

Durin's Folk

Heroes of Durin's Folk									
Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear
Durin, King of Khazad Dum		6/4+	4	9	3	3	6	3/3/1	Heavy Mithril Armor, Durin's Axe Crown of Kings, Horn of Zirakzigil
<p>Special Rules:</p> <p>Durin's Axe. Adds +1 to his dice rolls on the Wound chart. In addition, the wielder of Durin's axe may re-roll one of his dice when determining who wins a fight.</p> <p>Crown of Kings. Each time the wearer suffers a wound, roll a D6 – on the roll of a 6, the wound is discounted, exactly as if a point of Fate had been used. If this test is failed, Durin can still make use of his Fate point as normal.</p> <p>Horn of Zirak-zigil. This is a war horn. The bearer causes terror.</p> <p>*If your army includes Durin, you can upgrade any number of Dwarf Warriors to Hearthguard at +2 per model. Hearthguard automatically pass Courage tests if Durin is alive and on the battlefield.</p>									
Mardin		5/4+	4	7	2	2	5	3/1/1	Torozul, Dwarf Armor
<p>Special Rules:</p> <p>Torozûl. When rolling to wound Trolls, the Bearer of this weapon adds +1 to his dice roll on the Wound chart.</p> <p>Sworn Protector. As long as Durin is within 12"/28cm, Mardin will automatically pass all Courage tests he has to take. If Durin is slain or leaves the table, Mardin will revert to the normal rules for Courage.</p>									
Balin, son of Fundin		6/4+	4	8	2	2	6	3/3/1	2H Axe, Heavy Dwarf Armor Throwing Axes (Durin's Axe)
Dain Ironfoot, King of Erebor		5/-	4	9	3	3	7	3/3/2	Baranthazul, Heavy Mithril Armor
<p>Special Rules:</p> <p>Barazantathûl. When Dáin fights with this axe, he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.</p> <p>Venerable. Whenever Dáin has to make a Jump or Climb test, the Good player rolls two dice and must choose the lowest. This roll can be influenced by Might in the usual way</p> <p>King under the Mountain. Such is Dáin's awesome presence on the battlefield that the range of his 'Stand Fast!' rolls is 12"/28cm rather than 6"/14cm.</p>									
Gimli		6/3+	4	8	2	2	6	3/2/2	2H Axe, Heavy Dwarf Armor Throwing Axe(Elven Cloak)
<p>Special Rules:</p> <p>Axes of the Dwarves! At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or use his unique two-handed axe, in which case he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.</p>									
Floi Stonehand, Loremaster of Moria		4	4	6	2	2	5	1/3/1	Dwarf Armor
<p>Special Rules:</p> <p>Loremaster. At the start of his Move phase, Floi can spend a Will point to negate an enemy special rule for the remainder of the turn. There is no range to this ability – as long as Floi can see the foe and has a will to spend, it works. This can prevent anything from Terror, to Pall of Darkness, or even Master of Battle.</p> <p>The Living Lore. As the Dwarves triumph over the enemy, Floi's knowledge of the foe increases. Each time the Dwarves kill an enemy Hero or multi Wound model, he receives an additional Will point. This can take him above the initial starting level.</p>									
Drar		5/-	4	7	2	2	5	3/1/1	Dwarf Bow, Dwarf Armor
<p>Expert Shot</p>									
Murin		-	5/-	4	8	2	5	3/1/1	Kalazal, Shield, Dwarf Armor
<p>Kalazâl.</p> <p>Kalazal. Kalazâl is a handweapon and allows Múrin to re-roll any wound rolls made against Orcs, Goblins and Uruk-hai.</p> <p>*If your army includes Murin and Drar, you can upgrade any number of Dwarf Warriors or Dwarf Rangers to Iron Hills Veterans at the cost of +2 points per model. Iron Hills Veterans have strength 4.</p>									
Dwarf Captain		5/-	4	7	2	2	5	2/1/1	Dwarf Armor (Shield, 2H Axe) (Throwing Weapons)
Dwarf King		5/-	4	8	2	2	5	2/1/1	Heavy Dwarf Armor (Shield, 2H Axe) (Throwing Weapons)

Shieldbearer	5/-	4	8	2	2	4	1/0/0	Dwarf Armor, Shield
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In Defense of the King, Lead of Example

In Defence of the King. At the start of the game, nominate a single Dwarf Hero for the Shieldbearer to protect. If, at the start of the Fight phase, the Shieldbearer is within 3" of the protected hero and that hero is in contact with one or more enemy models, the Shieldbearer must immediately call a Heroic Fight without expending any Might. However, the Shieldbearer must use the free move to reach the protected Hero's fight if possible. If you have more than one Shieldbearer, each may protect a different Hero if you wish, just make sure that this is absolutely clear to your opponent!

Lead by Example. Dwarf Warriors and Heroes within 12" of a Shieldbearer re-roll failed courage tests.

(FAQ) King's Champion	6/3+	5	7	3	2	5	2/1/1	Heavy Dwarf Armor	
Herald	-	4/4+	4	7	1	1	4	0/1/2	Shield, Dwarf Armor, Banner

The Herald's Duty, The Life Guard

The Life's Guard. If the Kings Champion is wounded, the Heralds may spend a point of fate on his behalf as long as they are in base contact.

The Heralds Duty. When the heralds and the Kings Champion are in base contact, they receive +1 Defense. When all three are together, they receive +2. All models receive these bonuses and two heralds may give each other these bonuses without the King's Champion.

Triumvirate of War. The King's Champion will always be the warband's Captain with his two Heralds becoming his followers.

Name/Special Rules	Pts	Warriors of Durin's Folk						M/W/F	Wargear
		F/Acc	S	D	A	W	C		
Dwarf Warrior	4/4+	3	6	1	1	4		Dwarf Armor (2H Axe, Banner, Shield, Dwarf Bow) (War Horn)	
Dwarf Ranger Mountain Dwellers	4/3+	3	5	1	1	4		Armor (2H Axe, Throwing Axe, Bow)	

Mountain Dwellers. Dwarf Rangers may re-roll any jumping and climbing tests, and they may move through rocky areas that are classed as difficult terrain as if it was open ground.

Khazad Guard Bodyguard	4/-	4	7	1	1	4		2H Axe, Dwarf Heavy Armor
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(FAQ) Vault Warden: Foe Spear	4/-	4	6	1	1	4		Dwarf Armor, Pike
Vault Warden: Iron Shield	-	4/-	4	9	1	1	4	Dwarf Heavy Armor, Shield

Spear and Shield

Spear and Shield. Such is the weight of the Iron Shield, that the bearer relies on the presence of his companion to fight effectively. Unless supported by a model with a spear, the Iron Shield applies -1 to his roll to win the fight, even when shielding.

Iron Guard	4/4+	4	6	2	1	4		Dwarf Armor Throwing Axes
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Stone Catapult	-/-	9	10	-	3	-		
Crew	-/4+	3	6	1	1	4		Dwarf Armor Armor

Piercing Shot, Accurate

Flaming Ammunition, Siege Engineer Captain, Superior Construction, Siege Veterans

Piercing shot (short). Although a stone fired from a Dwarf Ballista is unlikely to pass 'through' multiple targets, any models behind the initial victim are invariably showered in stone shards, armor shrapnel and body parts. Such razor sharp fragments are more than capable of killing or seriously injuring nearby warriors. If shooting at a battlefield target, the missile can conceivably hit several enemies. The target model is struck one

blow at the strength of the siege engine, is knocked to the ground, and is flung 1D6"/2D6cm directly away from the Dwarf Ballista. Any other models that lie within the path of the victim suffer a single Strength 6 hit, and are knocked to the ground if they have a Strength of 5 or less.

Models that are wounded in this way suffer only a single

wound. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Dwarf Ballistas are easier to aim than Catapults and other heavy Siege Engines. When firing a Dwarf Ballista at a Battlefield target, the shot will scatter only 3"/8cm rather than 6"/14cm.

Thorin's Company

Heroes of Thorin's Company

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear
Thorin Oakenshield	6/4+	4	7	3	3	6	3/3/3	Sword (Dwarf Bow) (The Oaken shield, Pony) (Orcrest)	
<p>The Oakenshield. If Thorin uses the shielding rule with the Oakenshield, then he may still make a single strike if he wins, but may not use weapon abilities.</p> <p>Orcrest. Orcrest is an elven blade. It causes D3 wounds against Orcs, Goblins, and Uruk Hai instead of 1. Also it gives the wielder Terror.</p>									
Fili Bodyguard (Thorin)	5/3+	4	5	2	2	5	2/1/1	Sword, Throwing Axes (Pony)	
<p>Combat Synergy. If they are in base contact, Kili and Fili may swap places at the start of any phase. This does not count as moving.</p>									
Kili Bodyguard (Thorin)	5/3+	4	5	2	2	5	2/1/1	Sword, Dwarf Bow (Pony)	
<p>Combat Synergy. If they are in base contact, Kili and Fili may swap places at the start of any phase. This does not count as moving.</p>									
Bifur Boar Spear. This weapon may be used as a spear or a Two Handed Axe.	4/3+	4	5	2	2	5	2/1/1	Boar Spear (Pony)	
<p>Special Rules Throw Stones.</p> <p>Battle Damaged. If Bifur is reduced to 1 wound, he may call a single Heroic action each turn without using might. Only Bifur may benefit from this free heroic action.</p>									
Bofur Mattock. This weapon counts as a pick and a hammer	4/4+	4	5	2	2	5	2/1/1	Mattock (Pony)	
<p>Special rules Steadfast. Each time Bofur is targeted by a magical power or special ability, he may ignore the effects on a 2+. If you wish to try and resist a magical power, you must do so before using this ability.</p>									
Bombur the Fat Lumbering. Bombur re-rolls all rolls of 6 when making Jump or climb tests. Also he may not call heroic moves or marches. Beefy. Bombur may use the Bash special rule as if wielding a mace. Raising Spirits. Once each turn, at any point in the move phase, choose a friendly model in base contact with Bombur and roll a D6. On a 4+, the model regains a point of Will.	3/4+	4	4	2	3	5	2/1/1	Sword (Pony)	
Dwalin Burly, Fearless Weapon Master. Dwalin is never considered unarmed and does not suffer -1 penalties for two handed weapons.	6/4+	5	6	3	2	6	2/2/2	2H Hammer (Pony)	
Balin, son of Fundin Longbeard. In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.	4/4+	3	5	1	2	6	1/3/2	Sword-Mace (Pony)	
Oin the Deaf Healing Herbs. In the move phase, instead of moving, Oin may attempt to heal a friend in base contact. Roll a D6. On a 4 or 5, the model regains a wound. On a 6, the model regains all wounds. Prognostication. Once per turn, in the Fight phase, Oin can expend a point of Will to enable a friendly model within 3" to re-roll a single dice in the fight.	4/4+	4	4	1	2	6	1/4/1	2H Staff (Pony)	
Gloin A Warrior Born. Gloin must re-roll scores of 1 to wound in combat.	6/4+	4	7	3	2	6	2/1/1	Throwing Axes (Pony)	
Ori the Young Chronicler. Any time a member of Thorins Company slays an enemy Hero or Monster within 3" of Ori, that model immediately regains a point of Might, Will or Fate of your choice. Deadeye. If Ori scores a 6 when rolling to Hit, then the target automatically suffers a wound. This ignores In the Way Tests as well.	3/3+	3	4	1	2	5	1/3/1	Slingshot (Pony)	

Dori 5/4+ 4 5 3 2 5 2/1/1 Flail (Pony)
A Good Sort Really. Bilbo Baggins may use Dori's Might, Will, and Fate, if he is within 3" of Dori.

Nori 5/4+ 4 5 2 2 5 2/1/1 2H Mace
Weapon Master. Nori is never considered unarmed and does not suffer -1 penalties for the two handed weapon.

Bilbo Baggins 3/3+ 2 3 1 2 6 1/3/3 (Sting, Pony, The Ring)

Sting. This weapon gives Bilbo +1 strength

Special Rules.

Resistant to Magic, Throw Stones

It has not Yet Awoken. Bilbo Baggins ignores the My Precious and Sauron's Will sections of the Ring's Rules

Erebor Reclaimed

Heroes of Erebor Reclaimed

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

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear
King Thorin Oakenshield	6/4+	4	8	3	3	6	3/3/3		Heavy Dwarf Armor, Sword, (Orcrest)

Orcrest. Thorin may only take Orcrest if Legolas Greenleaf, Prince of Mirkwood is not in your force or an ally to your force. When Orcrest causes a Wound on an Orc, Goblin or Uruk Hai, it causes not 1 Wound but D3 wounds instead. Additionally, the bearer of Orcrest has the Terror(Goblins, Uruk Hai, Orcs) special rule.

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

Fili, Champion of Erebor Bodyguard(King Thorin Oakenshield)	5/3+	4	8	2	2	5	2/1/1		Heavy Dwarf Armor, Sword
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Combat Synergy. 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! A model with this special rule counts as being in range of a banner if he is within 6" of King Thorin Oakenshield

Kili, Champion of Erebor Bodyguard(King Thorin Oakenshield)	5/3+	4	8	2	2	5	2/1/1		Heavy Dwarf Armor, Sword
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Combat Synergy. 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! A model with this special rule counts as being in range of a banner if he is within 6" of King Thorin Oakenshield

Bifur, Champion of Erebor Sworn Protector (King Thorin Oakenshield)	4/3+	4	8	2	2	5	2/1/1		Heavy Dwarf Armor, 2H Axe
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Battle Damaged. If Bifur is reduced to 1 wound, he may call a single Heroic action each turn without using might. Only Bifur may benefit from this free heroic action.

I Need That! 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 fight. However, only Bifur the Dwarf, Champion of Erebor may benefit from this Heroic Action

Bofur, Champion of Erebor Sworn Protector (King Thorin Oakenshield)	4/4+	4	8	2	2	5	2/1/1		Heavy Dwarf Armor, 2H Hammer
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Steadfast. Each time Bofur, Champion of Erebor is targeted by a magical power or special ability, he may ignore the effects on a 2+. If you wish to try and resist a magical power, you must do so before using this ability.

Bombur, Champion of Erebor Lumbering.	4/4+	4	7	2	3	5	2/1/1		Heavy Dwarf Armor, Flail
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Beefy. Bombur may use the Bash special rule as if wielding a mace.

Raising Spirits. Once each turn, at any point in the move phase, choose a friendly model in base contact with Bombur, Champion of Erebor and roll a D6. On a 4+, the model regains a point of Will.

Dwalin, Champion of Erebor Burly, Fearless, Sworn Protector (King Thorin Oakenshield)	6/4+	5	8	3	2	6	3/2/2		2H Axe, Axe
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Weapon Master. Dwalin, Champion of Erebor is never considered unarmed and does not suffer -1 penalties for two handed weapons.

The King's Axeman. 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

Balin, Champion of Erebor Sworn Protector (King Thorin Oakenshield)	4/4+	3	8	1	2	6	1/3/2		Heavy Dwarf Armor, 2H Mace
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Longbeard. In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.

Oin, Champion of Erebor Sworn Protector (King Thorin Oakenshield)	4/4+	4	8	1	2	6	1/4/1		Heavy Dwarf Armor, Shield, Sword
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Healing Herbs. In the move phase, instead of moving, Oin may attempt to heal a friend in base contact. Roll a D6. On a 4 or 5, the model regains a wound. On a 6, the model regains all wounds.

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

Gloin, Champion of Erebor	6/4+	4	8	3	2	6	3/1/1	2H Axe, Heavy Dwarf Armor
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Sworn Protector (King Thorin Oakenshield)

A Warrior Born. Gloin must re-roll scores of 1 to wound in combat.

Ori, Champion of Erebor	3/3+	3	7	1	2	5	1/3/1	2H Axe, Heavy Dwarf Armor
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Sworn Protector (King Thorin Oakenshield)

Chronicler. Any time a member of Thorins Company slays an enemy Hero or Monster within 3" of Ori, that model immediately regains a point of Might, Will or Fate of your choice.

Dori, Champion of Erebor	5/4+	4	8	3	2	5	2/1/1	Heavy Dwarf Armor, 2H Mace
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Sworn Protector (King Thorin Oakenshield)

A Good Sort Really. Bilbo Baggins, Master Burglar may use Dori's Might, Will, and Fate, if he is within 3" of Dori.

Weapon Master. Dori is never considered unarmed and does not suffer -1 penalties for the two handed weapon.

Nori, Champion of Erebor	5/4+	4	8	2	2	5	2/1/1	Shield, Heavy Dwarf Armor, Mace
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Sworn Protector (King Thorin Oakenshield)

Weapon Master. Nori is never considered unarmed and does not suffer -1 penalties for the two handed weapon.

Bilbo Baggins, Master Burglar	3/3+	3	6	1	2	6	3/3/3	The One Ring, Sting, Mithril Coat
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Resistant to Magic, Throw Stones

It has not Yet Awoken. Bilbo Baggins ignores the My Precious and Sauron's Will sections of the Ring's Rules

Army of Thror

**This army can also be led by Dwalin, Thorin, and Balin from Thorin's Company or Erebor Reclaimed*

Heroes of Army of Thror										
Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear	
(FAQ)Thror		6/4+	4	8	3	3	6	3/3/1	Sword, Sheild	
Special Rules										
The Arkenstone. The bearer of the Arkenstone passes Fate rolls on a score of 3+. If he scores a 4+, this fate is free.										
Ring of Thror. Thror is fearless.										
(FAQ)Thrain		6/4+	4	8	3	3	6	3/3/3	2H Hammer	
Special Rules										
Durin's Heir. Thrain's Stand Fast covers the entire battlefield.										
Blood Fued. Thrain re-rolls all failed close combat To Wound Rolls against Azog and any army that includes him.										
Captain of Erebor		5/4+	4	7	2	2	5	2/1/1	Axe (Sheild)	
(IND)Thrain the Broken		4/4+	2	4	1	2	3	0/0/0	Dagger	
Shattered Spirit. At the Start of every Priority phase before rolling for Priority, Thrain must take a Courage test. If the test is passed, he acts normally. If it is passed on a Double, Thrain adds +2 to his Fight, Strength, Attacks, and Courage until the end of the turn. If the Courage test is failed, Thrain the Broken does nothing further this turn, though he may defend himself if he is charged. If the Courage test is failed with a double 1, Thrain is controlled by the Evil player as if he was one of his models. The only difference between him and other Evil models is that Good Models cannot target Thrain with missile fire or magical powers that cause damage, and cannot make strikes against him.										
Captain of Dale		5/4+	4	5	2	2	4	2/1/1	Sword, Armor (Shield)	
Grim Hammer Captain		5/4+	4	7	2	2	5	2/1/1	2H Pick Hammer, Throwing Axe	
Warriors of Army of Thror										
Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear	
Warrior of Erebor		4/4+	3	6	1	1	4		Sword, (Spear, Shield) (Banner, Horn)	
Grim Hammer		4/4+	3	6	1	1	4		2H Pick-Hammer, Throwing Axe (Banner, Horn)	
Warrior of Dale		4/4+	3	4	1	1	3		Axe, Armor (Spear, Sheild) (Bow)	