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: 8 points (Dwarf)

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\begin{array}{ccccccc}
M & F & S & D & A & W & C \\
Iron Hills Warrior & 5 & 4/4+ & 3 & 6 & 1 & 1 & 4 \\
\end{array}
\]

Wargear: Dwarf Armour

Options:
- Shield: 2 points
- Pike: 2 points
- Crossbow: 2 points (May not be taken with Shield or Pike)
- Throwing Weapons: 2 points
- Banner: 25 points

Special Rules:

Phalanx: Iron Hills Warriors may use a Shield and Pike simultaneously without penalty.
Shieldwall: The model may be supported by a Pike-armed model who also has this rule 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: 19 points (Dwarf, Cavalry)

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\begin{array}{ccccccc}
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 \\
\end{array}
\]

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.

Batter: One model that is charged by a War Ram or Armoured Ram takes a S4 hit as soon as Base Contact is made.
Iron Hills Kingsguard: 16 points (Dwarf)

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

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 Great Ballista: 50 points (War Machine)

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<tr>
<th>Strength</th>
<th>Defence</th>
<th>Batter Points</th>
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<td>9</td>
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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.
Heroes of the Iron Hills

Iron Hills Captain: 60 points (Dwarf)

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Captain

Wargear: Dwarf Armour

Special Rules: Phalanx, Shieldwall

Options:
- Shield: 5 points
- 2-handed Axe: 5 points
- Pike: 5 points (foot only)
- War Ram: 10 points
- Armoured Ram: 15 points
- Lance: 5 points (Mounted only)

Iron Hills Champion: 45 points (Dwarf)

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Captain

Wargear: Dwarf Armour, Two-handed Axe

Options:
- Shield: 5 points

Special Rules:
- Weaponmaster (See Kingsguard entry)
- Duellist: When in Combat with an enemy hero, the Iron Hills Champion rerolls all rolls of 1 to Wound. However, if possible, he must always charge an enemy hero if there is an option to do so.
Dain of the Iron Hills: 185 points (Dwarf)

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Dain of the Iron Hills

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 Hammering!”: 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.
The Peoples of Esgaroth
In the Aftermath of Smaug’s Ruin

Warriors of Esgaroth

Laketown Guard: 5 Points (Human)

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<td>Laketown Guard</td>
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Wargear: Armour

Options:
Spear: 1 point
Shield: 1 point
Bow: 2 point

Laketown Militia: 4 Points (Human)

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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.
Laketown Refugee: 3 Points (Human)

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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 within 6” 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.
Heroes of Laketown:

Laketown Guard Captain: 40 points (Human)

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**Options:**
- Spear: 5 points
- Bow: 5 Points
- Shield: 5 points

Laketown Militia Captain: 35 points (Human)

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<td><strong>Wargear:</strong> Improvised Weapon (Hand Weapon)</td>
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**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.
Bain, Son of Bard: 35 points (Human)

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**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

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**Wargear:** Armour, Bow 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.
The Army of Azog and Bolg
The Evils of the North United

Evil Warriors

**Moria Orc: 6 Points (Orc)**

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**Wargear:** Heavy Armour

**Options:**
- Shield: 1 point
- OrcBow: 1 point
- Pike: 1 point
- Banner: 25 points

**Gundabad Orc: 6 Points (Orc)**

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<td>3/5+</td>
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**Wargear:** Armour

**Options:**
- Spear: 1 point
- 2-handed Weapon: 1 point
- Throwing Weapon: 2 points
- Banner: 25 points

**Goblin Mercenary: 4 Points (Goblin)**

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<td>2/5+</td>
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**Wargear:** Armour

**Options:**
- Spear: 1 point
- 2-handed weapon: 1 point
**Warg Outrider: 11 Points (Orc, Cavalry)**

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**Wargear:** Armour, Orc Bow

**Options:**
Throwing Weapon: 2 points

**Orc Beserker: 15 points (Orc)**

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**Wargear:** Armour

**Special Rules:** Terror

**Ogre: 40 points (Troll, Monster)**

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<td>Ogre</td>
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**Wargear:** Hand Weapon

**Options:**
2-handed weapon: 2 points

**Special Rules:** Terror
War Troll: 100 points (Troll, Monster)

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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 etc), 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: 150 points (Troll, Monster)

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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. Otherwise, it functions just as a War Troll's Howdah)

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)

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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)

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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 Cavalry, and gains all related bonuses.

Great War Beast: 75 points. The model uses the Great War Beast profile above and gains the Monster type.
Evil Heroes:

Moria Orc Captain: 45 Points (Orc)

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M</th>
<th>W</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>4/5+</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear: Heavy Armour

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

Gundabad Orc Captain: 45 Points (Orc)

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
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<td>6</td>
<td>4/5+</td>
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<td>2</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>1</td>
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</tbody>
</table>

Wargear: Armour

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

War Troll Chieftain: 145 Points (Troll, Monster)

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<td>8</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

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...
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

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.

A Note On Nazgul: For the sake of simplicity, this scenario uses 7 unnamed Nazgul. However, you should feel free to use the named Nazgul from the Mordor Sourcebook if you wish.
The Battle of Erebor
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 an Evil 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 Number: See 'The Battle of Erebor''

“There is one I could follow. There is one I could call King.”  
Balin, of Thorin Oakenshield
The Battle of Dale
From Dragonslayer to King

Forces of Good:
Bard, Heir of Girion
Thranduil, King of the Woodland Realm
Up to 300 points chosen from the Peoples of Laketown Army List (Must include at least 20 Laketown Refugees)
Up to 200 points chosen from the Thranduil's Halls Army List

Forces of Evil:
Up to 700 points chosen from the Army of Azog and Bolg Army List, which may not include named heroes.

The Board: This game is played on a 72x48” board. Two thirds of its length should be heavily scattered with Ruins, camps and a few intact buildings. The remaining third should be largely empty, with a single bridge leading into the Ruined city of Dale (this should be about 9” wide). Between these two areas, place high walls or deep gullies, so the bridge is the only way in.

Deployment: Bard and any models chosen from the Peoples of Laketown Army should deploy within 24” of the short board edge inside the city. The Evil forces may deploy anywhere outside the city, including on the bridge. The Elves arrive from the short board edge outside the city later in the game. At the start of each Turn including and after the 4th, roll a D6 and add the turn number. If the result is 10 or higher, the Elves immediately move on to the board from the appropriate Board Edge.

Victory Conditions: The Evil Player wins if all the models from the Peoples of Laketown Army are destroyed. The Good Player wins if all the Evil models are destroyed.

Special Rules:

Fight to the Last: Any Laketown Militia model involved in a Multiple Combat with a Laketown Refugee adds 1 to its Fight Value.

Greed Overcome: Thranduil has at last put aside his greed and his apathy for the Younger Races, and now looks to aid the men of Laketown in their plight. So long as he is within 6” of and can draw a Line of Sight to a model from the Peoples of Laketown Army, he may call a Heroic Fight without expending a point of Might.
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 Blibo, 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 if 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:

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

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
Appendix I: Scenario Maps

The Battle of Dol Guldur

The Charge of Thorin Oakenshield

The Battle of Erebor

The Battle of Dale
Appendix II: Expanded Army Lists
For use with current Games Workshop Publications

Elrond's Household: In addition to the profiles found in The Hobbit: An Unexpected Journey rulebook or the Heroes And Villains of Middle Earth download, Elrond's Household may include the following models from The Free Peoples Sourcebook:
• Erestor
• Elladan and Elrohir
• Arwen
• Glorfindel, Lord of the West
• High Elf Captain
• High Elf Warrior

The Army of Erebor: In addition to the profiles found in The Hobbit: An Unexpected Journey rulebook or the Heroes And Villains of Middle Earth download, the Army of Erebor may include the following profiles from The Battle of the Five Armies Supplement:
• Dwarf Ballista
• Erebor (Iron Hills) Kingsguard
• Erebor (Iron Hills) Champion

Durin's Folk: In addition to the profiles found in The Free Peoples Sourcebook, Durin's Folk may include any profile from The Army of Erebor and The Army of the Iron Hills.

Mordor: In addition to the profiles found in the Mordor Sourcebook, Mordor armies may include the following models from The Army of Azog and Bolg:
• Warg Outrider
• Ogre
• War Troll
• War Troll Chieftain
• War Bats
• War Beast

Moria: In addition to the profiles found in the Moria and Angmar sourcebook, a Moria army may include the following models from The Battle of the Five Armies Supplement:
• Mountain Troll (May not take Catapult Upgrade)
Appendix III: The Battle of the Five Armies Mega-Scenario

Want to try something really crazy? This scenario, compiled by One Ring user 'warrior of the north', allows you to recreate the Battle of the Five Armies as a single epic engagement. All you need are a few hundred models, a large enough playing area and a weekend spare to fight it out!

**Forces of Good:**
All 14 models from the Erebor Reclaimed Army List
Thranduil, King of Mirkwood, Legolas, Prince of Mirkwood and up to 900 points of models chosen from the Thranduil's Halls Army List
Bard the Bowman, Girion's Heir, Alfrid the Councillor, and 500 points of The Peoples of Laketown
Tauriel, Mirkwood Exile, Radagast on Great Eagle, Gwaihir and 2 Great Eagles
Gandalf the Grey
Dain Ironfoot and up to 600 points of The Army of the Iron Hills

**Forces of Evil:** Azog, Lieutenant of Sauron, Bolg, Castellan of Mount Gundabad and up to 4000 points chosen from the Army of Azog and Bolg list

**The Board:** This battle is played on a 72x72” board. In one corner, place the edges of a ruined city, Dale, and in the centre of the opposite board edge lies the Gates of Erebor. Then place Ravenhill in the furthest corner from Dale and Erebor. The rest of the board should be relatively plain.

**Deployment:** Bilbo, Gandalf and the armies of the Iron Hills and Thranduil's Halls (except Legolas) deploy within 24” of the board edge on which the Gates of Erebor sit. The People of Laketown deploy in the ruins of Dale. Azog, and up to 600 points of the Evil army deploy within 24” of the board edge opposite Erebor, and no closer than 12” to any Laketown model. The remaining forces enter play later.

**Special Rules:**

**Reinforcements:** The forces involved in this battle arrive in stages. Consult the table below to determine who arrives when:

<table>
<thead>
<tr>
<th>Models</th>
<th>Turn</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thorin's Company</td>
<td>3</td>
<td>The Gates of Erebor</td>
</tr>
<tr>
<td>Bolg and the remaining Evil Forces</td>
<td>5</td>
<td>Ravenhill</td>
</tr>
<tr>
<td>Legolas and Tauriel</td>
<td>4</td>
<td>The board edge opposite Erebor</td>
</tr>
<tr>
<td>Radagast and all Eagles</td>
<td>9</td>
<td>Dale</td>
</tr>
</tbody>
</table>

**Victory conditions:** The Evil player must kill 15 of the Good named heroes to win. The Good player must reduce the Evil army to 25% of its total starting number to win. Any other result is a draw.
“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, for their essential help in making this supplement:
Namiel
Captain Galenus
Wolf

And to the users of The One Ring forum for their feedback and ideas.

Compiled by Paradigm