Radagast the Brown</i>	6"	5/4+	4	5	1	3	7	3	6	3
<i>Great Eagle</i>	12"	7/4+	6	8	2	3	5			
<i>Galadriel, Lady of Light</i>	6"	6/3+	3	3	3	3	7	3	6	3
<i>Elrond, Lord of the West</i>	6"	6/3+	4	7	3	3	7	3	3	3
<i>Thranduil, King of the Woodland Realm</i>	6"	7/2+	4	6	3	3	6	3	3	3
<i>Legolas Greenleaf, Prince of Mirkwood</i>	6"	7/3+	4	5	3	2	6	3	2	3
<i>Tauriel, Mirkwood Exile</i>	6"	6/3+	4	5	3	2	6	3	2	3
<i>Mirkwood Captain</i>	6"	6/3+	4	5	2	2	6	2	1	1

Good Warriors

	Mv	F	S	D	A	W	C
<i>Mirkwood Cavalry</i>	6"	5/3+	3	4	1	1	5
<i>Mirkwood Elf</i>	6"	5/3+	3	4	1	1	5
<i>Lake-town Militia</i>	6"	2/4+	3	4	1	1	3

Evil Heroes

	Mv	F	S	D	A	W	C	M	W	F
<i>Azog, Lieutenant of Sauron</i>	6"	7/5+	5	5	3	3	5	3	3	3
<i>The White Warg</i>	10"	5/5+	4	5	2	2	4	3	1	1
<i>Bolg, Castellan of Mount Gundabad</i>	6"	7/5+	5	7	3	3	5	3	3	3
<i>Smaug</i>	12"	8/2+	9	9	4	20	6	3	6	0

