

THE HOBBIT™

THE BATTLE OF THE FIVE ARMIES

NARRATIVE SCENARIOS



MIDDLE-EARTH™
STRATEGY BATTLE GAME



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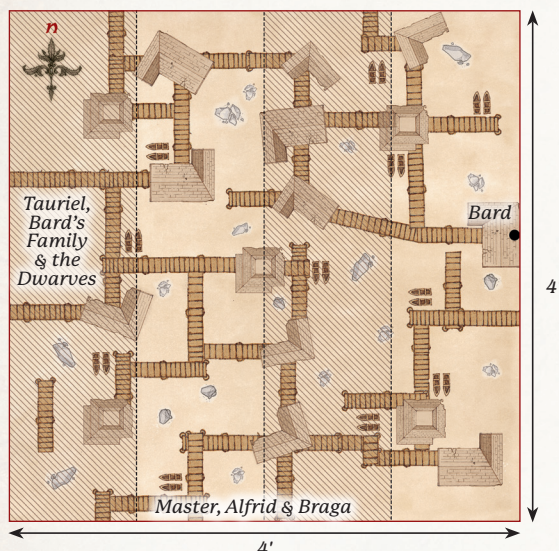
Forge World
MINIATURES

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FIRE AND WATER



SPECIAL RULES

Smaug's Descent – Having circled the township of Esgaroth, Smaug is now ready to unleash his full fury upon the town.

At the end of the Evil player's first Activation Phase, Smaug may Move onto the board at any point on the northern board edge via the rules for Reinforcements.

The Black Arrow – Bain has recovered the Black Arrow from its hiding place, and must now deliver it to his father so that Bard can slay the beast.

Bain starts the game in possession of the Black Arrow, which is a Light Object. If both Bard and a model carrying the Black Arrow are in the same tower, Bard may fire the Black Arrow as if he was firing the Windlance, and will still benefit from the Black Arrow special rule. Bard may still fire the Black Arrow even if he has Moved this turn.

A Dragon's Wrath – Smaug is focussed only on destroying Lake-town, and pays little attention to those running for their lives on its walkways.

Good Hero models gain the Stalk Unseen special rule. However, any Hero model in one of the towers will lose this special rule whilst they remain in one of the towers.

Bard's Destiny – This is Bard's defining moment; the moment where he will either go down in history as the Dragon Slayer or perish along with his loved ones.

Bard gains the Mighty Hero special rule. Additionally, Bard may ignore the rule where if one of his family is slain then he must Charge the model that killed them if possible – he is already trying to slay the Dragon after all!

The Waters of the Long Lake – Esgaroth sits upon the Long Lake, and the waters could help douse the flames that now engulf Lake-town.

The water is always Deep Water. Additionally, any model that has been Set Ablaze that enters the water for any reason will no longer be Set Ablaze.

PARTICIPANTS

Good: Bard the Bowman; Bard's Family; Tauriel, Ranger of Mirkwood with Elf bow; Kili the Dwarf; Fili the Dwarf; Bofur the Dwarf; Óin the Dwarf; The Master of Lake-town; Alfrid the Councillor; Braga, Captain of the Guard; 24 Lake-town Guard: 8 with spear, 8 with bow, 8 with no additional equipment.

Evil: Smaug.

LAYOUT

The Scenario is played across the wooden jetties and walkways of Esgaroth. There should be five towers on the board; one in the centre, with the other five arranged as shown on the map. Plenty of other buildings should be dotted around Lake-town, providing lots of hiding places from Smaug's flames.

STARTING POSITIONS

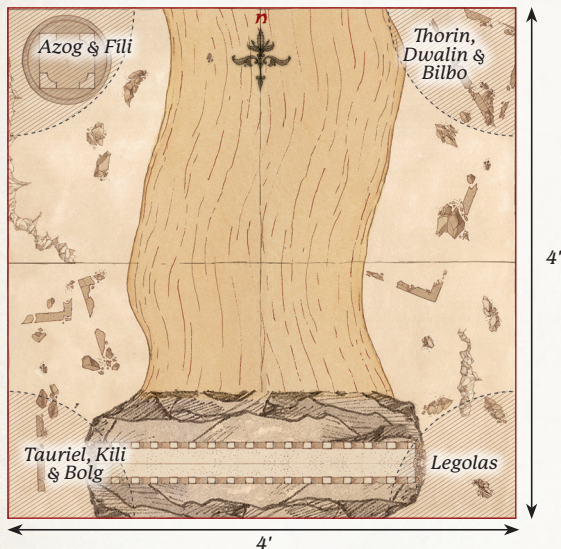
The Good player deploys Bard touching the eastern board edge. They then deploy Bain, Sigrid, Tilda, Tauriel, Kili, Fili, Bofur and Óin touching the western board edge. The Master of Lake-town, Alfrid and Braga are deployed touching the southern board edge. The Lake-town Guard are deployed anywhere on the board.

OBJECTIVES

Smaug has come to wreak death and destruction on the fishing settlement of Lake-town, and will not rest until it is naught but ash. The only way to stop the mighty beast is to slay him.

The game lasts until one side has wiped out the opposing force, at which point they are declared the winner.

ASSAULT ON RAVENHILL™



PARTICIPANTS

Good: Thorin Oakenshield, King Under the Mountain; Dwalin the Dwarf, Champion of Erebor; Kili the Dwarf, Champion of Erebor; Fili the Dwarf, Champion of Erebor; Bilbo Baggins, Master Burglar; Tauriel, Ranger of Mirkwood; Legolas Greenleaf, Prince of Mirkwood with Orcrist.

Evil: Azog the Defiler with heavy armour and Stone Flail; Bolg, Spawn of Azog; 12 Gundabad Berserkers; 6 Gundabad Orc Warriors: 3 with shield and 3 with spear.

LAYOUT

This Scenario takes place atop the summit of Ravenhill. Ruins lie to either side of the frozen river that runs down the centre of the board. At the southern edge of the board, the river should be crossable via a collapsed tower that now acts as a bridge between the two banks.

STARTING POSITIONS

The Good player deploys Thorin, Dwalin and Bilbo within 12" of the north-east corner of the board. The Evil player then deploys the Gundabad Berserkers within 18" of the north-east corner of the board and at least 6" away from any Good model. Kili and Tauriel are then deployed within 12" of the south-west corner of the board. The Evil player then deploys Bolg within 5" of Kili. Legolas is then deployed within 12" of the south-east corner of the board. The Evil player then deploys Azog and the Gundabad Orcs within 12" of the north-west corner of the board, the Good player then deploys Fili within 1" of Azog.

OBJECTIVES

This is a fight to the bitter end. Thorin and his allies know that the death of Azog and Bolg will likely lead to victory for the armies battling in the valley below. The Pale Orc and his spawn know that if the line of Durin ends here, he and his forces can press on to the Lonely Mountain and claim it for their lord.

Whichever side wipes out their opponent first is declared the winner, and shall decide the fate of the Lonely Mountain.

SPECIAL RULES

The Trap is Sprung – Azog withdrew his forces out of sight, hoping to split the Dwarves up and catch them by surprise.

The Evil player has Priority on the first turn.

The Last Stand – Thorin and Azog are ready to settle their score once and for all, and both warriors are willing to fight to the death to see the other destroyed.

Hero models may not declare Heroic Strikes.

Orcrist – Though Legolas took Orcrist from the Dwarves in Mirkwood, he will return it to Thorin should his need be great.

At the start of any Fight Phase, before the Declare Heroic Actions Step, if Legolas is within 6" of Thorin, and Thorin is Engaged in Combat with an enemy Hero model, then Legolas can throw Orcrist to Thorin. From that point on, Thorin carries Orcrist instead of Legolas.

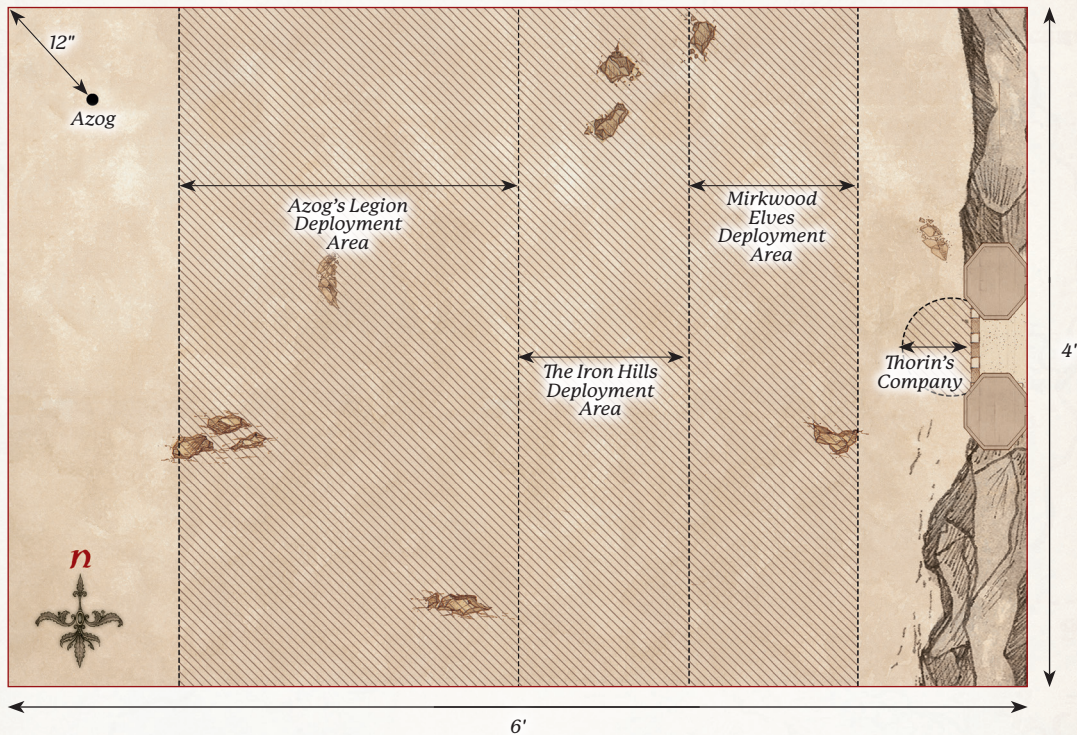
Treacherous Ice – The frozen river is enough to make even the most sure-footed of warriors slip and fall in the chaos of battle.

Any model that Moves on the frozen river during their Activation, and ends its Move on the river, must roll a D6. On a 1, the model loses its footing and is immediately Knocked to the Ground.

The Price of Grief – Legolas cares greatly for Tauriel and would be enraged should any harm come to her.

If Tauriel is slain, Legolas immediately increases his Fight Value to 7 and his Attacks to 3.

THE BATTLE OF THE FIVE ARMIES™



PARTICIPANTS

Good:

Erebor Reclaimed:

Thorin Oakenshield, King Under the Mountain; Kili the Dwarf, Champion of Erebor; Fili the Dwarf, Champion of Erebor; Balin the Dwarf, Champion of Erebor; Dwalin the Dwarf, Champion of Erebor; Bifur the Dwarf, Champion of Erebor; Bofur the Dwarf, Champion of Erebor; Bombur the Dwarf, Champion of Erebor; Ori the Dwarf, Champion of Erebor; Nori the Dwarf, Champion of Erebor; Dori the Dwarf, Champion of Erebor; Óin the Dwarf, Champion of Erebor; Glóin the Dwarf, Champion of Erebor.

The Iron Hills:

Dáin Ironfoot, Lord of the Iron Hills on War Boar; 1 Iron Hills Captain; 1 Iron Hills Captain with Mattock; 36 Iron Hills Warriors: 12 with shield & spear, 12 with Mattock, 12 with crossbow; 1 Iron Hills Chariot.

Halls of Thranduil:

Thranduil, King of the Woodland Realm on Great Elk; 1 Mirkwood Elf Captain; 36 Mirkwood Elf Warriors, 12 with shield, 12 with Elven Glaive, 12 with Elf bow.

Radagast's Alliance:

Beorn; Radagast the Brown on Great Eagle; Gwaihir; 4 Great Eagles.

Evil:

Azog's Legion:

Azog the Defiler with heavy armour and Stone Flail; Bolg, Spawn of Azog; 5 Gundabad Orc Captains; 2 Goblin Mercenary Captains; 60 Gundabad Orc Warriors: 30 with shield, 30 with spear; 2 Gundabad Trolls with crushing club; 2 Gundabad Trolls with Scythe Gauntlets; 1 Troll Brute; 6 Gundabad Ogres; 24 Gundabad Berserkers (up to 12 may have a two-handed weapon); 24 Goblin Mercenaries; 6 War Bats; 1 Gundabad Catapult Troll.

LAYOUT

The board represents the plains before Erebor – there should be a few scattered rocks and scrubland dotted around (not too much as there are a lot of models in this Scenario!). The eastern board edge represents the walls of Erebor, the centre of which marks the gates of Erebor.

STARTING POSITIONS

The Evil player deploys Azog within 12" of the northwestern corner of the board. They then deploy the Gundabad Orc Captains, Gundabad Orcs, Gundabad Trolls, Ogres and Catapult Troll between 12" and 36" of the western board edge. The Good player then deploys Dáin and the Iron Hills Dwarves in the eastern half of the board within 12" of the centre of the board. They then deploy Thranduil and the Mirkwood Elves between 12" and 24" of the eastern board edge. Finally, the Good player deploys the members of Thorin's Company within 6" of the gates of Erebor. All other models are kept to one side.

OBJECTIVES

The game lasts until one force has been reduced to 25% of its starting numbers. There are five main objectives that both sides are trying to achieve. Whichever side achieves the most objectives is the winner:

- **Azog:** If Azog has been slain at the end of the battle, the Good player achieves this objective. If Azog is alive at the end of the battle, the Evil player achieves this objective.
- **Thorin:** If Thorin has been slain at the end of the battle, the Evil player achieves this objective. If Thorin is alive at the end of the battle, the Good player achieves this objective.
- **Thranduil:** If Thranduil moves off the western board edge to reach Dale, the Good player achieves this objective. If not, the Evil player achieves this objective.
- **The Battlefield:** At the end of the game, whichever Army has the most models within 6" of the centre of the board achieves this objective.
- **Strength of Numbers:** Whichever Army reduces their opponent to 25% of their starting number first achieves this objective.

SPECIAL RULES

Forth from Gundabad – *Whilst the Battle of Five Armies has been raging, Bolg has been marching an army from Gundabad to join the melee.*

At the end of the Evil player's fifth Activation Phase, the Evil player moves Bolg, the Gundabad Berserkers, the Goblin Mercenaries and the War Bats onto the board from any point on the northern board edge that is within 36" of the western board edge via the rules for Reinforcements.

"The Eagles are Coming!" – *Called to battle by Radagast, the allies of the Free Peoples, both bird and beast, join the battle.*

At the end of the Good player's seventh Activation Phase, the Good player moves Radagast, Gwaihir and the Great Eagles onto the board from any point on the northern board edge via the rules for Reinforcements.

Beorn – *Ferried to battle upon the back of his avian allies, Beorn thrusts himself into the battle with unrivalled fury.*

Beorn enters the board as a passenger on the back of any of the Great Eagles (not Gwaihir or the one carrying Radagast) and follows the normal rules for Passengers, with the exception that Beorn may both Move and Charge on the turn he dismounts. Beorn may not transform into a bear whilst mounted upon this eagle, but will automatically transform as soon as he dismounts.

Bofur, the Troll Rider – *Working with the other members of the company, Bofur clambers atop one of the fearsome Troll Brutes and takes control of the war beast.*

If Bofur is Engaged in Combat with the Troll Brute and the Good player wins the Combat, then the Good player may choose for Bofur to take control of the Troll Brute. Remove Bofur from play (note, he does not count as a casualty). From this point on, the Troll Brute is treated as a Good model and is controlled by the Good player with Bofur as its commander.

The Signal Tower – *Azog's signal tower can be seen high above the battlefield, giving out orders and inspiring the Orcs of Gundabad onwards.*

In this Scenario, the Evil force benefits from the Raise the Banners special rule as presented in the Army of Gundabad Army List. This can be found on page 147 of *Armies of The Hobbit*.