

heroes and villains of middle-earth



*“Dwalin and Balin here already, I see” said Kili.
“Let us join the throng!”*

- an unexpected party



On the following pages we present character profiles for all of the Good and Evil models available in *The Hobbit: An Unexpected Journey* Strategy Battle Game.

If you are new to the game, a little explanation on how to use this section of the rules manual may be in order. In brief what follows are a selection of profiles, containing contextual information, characteristics and special rules for each of the models in the game, as well as a points value and any other relevant information. Each profile is grouped with those whom it is portrayed throughout the movie – thus Bilbo Baggins and Gandalf find themselves alongside the other members of Thorin’s Company.





Bilbo Baggins (Hobbit) 60 points

1

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

3

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

4

M	W	F
1	3	3

5

OPTIONS

Pony 5 points

6

Sting 5 points

The Ring Free

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

The bearer of Sting has +1 Strength.

SPECIAL RULES

7

Resistant to Magic, Throw Stones.

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

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



- 1 **Race.** Every model in the game has a race, which is listed here.
- 2 **Character Background.** A short precis of who the Hero or Warrior is, and why they find themselves drawn into the action and adventure.
- 3 **Profile.** Here are the characteristics for the model, explaining how good he or she is at fighting, shooting and so on (more details on how to understand a Profile can be found on page 7).
- 4 **Heroic Statistics.** If the model is a Hero it may well have Might, Will or Fate points listed here – for more on these see page 55.
- 5 **Points Value.** A model’s points value lets you know roughly how powerful it is. If you are playing a Points Match battle, it lets you determine the points value of your entire force, by adding the points values of all the models in the army together.
- 6 **Wargear Options.** A model that has optional items, such as a mount (profiles for these can be found on pg 51), additional weapons or other trappings will have them listed here. In Scenario play, simply ensure that your model has the appropriate selection of items for the scene. In a Points Match battle, you can tailor your model by paying extra points for the items you wish them to have.
- 7 **Special Rules.** Many models have special rules that reflect their unusual abilities, such as incredible accuracy, courage and so on. These are listed here – particularly unusual special rules are explained in full, while those that are more common are simply listed for reference – complete explanations of these can be found in the Special Rules section, which starts on page 81.

good heroes

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



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

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

M	W	F
3	3	3

WARGEAR

Dwarf armour.

OPTIONS

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

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

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

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

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



Fili the Dwarf (Dwarf)..... 55 points



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

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

M	W	F
2	1	1

WARGEAR

Throwing axes.

OPTIONS

Pony..... 5 points

SPECIAL RULES

Bodyguard (Thorin).

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

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





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

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

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

M	W	F
2	1	1

WARGEAR

Dwarf bow.

OPTIONS

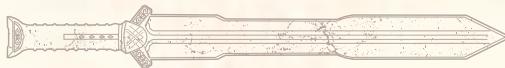
Pony.....5 points

SPECIAL RULES

Bodyguard (Thorin).

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

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



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

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

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

M	W	F
2	1	1

WARGEAR

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

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

OPTIONS

Pony.....5 points

SPECIAL RULES

Throw Stones.

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

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



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

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

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

M	W	F
2	1	1

WARGEAR

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

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

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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





Bombur the Dwarf (Dwarf)45 points

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

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

M	W	F
2	1	1

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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

Beefy. Bombur's bulk makes him formidable.

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

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

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



Dwalin the Dwarf (Dwarf)95 points

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

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

M	W	F
2	2	2

WARGEAR

Two-handed hammer.

OPTIONS

Pony.....5 points

SPECIAL RULES

Burly, Fearless.

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

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



Balin the Dwarf (Dwarf)45 points

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

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

M	W	F
1	3	2

WARGEAR

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

This weapon may use the Feint or Bash Special Strikes.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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



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

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

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

M	W	F
1	4	1

WARGEAR

Two-handed staff.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

In the Move phase, instead of moving, Oin may attempt to heal a friend in base contact. Roll a D6. On a 1-3 there is no effect. On 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 gazes into the future to read the portents. Such an act takes a toll on him, but can be valuable to his comrades.

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



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

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

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

M	W	F
2	1	1

WARGEAR

Dwarf armour and throwing axes.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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



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

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

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

M	W	F
1	3	1

WARGEAR

Slingshot.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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

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

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





DORI THE DWARF (DWARF)55 points

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

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

M	W	F
2	1	1

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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

WARGEAR

Flail.



NORI THE DWARF (DWARF)60 points

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

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

M	W	F
2	1	1

WARGEAR

Two-handed mace.

OPTIONS

Pony.....5 points

SPECIAL RULES

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

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



BILBO BAGGINS (HOBBIT)60 points

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

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

M	W	F
1	3	3

OPTIONS

Pony.....5 points

Sting5 points

The Ring..... Free

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

The bearer of Sting has +1 Strength.

SPECIAL RULES

Resistant to Magic, Throw Stones.

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

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





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

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

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

M	W	F
3	6*	3

WARGEAR

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

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

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

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

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

OPTIONS

Horse..... 10 points

MAGICAL POWERS

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



Saruman the White (Wizard)..... 150 points

Greatest of the Council of Wizards, Saruman is an incredibly shrewd and perceptive individual. His part in the great fight against Evil tends to be advisory in nature, but his ability to use magical powers in battle easily outstrips either Radagast or Gandalf.

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

M	W	F
3	6*	3

WARGEAR

*Staff of Power (pg 69).

OPTIONS

Horse..... 10 points

SPECIAL RULES

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

The range of Saruman the White's Stand Fast! is 12" rather than 6" and, unlike other Heroes' Stand Fast! rolls, can affect other Heroes.

Consuming Rivalry. Saruman resents Gandalf, and often sees him as a nuisance.

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

MAGICAL POWERS

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





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

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

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

M	W	F
3	6*	3

WARGEAR

*Staff of Power (pg 69).

OPTIONS

Sebastian	5 points
Horse	10 points
Sleigh.....	45 points

SPECIAL RULES

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

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



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

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

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

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

MAGICAL POWERS

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

radagast's sleigh

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

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

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

SPECIAL RULES

Woodland Creature.





Galadriel (Elf) 130 points



Galadriel is foremost amongst the enemies of the Dark Lord Sauron. It is said that amongst all of the forces arrayed against him, Sauron fears Galadriel the most, for she is an Elven lady of unequalled power, wise and cunning in the ways of magic and in command of all the warriors of Lórien.

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

M	W	F
3	6	3

WARGEAR

Galadriel is unarmed but wears Nenya.

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

Galadriel can re-roll her dice when using Fate points.

OPTIONS

Mirror of Galadriel 25 points

Mirror of Galadriel. In this mirror, Galadriel perceives more than mere reflections.

The mirror is deployed within 6" of Galadriel at the start of the game – it cannot subsequently be moved. At the end of each turn, one Good Hero within 6" of the mirror can recover their Fate to its starting value.

SPECIAL RULES

Terror, Woodland Creature.

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

MAGICAL POWERS

	Range	Casting
Blinding Light	self	2+
Command	12"	4+
Immobilise	12"	3+

Elrond (Elf) 160 points



Elrond Half-elfen is the master of the Last Homely House, a High Elf of noble birth who has dedicated much of his life towards thwarting the schemes of Sauron. In Rivendell, perhaps the greatest stronghold of the Elves, Elrond maintains a safe haven from the wider world, and there offers council and refuge to those who share his goals.

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

M	W	F
3	3	3

WARGEAR

Elven blade and Vilya.

OPTIONS

Heavy armour 10 points

Horse 10 points

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

Thanks to the power of Vilya, one of the Three Elven Rings, Elrond can re-roll his dice when using Fate points.

SPECIAL RULES

Terror, Woodland Creature.

MAGICAL POWERS

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





Lindir (Elf) 60 points

A steward in the house of Elrond, Lindir is an Elven noble, a skilled musician and a trusted advisor to the master of Rivendell. Lindir is a fine warrior, but his true value to Elrond is as a councillor.

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

WARGEAR

Elven blade.

OPTIONS

Heavy armour.....10 points

Horse.....10 points

SPECIAL RULES

Woodland Creature.

Song to Elbereth. Lindir knows many beautiful, enchanting songs.

When he moves, Lindir may sing out the words of a beautiful, haunting song. All friendly models within 6" of Lindir before he moves gain the Resistant to Magic special rule until the end of the turn.

Wise Council. Elrond has learned to lean on the wisdom of Lindir.

If Lindir is within 3" of Elrond, Elrond may spend a single Will point per turn without deducting it from his store – Elrond may do this even if he has no Will remaining.

Rivendell Knight Captain (Elf)85 points

Rivendell is the Last Homely House, a place of peace and tranquillity, where the weary and wise can find peace and respite. But it is only kept that way by powerful warriors and constant vigilance. Those warriors who rise to become the Captains of Elrond's household are invariably brave, skilled and dedicated fighters, as well as natural leaders.

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

WARGEAR

Heavy armour, lance, Elven blade, Elf bow and horse.

OPTIONS

Shield.....5 points

SPECIAL RULES

Woodland Creature, Expert Rider.



THOR (DWARF) 140 points

Thror was the king of the Lonely Mountain at the height of its glory. Possessor of the Arkenstone and a ring of power, he was gold-hungry – a fact that blinded him to his eventual fate. In spite of his failings, however, he was a powerful warrior and a goodly king, and as such his kinsmen followed him willingly into battle.

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

WARGEAR

Dwarf heavy armour and two-handed axe.

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

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

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

While he possesses it, Thror is Fearless.

Thrain (Dwarf) 140 points

Thror's heir, Thrain, is a grim warrior who bears the scars of many hard-fought battles. Stoically loyal to his father, Thrain commands the army of the Lonely Mountain at his behest. When Thror was slain in such a humiliating manner by Azog, Thrain plotted and led a mighty army against him in arguably the greatest battle in the history of the Dwarves.

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

WARGEAR

Dwarf heavy armour and two-handed axe.

SPECIAL RULES

Durin's Heir. When Thrain called the banners of the Dwarven Holds to avenge his father, untold thousands of warriors answered him.

Thrain's Stand Fast! rolls cover the whole battlefield.

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

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





Captain of EREBOR (Dwarf)60 points

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

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

WARGEAR

Dwarf armour.

OPTIONS

Shield.....5 points

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

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

WARGEAR

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

SPECIAL RULES

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

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

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





The Hobbit: An Unexpected Journey Strategy Battle Game



Gwaihir (Great Eagle, Monster)..... 125 points

Although Gwaihir and his great eagles care little for the strivings of the earth-bound Men and Dwarves, they often find common cause against evil creatures such as Orcs and Wargs. Gwaihir himself is the mightiest and most noble of the Eagles, known as the Windlord, and his power and dominion are incredible.

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

M	W	F
1	1	1

SPECIAL RULES

Terror, Fly.

Lord of the Eagles. Though Gwaihir is a noble creature, his intelligence is known only to few.

Only Great Eagles may use his Stand Fast! or benefit from his Heroic Actions.



GOOD WARRIORS

Knight of Rivendell (elf, cavalry).....21 points

An elite band of warriors formed of the nobles in Elrond's house, the Knights of Rivendell are formidable cavalymen. On the hunt, these knights are all but unstoppable. Their devastating charges leave shield walls in tatters, whilst their nimble steeds can weave and dodge through even dense woodland with graceful ease.

WARGEAR

Heavy armour, lance, Elven blade, Elf bow and horse.

OPTIONS

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

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

SPECIAL RULES

Woodland Creature, Expert Rider.





WARRIOR OF EREBOR (DWARF) 8 points

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

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

WARGEAR

Dwarf armour.

OPTIONS

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

GRIM HAMMER (DWARF) 11 points

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

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

WARGEAR

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

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

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

OPTIONS

Banner.....	25 points
War horn.....	30 points



Great Eagle (Great Eagle, Monster) 90 points

Borne aloft on soft and silent wings, the Windlord's host of Great Eagles hunt far and wide in the valleys around the Misty Mountains. Their speed on the wing, combined with their razor sharp beaks and talons, spell doom for those they deem foe.

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

SPECIAL RULES

Terror, Fly.



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EVIL HEROES

Azog (ORC)..... 175 points

Azog was a mighty Orc chieftain and a defiler of the dead. He was slain long ago, at the hands of Dain Ironfoot, and never heard of again. Now, however, rumours tell of an Orc matching his description who rides a white Warg...

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

WARGEAR

Armour and two-handed axe.

OPTIONS

Lance 5 points
The White Warg 50 points

SPECIAL RULES

Burly.

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 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

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

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

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.

FIMBUL (ORC) 50 points

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

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

WARGEAR

Armour, sword and Orc bow.

OPTIONS

Fell Warg..... 10 points

SPECIAL RULES

Expert Rider.

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

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



NARZUG (ORC) 50 points

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

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

WARGEAR

Armour, sword and Orc bow.

OPTIONS

Fell Warg..... 10 points

SPECIAL RULES

Expert Rider.

Lethal Aim. Narzug possesses a deadly aim.

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



Bolg (ORC)..... 175 points

Every bit as powerful and ruthless as his father, Bolg is now king, and Orc and Goblin haunts throughout the Misty Mountains are in his thrall.

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

WARGEAR

Heavy armour and two-handed pick.

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.

Hunter Orc Captain (ORC)..... 45 points

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

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

WARGEAR

Armour.

OPTIONS

Two-handed weapon 5 points
 Orc bow 5 points
 Fell Warg..... 10 points

SPECIAL RULES

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

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



William (Bill) (Troll, Monster) 150 points

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

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

M	W	F
3	1	1

WARGEAR

Dagger.

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

OPTIONS

Campfire..... 15 points

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

SPECIAL RULES

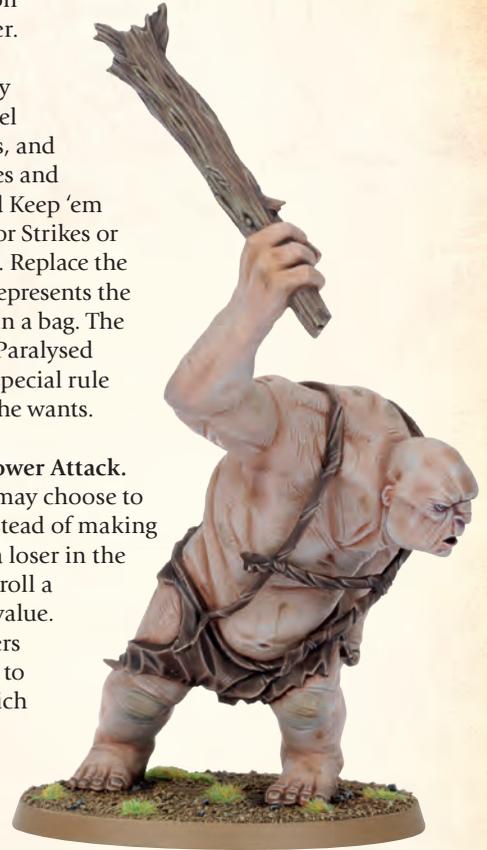
Terror, Throw Stones.

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

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

Mince 'em Fine – Brutal Power Attack.

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



Bert (Troll, Monster) 110 points

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

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

M	W	F
1	3	1

WARGEAR

Dagger.

SPECIAL RULES

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

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

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

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

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



Tom (TROLL, MONSTER).....130 points

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



Mv	F	S	D	A	W	C	M	W	F
6"	7/5+	7	7	3	3	4	2	1	1

WARGEAR

Dagger.

SPECIAL RULES

Terror, Throw Stones, Keep 'em for Later.

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

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

The Goblin King (GOBLIN, MONSTER)..... 120 points

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

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

WARGEAR

Two-handed pick.

SPECIAL RULES

Terror, Burly, Cave Dweller, Resistant to Magic.

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

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

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

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

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

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





Grinnah (Goblin)40 points

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

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

M	W	F
3	1	1

WARGEAR

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

SPECIAL RULES

Cave Dweller, Chittering Hordes (pg 192).

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

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



The Goblin Scribe (Goblin)50 points

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

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

M	W	F
0	1	1

WARGEAR

The Goblin Scribe is unarmed.

SPECIAL RULES

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

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

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

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



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

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

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

M	W	F
2	1	1

SPECIAL RULES

Cave Dweller, Chittering Hordes (pg 192).

OPTIONS

Two-handed axe5 points





Gollum (Hobbit).....35 points

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

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

M	W	F
1	0	1

SPECIAL RULES

Cave Dweller.

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

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

EVIL WARRIORS



Goblin Warrior (Goblin).....4 points

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

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

OPTIONS

Two-handed axe 1 point

SPECIAL RULES

Cave Dwellers.

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

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



FELL WARG (WARG) 9 points

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

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

SPECIAL RULES

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

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



HUNTER ORC (ORC) 8 points

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

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

WARGEAR

Armour.

OPTIONS

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

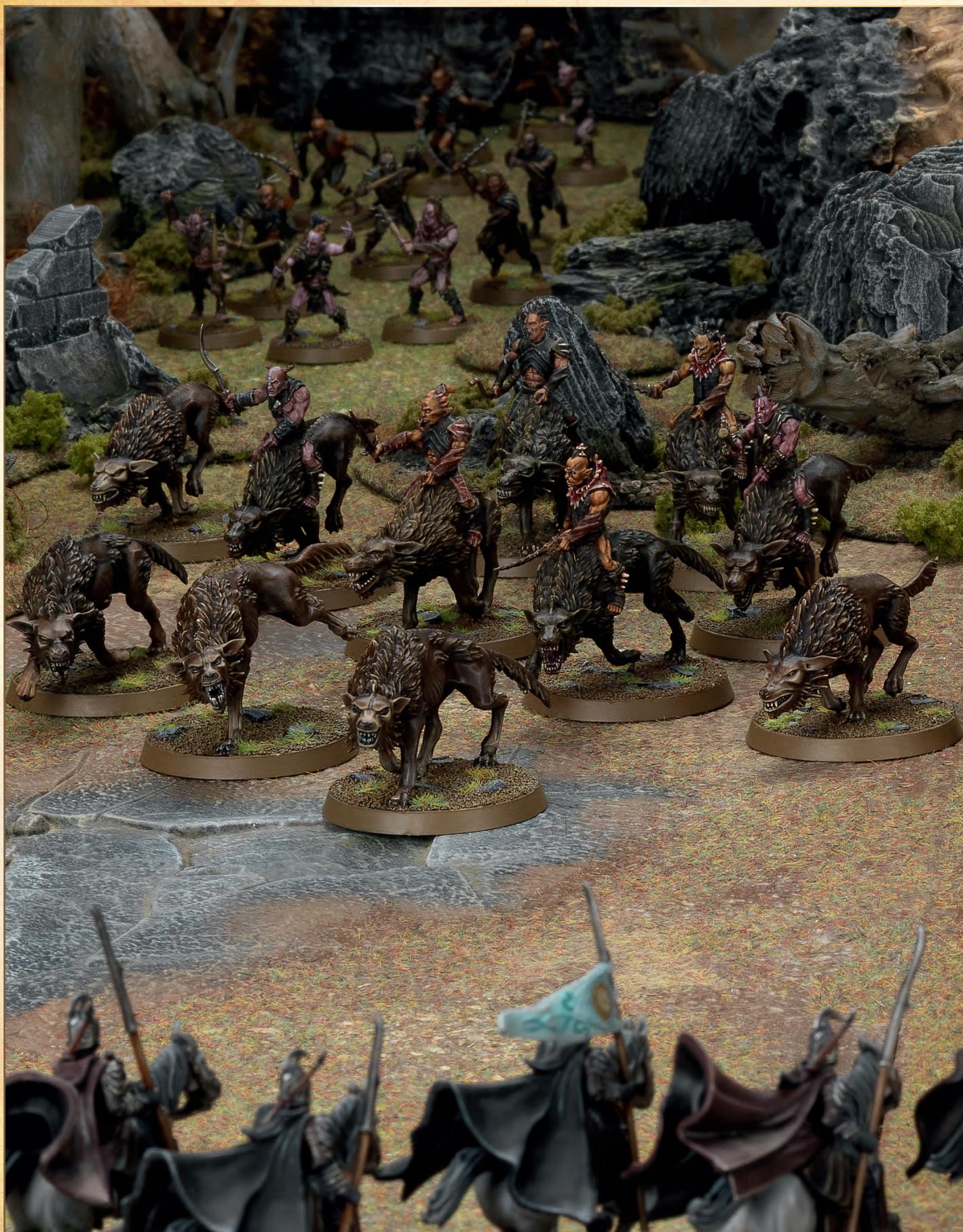
SPECIAL RULES

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

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

Fell Warg. See above.





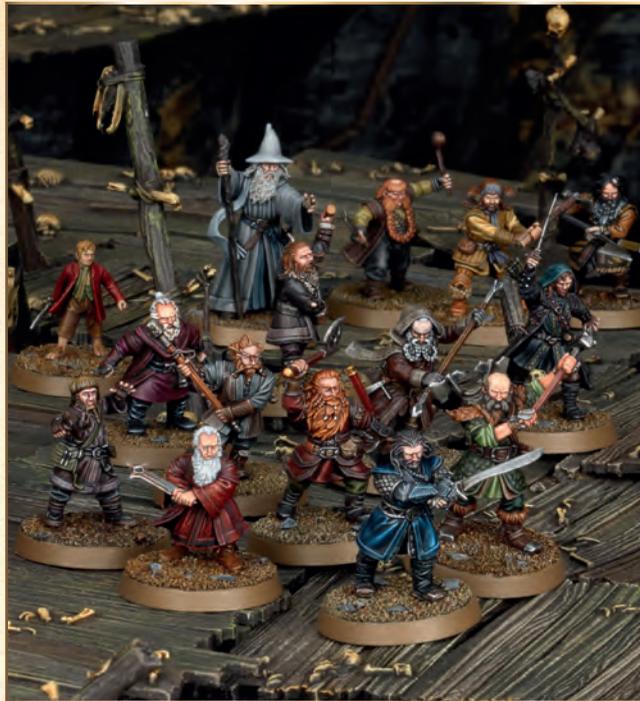
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ARMIES

All of the models listed in this rules manual belong to an army list – this is an easy way of organising your models into a collection ready for use in a Points Match battle, as

described on page 99. 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.



Thorin's Company

This army may include: Thorin Oakenshield, Dwalin, Balin, Bifur, Bofur, Bombur, Ori, Nori, Dori, Oin, Gloin, Fili, Kili, Bilbo Baggins and Gandalf the Grey.

This legendary company is the name of the group of brave Dwarves, accompanied by a Wizard and a Hobbit, who journeyed to Erebor.

Thorin's Company Warband Rules

A Thorin's Company army may only include a single warband. Unlike the usual warband limit of a single Hero plus twelve Warriors, Thorin's Company includes only Heroes (potentially fifteen of them), chosen from the following list: Thorin Oakenshield, Dwalin, Balin, Bifur, Bofur, Bombur, Ori, Nori, Dori, Oin, Gloin, Fili, Kili, Bilbo Baggins and Gandalf the Grey.

Elrond's Household

This army may include: Elrond, Lindir, Rivendell Knight Captains and Knights of Rivendell.

Elrond is the lord of Rivendell, and when on the hunt, he is accompanied by an elite band of Knights. These fighters represent the cream of Rivendell's military might.

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Radagast's Alliance

This army may include: Radagast the Brown, Gwaihir and Great Eagles.

Radagast, of the Council of Wizardry, 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.



Army of Thror

This army may include: Thror, Thrain, Thorin Oakenshield, Balin, Dwalin, Captains of Erebor, Grim Hammer Captains, Warriors of Erebor and Grim Hammers.

At the height of Erebor's power, Thror's army boasted thousands of Dwarf warriors, a military force feared and renowned all across Middle-earth.





The White Council

This army may include: Galadriel, Galadriel, Protectress of Lothlórien, Saruman the White, Gandalf the Grey, Radagast the Brown and Elrond.

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. In battle, the White Council are all but unmatched – such is their cunning and mastery of spells and magical power that any who oppose them risks beguilement or outright destruction, whilst the martial prowess of the Elven lords spells certain death for any Evil creatures brave (or foolish) enough to stand before their immortal fury.

The White Council Warband Rules

A White Council army 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 ten. In addition to those Heroes listed above, you may also choose from the following Heroes in the Free Peoples supplement, if you have it, as members of the White Council: Círdan, Glorfindel, Erester, Celeborn and Arwen.

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



Azog's Hunters

This army may include: Azog, Bolg, Fimbul, Narzug, Hunter Orcs, Hunter Orc Captains and Fell Wargs.

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

Goblin Town

This army may include: The Goblin King, Grinnah, The Goblin Scribe, Gollum, Goblin Captains and Goblin Warriors.

A sinister kingdom, lorded over by the giant, bloated form of the Goblin King, Goblin Town is a dishevelled realm inhabited by stunted, twisted creatures. This mockery of a court, with its cruel bully-kind, is home to creatures of a deadly nature, troglodyte denizens of implacable cruelty.



The Trolls

This army may include: William (Bill), Tom and Bert.

Tom, Bill and Bert are colossal bullies who raid villages and waylay travellers to satisfy their considerable appetites. They are strong, tough and exceedingly dangerous.

The Trolls Warband Rules

The Trolls army is a single warband. Unlike the usual warband limit of a single Hero plus twelve Warriors, the Trolls includes only the three Heroes listed above.





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