

THE BATTLE OF FIVE ARMIES

INTRODUCTION

The Battle of Five Armies is a simple battle simulation played by 2 people. The players fight for control of key areas on the battle plain and the mountain in order to determine final possession and victory. At stake is the vast treasure hoarded within the mountain by Smaug the Dragon.

The Battle of Five Armies (as chronicled by **Bilbo Baggins** in *The Hobbit*) took place in 2941 during the Third Age of Middle-earth. The battle raged around the deserted town of Dale and in the surrounding plain stretching between two large spurs of Erebor, the Lonely Mountain. Much of the struggle spread across the ridges of the mountain itself.

Erebor stood isolated from other ranges in a fairly flat plain to the east of Northern Mirkwood. A Dwarven kingdom had been established within the mountain in TA 1999 and thrived until sacked by Smaug the Dragon in TA 2770. The Golden Dragon set up housekeeping in the Great Hall and soon gathered considerable treasure around him. In the year TA 2941, Thorin Oakenshield, his party of Dwarves, and one Hobbit managed to gain entry to the long vacant kingdom under the mountain. In doing so they awakened Smaug, guardian of the riches. In his anger Smaug flew south to destroy Esgaroth, a village of Men upon Long Lake. Although the village burned to water level, Bard the Bowman put an ancient arrow into the one unprotected spot of Smaug's crusty breast and the great Worm fell into the lake. News of Smaug's demise traveled quickly.

Banded together under Bard, the Men of Esgaroth along with a large force of Elves journeyed north to the Lonely Mountain to gain compensation for the destruction of their village and to claim a reward for slaying the Dragon. The Dwarves, hearing of their approach, fortified the front gate with a high wall of stone, laid dry. The stream which spewed from the gate was diverted to form a small pond against the wall. In his typically haughty manner, Thorin refused to parley with the Men and Elves when they approached his newfound stronghold. Unbeknownst to them, raven messengers had been sent north by the new King under the mountain to bring Dain Ironfoot and an army of Dwarves from the Iron Hills. Thorin was determined to bide his time and await the arrival of his brethren.

When Dain appeared around the northeastern spur of Erebor, the Elvish army quickly deployed across his route to the gate. Bard spread his archers among the rocks along the base. Angry words were speedily followed by preparation for battle. An opening rain of arrows flew as the Dwarves formed for the charge.

Suddenly Gandalf the Wizard appeared between the opposing ranks. The news he brought them was ominous indeed. Word of Smaug's death had reached other, uglier ears. Bolg of the North — with a vast horde of Goblins, Wolves and Wargs — was fast approaching. No time was left for their now seemingly petty arguments; Goblins were enemies to all Free Peoples. Quickly an alliance was formed. In the hasty council of war the following plan was decided. The Elvenking Thranduil, with his many spearmen and archers, would man the northwestern spur. Bard and his followers and the Dwarven army under Dain would occupy the northeastern ridge. Hopefully the bloodthirsty Goblins would rush headlong onto the plain between them. The Free Peoples would have the advantage of terrain and could assault the flanks of the Goblin host.

The game begins at this point in time. The Free Peoples are deployed and the first Goblin assault is about to spill into the plain. Who will win dominion over Erebor and the vast treasure in *The Battle of Five Armies*?

This game is played across a full-color mapsheet representing the battle plain and the mountain spurs. Players control either the *Dark Army* or the *Free Peoples* using die-cut counters which represent the Elves, Men, Dwarves, Great Eagles, Goblins, Wolves, Wargs and various Leaders and Characters present during the action.

The rules are divided into 3 parts: the Basic Game, the Standard Game, and the Optional Rules. A beginner should play the Basic Game first, while the more experienced gamer can start directly with the Standard Game after reading the basic rules. The Optional Rules add complexity to the Standard Game while increasing the flavor and realism of the simulation.



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"Here's How It All Fell Out"

Design Notes

FR#7200

ISBN 0-425-07811-6

THE GAME COMPONENTS

The Battle of Five Armies includes the following components: One full-color mapsheet, one rules booklet, one charts and tables sheet, one set of 156 die-cut counters, one twenty-sided die.

THE MAPSHEET

The mapsheet represents the area over which the *Battle of Five Armies* was fought. Note that a key is included which lists those terrain types not specifically named on the map. The map has a superimposed grid of hexagons (or hexes) used for the placement and movement of the playing pieces.

THE CHARTS AND TABLES SHEET

This sheet includes all of the charts for movement and the tables used to resolve combat. It is referred to quite often during the course of play.

THE COUNTERS

The Battle of Five Armies (BOFA), includes a set of die-cut playing pieces called counters or units. Most of the counters represent the various military units and leaders present during the battle. Other counters are used for recording losses and determining the course of play. (See CHARTS & TABLES SHEET)

THE BASIC GAME

B-1 DEFINITIONS

ASSAULT: Combat fought between counters that are in adjacent hexagons.

BLACK TURN: A turn marked in black on the Turn Track. All of the odd numbered turns are black turns.

BOW FACTOR: On archer counters the numeral in parenthesis used to determine the range and strength of bow fire.

COMBAT COUNTERS: Playing pieces that represent military units as opposed to leader/character counters.

COUNTERS: The cardboard playing pieces which represent the different forces, leaders and characters. Also called units.

CHITS: The playing pieces used to determine the course of play. The chits are drawn from a cup or bowl.

CHITMIX: The mixture of chits in the cup or bowl.

COMBAT TABLE: The table used to resolve assaults and melees.

DARK PLAYER: The player commanding the Goblins, Wolves and Wargs.

FIRE TABLE: The table used to resolve bow fire.

FREE PEOPLES PLAYER: The player commanding the Men, Elves, Dwarves and Great Eagles.

FRIENDLY: Used to refer to counters or units on the same side.

FULL STRENGTH SIDE: The side of a counter showing its full, starting factors.

HALF STRENGTH SIDE: The side of a counter showing its factors after suffering a loss. The half strength side is denoted by a black or white band running across the bottom. Also referred to as the depleted side.

HEX OR ZONE: One of the spaces in the hexagon grid used for placement and movement of the counters.

HEXSIDE: One of the 6 sides of a hexagon, or the lines dividing the hexagons. The River Running runs along hexsides.

LEADER/CHARACTER COUNTERS: Playing pieces which represent the various captains and beings present at the fight. (See Personae).

MELEE: Combat fought between opposing counters occupying the same hex.

MOVEMENT FACTOR: The numeral on the bottom right of each counter used for calculating movement.

OWNING PLAYER: When referring to counters, the owning player is the player in command.

PHASES: The different segments which occur during each game turn depending on the draw of the chits. In BOFA the different phases are MOVE, COMBAT, FIRE, and F/C (FIRE/COMBAT).

PHASING PLAYER: The player performing the current phase.

ROLL: Unless otherwise specified a roll in BOFA consists of rolling 1 twenty sided die (printed with 2 sets of numerals, 1 through 10), yielding a result from 1 to 10. Please note that the printed 0 on the die is to be read as 10.

SECOND WAVE COUNTER: An additional counter being brought into melee.

SLIDEPATH: Straight lines running downhill from rockpiles showing the direction the rocks slide and roll.

STRENGTH FACTOR: The numeral on the bottom left of each counter which doubles as its fighting factor and morale capacity.

TAKES A HIT: Also loses a step or suffers a loss. A phrase meaning that a 2 step unit loses 1 step and is flipped over to its half strength side. If a 2 step counter already at half strength takes a hit it is removed from play.

TERRAIN CHART: The chart showing the effects of terrain on combat and movement.

TURN TRACK: The set of numbered hexes on the side of the mapsheet used to keep track of playing turns. The counter marked Turn is advanced down the turn track as the game progresses. The arrival turns for reinforcements are also listed on the turn track.

WEAPON TYPE: The weapon symbols printed on the counters indicate the weapon type of that unit, or the predominant weapon carried by that unit.

WHITE TURN: One of the turns on the Turn Track marked in white. All of the even numbered turns are white turns.

ZONE OF CONTROL: An area over which a counter exerts influence. In BOFA, combat counters only exert a zone of control over the hex they occupy.



RACES AND PLACES

DALE: A city on the southern slopes of the Lonely Mountain founded by Northern Men during the Third Age.

DWARVES: A race of short (4-5 ft.), stocky craftsmen with exceptionally strong limbs and an amazing capacity for combat.

ELVES: A race of tall slender beings, splendid of culture and fierce in their hatred of Goblins.

EREBOR: The Lonely Mountain.

GOBLINS (ORCS): A race of hideous creatures (descended from Elves) who were twisted and perverted by Morgoth during the First Age.

GREAT EAGLES: A species of tremendous eagles possessing keen intelligence.

HOBBITS: A very little people, at 2 to 3 feet being smaller and less stout than Dwarves. Hobbits are fond of bright colored clothing and good food. They never wear shoes on their large, furry feet. Thanks to Bilbo's presence at the Battle of Five Armies, we have his interesting if somewhat short account of the fight in his *There and Back Again*.

MEN: A race of beings very similar to but larger than the average game player.

WARGS: Large, evil werewolves which fight alongside the disgusting Goblins.

WOLVES: Huge canines, some of which are being ridden during this battle.

PERSONAE

BILBO BAGGINS: A rare adventurous Hobbit who in the course of his travels came into possession of the ONE RING. To stay out of trouble during the battle Bilbo put on THE RING, and became invisible.

BARD THE BOWMAN: Bard was a dweller of Laketown, and a direct descendent of a King of Dale. Bard's well-placed shot had put an end to Smaug's career. Leader of the men of Esgaroth in this battle.

BEORN: Of a strange race of beings called Beornings or skin changers, Beorn arrived on the battlefield in the form of a great bear. His rage and overwhelming hatred of Goblins transformed him to amazing proportions.

DAIN IRONFOOT: One of the mightiest and wisest Dwarven Kings of Durin's folk.

GANDALF THE GREY: One of the chief Wizards (Istari) of Middle-earth, Gandalf was a friend to all Free Peoples. The complete scope of his powers was never revealed.

GWAIHIR THE WINDLORD: Lord of the Great Eagles of the Misty Mountains. Gwaihir had once been healed by Gandalf and repaid his debt many times over by rescuing and fighting alongside the Free Peoples.

THORIN OAKENSHIELD: The King of Durin's folk in exile, it was Thorin who led the expedition which brought about Smaug's demise and the Battle of Five Armies.

THRANDUIL: Lord of the Sindar Elves.

AZUG THE VAST: Great Goblin-captain and tribal leader under Bolg.

BOLG OF THE NORTH: Son of Azog and leader of the Dark Army that fought at the Battle of Five Armies.

GURASH THE GREAT: Huge Goblin-captain in Bolg's horde. Gurash commanded one of the tribes which scrambled over the mountain.

OSAG: Goblin leader under Bolg. Osag's spearmen were reputed to be the best under Bolg.

THRAK AND THUK: Huge brothers and captains under Bolg of the north.

B-2 SETTING UP

In order to begin play, players must decide which army they wish to command. The FREE PEOPLES PLAYER commands the force of Men under Bard, the army of Dwarves under Dain, the Dwarven King under the mountain, Thorin Oakenshield, the Elvish army under Thranduil the Elvenking, the Great Eagles led by Gwaihir the Windlord, and Beorn the skin changer. The DARK PLAYER commands Bolg of the north and his horde of Wolves, Wargs, and 5 tribes of Goblins under Thrak, Thuk, Azug, Osag, and the infamous Gurash.

Once players have chosen sides, the FREE PEOPLES PLAYER sits on either of the edges corresponding to a mountain spur, (the mountain spurs run along the northeastern and northwestern edges of the mapsheet). The DARK PLAYER sits opposite. The cardboard counters should be separated and organized according to color.

FREE PEOPLES PLAYER

The FREE PEOPLES set up first. An imaginary boundary is created by the row of hexagons going north from the Front Gate. A black arrow near the map edge points south along this row. This

dividing line is used to separate the northeast and northwest spurs of the Lonely Mountain.

1) The Elvish army plus Thranduil must set up anywhere on the northwest spur of the mountain south of, but not including, this dividing line. Bilbo and Gandalf are also placed on this spur. Please note that the mountain is represented by variously shaded levels 1 through 4, level 1 being the lowest. The levels are marked on both of the spurs.

IMPORTANT NOTE: The counter mix includes extra Elven counters; in order to play the Basic Game, 2 (7-7) spearmen and 1 (7-7) archer should be removed when setting up.

2) Bard and his men, and Dain and his Dwarves are set up anywhere upon the northeast spur of the mountain, south of but not including the dividing line.

3) The counter representing Thorin and his small company is placed on the Front Gate hex.

4) Gwaihir, his four Eagle counters and Beorn are set aside. These enter the game as reinforcements.

The map's direction marker was printed in Dwarvish; it translates thus:



DARK PLAYER

Once the FREE PEOPLES PLAYER has set up, the DARK PLAYER sets up his counters.

1) The 3 tribes under Thrak, Thuk, and Azug, plus the Wolves are placed anywhere on the 3 rows of entry triangles on the southeast and southwest areas of the mapsheet, subject to all stacking limitations (see STACKING).

2) Bolg and his bodyguard, the tribes under Gurash and Osag and the Wargs are set aside. These forces enter the game as reinforcements.

Place the counter marked TURN on turn 1 of the Turn Track. Put all of the chits marked MOVE, FIRE, F/C, and COMBAT in one spot. Three of the MOVE counters, and one each of the counters marked COMBAT, F/C, and FIRE are placed in a cup or bowl. Now the game is ready for play. Play begins with the DARK PLAYER picking the chit of his choice (MOVE) and playing that phase.

B-3 TURN SEQUENCE

BOFA is played out in 12 turns, each of which contains segments called phases. The different phases within each turn are printed on chits which are picked from a cup or bowl.

THE CHITMIX

The chitmix for turns 1 through 3 is 3 MOVE chits, and 1 each of the chits marked COMBAT, F/C, and FIRE. At the beginning of turn 4, another FIRE chit and another COMBAT chit are added.

CHOOSING CHITS

The 12 turns are divided into black (DARK PLAYER), and white (FREE PEOPLES PLAYER) turns. At the start of each black turn the DARK PLAYER picks out the chit of his choice as the first phase of that turn. The FREE PEOPLES PLAYER then chooses a chit (phase) which he reserves for use later in the turn, the only stipulation being that he not play that chit immediately after the DARK PLAYER'S first chit. Conversely, white turns begin with the FREE PEOPLES PLAYER choosing a chit follow-

ed by the DARK PLAYER choosing a chit to be used later. After the first phase of each turn, the phases to be played thereafter are drawn blindly out of the cup while it is held in the air, with players alternating phases.

TURNS 1-3

During turns 1 through 3, 6 chits are in the cup, 4 chits are played and the turn marker is advanced on the Turn Track.

TURNS 4-12

During turns 4 through 12, 8 chits are in the cup, 6 chits are played and the turn marker is advanced. The game ends after the end of turn 12.

EXAMPLE: At the beginning of turn 1, the DARK PLAYER chooses a MOVE chit in order to bring his force onto the plain. The FREE PEOPLES PLAYER chooses a MOVE chit also in order to be able to react to the Goblins' advance later in the turn. The DARK PLAYER plays out his first chit. As the FREE PEOPLES PLAYER is not allowed to play his chosen chit immediately after, he must now draw one blindly from the cup while it is held in the air by the DARK PLAYER. The FREE PEOPLES PLAYER draws a FIRE chit and plays out his bow fire against the Goblins within range. Now the DARK PLAYER blindly draws a chit from the cup. His draw yields another MOVE chit and he plays out his second MOVE phase of this turn. The FREE PEOPLES PLAYER now plays the MOVE chit that was chosen just after the DARK PLAYER'S initial choice. As 4 phases have been played, turn 1 ends and the turn marker is advanced to 2. Turn 2 begins with the phase of the FREE PEOPLES PLAYER'S choice, thus giving him 2 phases in a row. During turns 4 through 12 the same procedure is followed except that 6 phases are played.

B-4 PHASES

Phases are the segments played within each turn. These phases are played when their corresponding chits are picked. 4 phases are played during turns 1-3, 6 during turns 4-12. During the 4 different types of phases, the possible activities are as follows:

MOVE PHASE

- 1) All friendly counters are moved subject to their respective MOVEMENT FACTORS and terrain penalties.
- 2) Reinforcements are placed on their entry triangles and moved into play.

COMBAT PHASE

- 1) All melee combats are resolved using the COMBAT TABLE.
- 2) The phasing player chooses his assaults and they are resolved using the COMBAT TABLE.

FIRE PHASE

- 1) All desired bow fire is resolved using the FIRE TABLE.

F/C (FIRE/COMBAT)

- 1) This phase is treated as either a FIRE or a COMBAT phase.



B-5 REINFORCEMENTS

Not all of the counters in *BOFA* begin the game on the mapsheet; some of them enter as reinforcements. Reinforcements are brought in during the MOVE phase. These counters enter the game in the following manner.

TURN 4

During Turn 4, the tribes under Gurash and Osag (referred to as the Second Wave on the Turn Track) come in from the entry triangles along the northeast and northwest edges of the map. To bring them into the game, they are placed on any of the triangles of those 2 edges and then moved. If any of the FREE counters are on entry triangles, the DARK counters may stack directly on them. Reinforcements are placed on the map subject to all stacking restrictions. This group represents the second wave of repulsive Goblins which had managed to scramble over the mountain.

TURN 5

On Turn 5, Bolg, his bodyguard, and the Wargs are brought in from any of the entry triangles on the southeast and southwest map edges (those used during Turn 1). If desired, they may be placed on the row of entry triangles furthest in from the edge of the mapsheet. These reinforcements are referred to as the Third Assault on the Turn Track.

TURN 7

On Turn 7, the Great Eagles under Gwaihir enter from any of the entry triangles along the northeast and northwest map edges.

TURN 8

On Turn 8, Beorn the great man-bear enters from the entry circle on the southwest map edge. If this hex is occupied by a FREE counter, Beorn has the choice of stacking directly on it or entering from the nearest unoccupied map edge hex.



B-6 MOVEMENT

Movement is played out whenever a MOVE chit is chosen or drawn blindly. The phasing player may move any or all of his counters.

THE MAPSHEET

Counters are placed on the map so as to fit within a hexagon of the superimposed grid. Counters are moved from one hex to the next according to MOVEMENT FACTORS and terrain penalties. Hexagons are classified by the type of terrain therein (i.e., plain hex, mountain hex, hillock slope hex, Dale hex, etc.).

- 1) The map is comprised of varying levels, the lowest level being the plain. Dale and the Running River are on this level.
- 2) The Front Gate is on the same level as the plain. It may only be fired into, moved into or assaulted from the 2 plain hexes to the southeast and southwest of it. Red lines have been added to show the 2 hexsides of the Front Gate hex that may not be moved through or assaulted across. The Front Gate may not be assaulted from above because the 2 cliff hexes are impassable. Moving into the Front Gate hex from either of the plain hexes costs 4 movement points.
- 3) The Lonely Mountain itself is represented by variously shaded levels, numbered 1-4, forming 2 spurs along the northeast and northwest map edges. The mountain levels and the spurs have been labeled. All mountain hexes cost 2 MOVEMENT FACTORS to enter.
- 4) The cliff hexes may not be entered by counters moving on the ground. Great Eagle counters may fly over them.
- 5) The rockpiles, guardrooms, fallen bridge, and entry triangles have no effect on movement.
- 6) Trails have the affect of negating the terrain through which they pass. Thus when moving along the mountain paths a counter pays 1 MOVEMENT FACTOR per hex instead of the normal 2 per mountain hex. Note that moving onto a mountain path hex from a non-mountain path hex still costs 2 MOVEMENT FACTORS.

EXAMPLE: A Goblin counter is moving along the path towards Dale. If it remains on the path while passing through Dale, it will only spend 1 MOVEMENT FACTOR per hex instead of the normal 2. Traveling along the path through hillock slope hexes will also cost only 1 MOVEMENT FACTOR per hex instead of the usual 2.

7) The Running River flows along the hexsides; thus extra MOVEMENT FACTORS are spent in crossing that hexside. These are in addition to the MOVEMENT FACTORS paid for the hex being moved into. Note that these hexsides are more difficult to cross for the Dark Army. This is because the foul creatures have a natural aversion to running water.

8) Dale hexes, the hillock slope hexes, and all mountain hexes cost 2 MOVEMENT FACTORS to move into.

9) Plain hexes and hillock top hexes cost 1 MOVEMENT FACTOR to enter.

10) As Great Eagles are considered to be flying whenever they move, they move at the rate of 1 MOVEMENT FACTOR per hex.

11) For a complete listing of terrain penalties, see the TERRAIN CHART on the charts and tables sheet.

MOVEMENT

Each counter's movement is dictated by its MOVEMENT FACTOR, which is printed in the lower right-hand corner. Counters may not exceed their MOVEMENT FACTORS each MOVE phase, but need not use them all or move at all if so desired.

1) MOVEMENT FACTORS may not be transferred from one counter to another. MOVEMENT FACTORS may not be accumulated from one MOVE phase to the next.

2) Friendly counters may pass over each other freely during the MOVE phase. The stacking limitations (1 full-strength combat counter plus 1 leader or character counter per hex; see STACKING) are only enforced at the end of the MOVE phase.

3) Counters may move into any of the 6 adjacent hexes while moving. During movement they may move in any combination of directions subject only to their MOVEMENT FACTOR and terrain penalties.

EFFECT OF ENEMY COUNTERS

The interaction of opposing counters is crucial to the play of the game.

1) There are no zones of control in *BOFA*; most counters only exert a zone of control over the hex they occupy (which means that enemy counters may not pass through them).

2) Leader/character counters, except for Thorin, do not even exert a zone of control over the hex they occupy (see LEADER/CHARACTERS).

3) Friendly counters need not stop when moving through hexes adjacent to enemy counters.

4) A counter which begins a MOVE phase adjacent to an enemy counter may stack with it in order to melee during the next COMBAT phase. This is the extent of its MOVE phase.

5) A counter which begins a MOVE phase stacked with an enemy counter may move only into an adjacent hex, and then only if the hex is unoccupied. This is the extent of its MOVE phase.



B-7 COMBAT

During the COMBAT phase, counters play out their assaults and melees, rolling on the COMBAT TABLE for the resulting losses, if any, which are immediately applied. An assault is combat between adjacent counters; a melee is combat between stacked

counters. Assaults and melees are performed in the order desired by the phasing player. Each friendly counter may participate in either 1 assault or melee each friendly COMBAT phase. When a player draws a COMBAT hit he is considered the attacker; the other player (or the non-phasing player) is considered the defender.

ASSAULT

Counters may assault any of the 6 adjacent hexes (there is no facing requirement).

1) Enemy counters may be assaulted as often as desired during a friendly COMBAT phase.

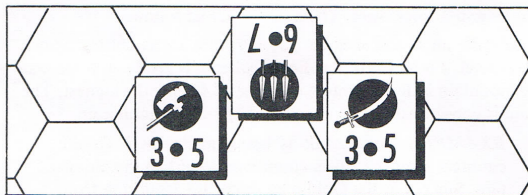
EXAMPLE: An enemy counter surrounded by 6 friendly counters could be assaulted separately by each for a total of 6 attacks, or the friendly counters could be grouped together for fewer, larger assaults. This decision is up to the phasing player.

2) Friendly counters may be totalled for an assault, producing a larger numerical difference, or the counters may assault separately as the phasing player chooses.

3) Assaults are not mandatory and are resolved in the order chosen by the phasing player.

4) To resolve an assault, friendly assaulting counters total their STRENGTH FACTORS and compare the total with the defending counter's STRENGTH FACTOR. (The STRENGTH FACTOR is the numeral printed in the bottom left-hand corner.) This process produces a numerical difference, (+4, +6, -2, -4, 0, etc.), which is represented by a column on the COMBAT TABLE. A 20-sided die is rolled and cross-indexed with this column for the result which is immediately applied.

EXAMPLE: Two depleted Goblin counters with STRENGTH FACTORS of 3 each (for a total of 6) are assaulting an Elven counter with a STRENGTH FACTOR of 6. The numerical difference is 0. Consulting the 0 column of the COMBAT TABLE, the DARK PLAYER rolls a 3 and the Elven counter takes a hit. If the Goblin counters had had 5 STRENGTH FACTORS each, the numerical difference would have been +4.

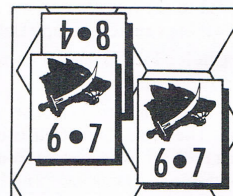


MELEE

Melee is defined as combat between opposing counters that are stacked together in the same hex. Unlike assaults, melees are mandatory and must be rolled on each COMBAT phase that the opposing counters remain stacked.

1) In melee combat the numerical difference is calculated just as above.

A wolfrider rolls this melee at -2; if he brings in the adjacent wolfrider as the "second wave" it becomes a +4.



2) As a benefit in Melee, the meleeing or phasing player may add in the strength factors of 1 counter or stack of counters adjacent to the enemy counter being meleed. This additional counter or stack of counters is called the "second wave".

STACKING

When counters are stacked, including leader/characters, the **STRENGTH FACTORS** are totalled for assaults and melees. This total must be used against the same defending hex.

LOSSES

The results across the top of the Combat Table are those suffered by the defender; those across the bottom are suffered by the attacker. A result of 1, 2 or 3 represents the number of hits or steps lost.

- 1) In the Basic Game, all of the counters take 2 hits to eliminate; thus a full-strength counter suffering 1 hit is flipped over to its half strength side. In the Standard Game, leader/characters are able to absorb more hits (see).
- 2) Losses in a stack are always taken from the top down. A counter placed on top is considered to be in front of those underneath.
- 3) Anytime more than 1 counter is assaulting and the Combat Table calls for them to take a hit, the owning player chooses which is to take the loss.
- 4) When more than 1 friendly counter is meleeing, losses are always taken out of the counter stacked with the enemy counter first.
- 5) Anytime a hex is left vacant as the result of an assault, the attacker may advance the counter(s) from one attacking hex into the vacant hex. This includes advancing across the river and up terrain levels.

TERRAIN BENEFITS

In the basic version of *BOFA* the defender receives certain benefits due to terrain. For quick reference they are listed on the Charts and Tables sheet. The benefits are as follows:

- 1) Anytime an assault includes counters that are assaulting from a lower level, 1 is added to the die roll when it is resolved. Note that the mountain is divided into 4 levels, level 4 being the highest. The plain is considered 1 level beneath level 1 of the mountain.

EXAMPLE: An assault is being made by 3 Goblin counters against 1 Elven counter on level 1 of the mountain. Since 2 of the Goblin counters are assaulting from plain hexes, and 1 from a mountain hex, 1 is added to the roll.

- 2) As above, anytime an assault includes counters assaulting from a hillock slope hex to a hillock top hex, 1 is added to the roll when it is resolved.
- 3) Anytime an assault includes counters assaulting across a river hexside, 1 is added to the roll.
- 4) Anytime a defender occupying a Dale hex is being assaulted, 1 is added to the roll. Please note that this holds true even when the assaulting counters occupy Dale hexes.
- 5) One is added to the roll anytime either of the guardrooms is being assaulted.
- 6) Anytime the Front Gate hex is being assaulted, 2 is added to the roll. The Front Gate itself is on the plain level and can only be assaulted (or moved onto) from the 2 plain hexes adjacent to the southeast and southwest. The 2 red hexsides of the Front Gate hex may not be assaulted across or moved across.



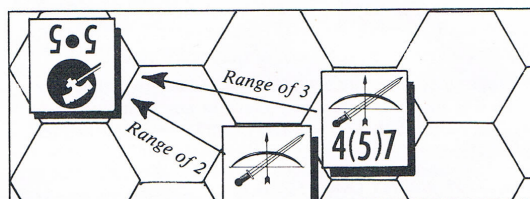
B-8 FIRE

When the FIRE chit is chosen or drawn out of the cup, all friendly bow fire is resolved. Bow fire is performed only by archer counters (those with long or short bows printed as their weapon type). In the Standard Game, Gandalf's spells are also thrown during the FIRE phase.

BOW FACTORS

The numeral printed in parenthesis on archer counters is the **BOW FACTOR**. It is used to determine both the range and strength of bow fire. Elven archers have a **BOW FACTOR** of 6, while Goblin archers have a **BOW FACTOR** of 4. Bard's **BOW FACTOR** is between his feet. Notice that archer counters also have a normal **STRENGTH FACTOR** and can perform assaults and melees.

- 1) An archer counter with a **BOW FACTOR** of 4 fires for a factor of 4 at a range of 1 hex, 3 at a range of 2, 2 at a range of 3, and 1 at a range of 4. Thus by counting down (starting with the **BOW FACTOR**) as you count hexes away from the archers you can determine the **BOW FACTOR** applied to any hex within its range.
- 2) Range is calculated as the number of hexes between the firing and target hexes inclusive of the target hex, but exclusive of the firing hex.
- 3) Note that Bard has a **BOW FACTOR** of 1. He may either use this alone when firing separately (if unstacked) or may add it into the **BOW FACTOR** of another Mannish counter he is stacked with.



RESOLVING FIRE

In order to fire, archers total their **BOW FACTORS** against the target hex. This total is represented by a column on the **FIRE TABLE**. This column is cross-indexed with the roll of one 20-sided die. The result, if any, is applied immediately.

- 1) Archer counters are fired in the order desired by the owning player.
- 2) A counter or stack of counters may be fired on as many times as desired during the FIRE phase.

EXAMPLE: Two Elven archer counters (with **BOW FACTORS** of 6 each) wish to fire on a Goblin counter at a range of 1. They may either total their factors and fire once for 12, or fire separately for 6 factors each (see **FIRE TABLE**).

- 3) Archer counters may fire in any direction.

4) In the Basic Game version of *BOFA*, archers may fire over other counters and terrain features at will. The standard game introduces the concept of line of sight (LOS).

RESTRICTIONS

There are but a few restrictions to bow fire in the Basic Game. The Standard Game introduces special benefits against bow fire depending on the target's position.

- 1) Archers engaged in melee (i.e., stacked with an enemy counter) may not fire.

- 2) Archers may not fire at counters engaged in melee.
- 3) Archer counters may fire only once per FIRE phase; they may not split their BOW FACTOR into more than 1 fire.
- 4) Half-strength archer counters that are stacked together must total their BOW FACTORS into the same fire.

B-9 STACKING

These stacking rules and limitations are in affect only at the end of the MOVE phase. Friendly counters can freely move over top of each other without consequence during the MOVE phase.

RESTRICTIONS

- Only 1 full-strength counter can normally be placed in each hex.
- 1) Two depleted or half-strength counters may be stacked together, moving and fighting normally. Note that in order to keep them stacked throughout movement they must travel at the movement rate of the slowest counter.
 - 2) Depleted Elven and Dwarven counters may not stack. Just before this action they were preparing to do battle between themselves.
 - 3) Friendly counters that are able to stack may do so at any point during the MOVE phase, as long as they don't spend more MOVEMENT FACTORS than they have.
 - 4) One leader/character counter may be stacked with 1 full-strength counter or 2 half-strength counters. There may never be more than 1 leader or character counter per hex.

EXAMPLE: Two Goblin archer counters can stack in the same hex with Bolg of the north. No other Goblin tribal captain could join in this stack.

- 5) Beorn the skin changer may not be stacked. He may, of course, be stacked with enemy counters in order to melee.

EFFECTS OF STACKING

Stacked depleted counters must total their STRENGTH FACTORS when assaulting or meeleing; they may not assault in 2 different directions.

- 1) Stacked depleted archer counters must total their BOW FACTORS against the same target hex.
- 2) Stacks of counters always take hits from the top counter down.
- 3) If the top counter of a stack is a leader/character counter, it will absorb only 1 hit per assault, melee or fire against that stack. If, however, a leader/character sits atop a depleted counter and the stack suffers a 3 hit loss, the leader/character will take the remaining hit.

EXAMPLE: Thrak sits atop a wolfrider counter and the stack suffers a 3 hit loss. Thrak absorbs only the first hit; the last 2 eliminate the wolfrider counter underneath. If, as above, the wolfrider is already at half-strength, Thrak will take the extra hit and also be removed from play.



B-10 LEADER/CHARACTERS AND SPECIAL COUNTERS

These counters represent the various captains along with the famous personae present during this climactic struggle.

- 1) Leader/characters have a STRENGTH FACTOR which is used normally during COMBAT.
- 2) In the basic game, leader/characters take only 2 hits, as do the other counters.

- 3) Leader/characters, (except for Thorin), do not control the hex they occupy. Therefore if left alone in a hex, enemy counters may pass through them at will or even remain stacked with them. Leader/characters may not, however, move through enemy counters.

- 4) The Thorin counter is treated as a leader/character counter and a combat counter because it includes the 12 Dwarves with him.

- 5) As mentioned in the previous section, Beorn may not stack with friendly counters, but like the Great Eagles he may move directly on top of an enemy counter even if he did not begin his MOVE phase adjacent to it.

- 6) Great Eagles are considered to be flying whenever they move. Because of this, they ignore terrain penalties and the presence of enemy counters. When they move, they do so at the rate of 1 MOVEMENT FACTOR per hex. They may end their movement stacked with an enemy counter even if they did not begin their MOVE phase adjacent to it.

STANDARD GAME

S-1 DEFINITIONS

All of the Basic Game definitions hold true for the Standard Game. The following refer to concepts introduced in the Standard Game.

LINE OF SIGHT: Term used in the defining of long range firing capabilities. Line of sight limits fire to only those targets that can be seen.

MORALE CHECK: A roll of the die made at certain times to determine if a specific counter is capable of performing the action in question.

REGROUP: An automatic phase performed at the beginning of white turns by the FREE PEOPLES PLAYER, and at the beginning of black turns by the DARK PLAYER.

SWOOPING ATTACKS: Special attacks made by Great Eagles against enemy counters occupying mountain hexes.

S-2 SETTING UP

Setting up is performed in the same manner as in the Basic Game.

S-3 TURN SEQUENCE

The turn sequence follows the same pattern established in the Basic Game with a few additions.

REGROUP: A REGROUP phase is added to the beginning of each turn. This phase is performed automatically without the drawing of a chit.

- 1) The FREE PEOPLES PLAYER automatically REGROUPS at the beginning of every white turn (turns 2,4,6,8,10,12). The DARK PLAYER automatically REGROUPS at the beginning of every black turn (turns 1,3,5,7,9,11).

- 2) Regrouping players roll for every friendly counter at half-strength (depleted). A roll of 1-4 restores that counter and it is immediately flipped back to its full-strength side.

- 3) Friendly counters in melee (stacked with an enemy counter), may be regrouped.

LEADER/CHARACTER REGROUP: Leader/character counters may also be regrouped. A leader/character may roll once for each hit it has suffered; a roll of its original STRENGTH FACTOR or

less successfully removes that hit. (See S-10 LEADER/CHARACTERS for explanation of how these counters take hits.) If a leader/character intends to assist in regrouping a depleted counter, it is suggested that the leader/character regroup himself first.

EXAMPLE: Gandalf attempts to remove 2 hits he has suffered. He rolls once for each hit, needing a 5 or less. He rolls a 4 and a 6, thus removing 1 of his hits.

LEADER/CHARACTER REGROUP BONUS: If stacked on top of a depleted counter or counters, a leader/character counter (except Beorn) may subtract its current STRENGTH FACTOR from the regroup roll.

1) In order for a leader/character counter to assist in this manner, the depleted counter(s) must be of its "command".

LEADER/CHARACTER	COMMAND
Gandalf	All of the FREE PEOPLES
Elvenking & Bilbo*	Elves
Dain	Dwarves
Thorin	Dwarves
Bard	Men of Esgaroth
Gwaihir	Great Eagles
Bolg	All of the DARK ARMY
DARK tribe captains	only those counters of their tribe (same color coding)

Beorn may not assist in regrouping

2) *Bilbo is not in "command" of any of the Elven counters, but may assist in regrouping them.

EXAMPLE: Bolg, with a STRENGTH FACTOR of 5, is stacked with a depleted Goblin counter. The leader subtracts his 5 from the regroup roll. As the counter needs a 4 or less, a roll of 9 or less will regroup the depleted counter.

3) A leader/character counter (except Beorn) may use its current STRENGTH FACTOR to assist in the regrouping of 2 stacked depleted counters. If 1 counter is regrouped, causing an overstacked hex, it must immediately be moved to any adjacent hex, even if that hex is adjacent to enemy counters. If all adjacent hexes are occupied by friendly counters, 1 of these may be displaced (i.e., moved into another adjacent hex to make room). If none of the adjacent friendly counters have room to be displaced, then the depleted counters may not be regrouped. If all adjacent hexes are occupied by enemy counters, then neither of the depleted counters in question may be regrouped.

USE OF THE CHOSEN CHITS: The player at the beginning of each turn who has the second choice of a chit has the option (later in the turn) of playing that chit or drawing one blindly from the cup.

EXAMPLE: During black turn 3, the DARK PLAYER gets first choice and the FREE PEOPLES PLAYER second choice. The DARK PLAYER chooses a MOVE chit and the FREE PEOPLES PLAYER a COMBAT chit. The DARK PLAYER must begin this turn with his first choice while the FREE PEOPLES PLAYER must reserve his for his second phase of the turn (only 4 phases are played during turn 3). When he arrives at his second phase, he realizes that 2 MOVE chits remain in the cup (the phases already performed had been MOVE, FIRE, F/C). He exercises his option at this point and chooses to draw from the cup rather than to play his COMBAT.

S-4 PHASES

The phases are performed exactly as in the Basic Game with a few notable exceptions.

1) An automatic REGROUP phase for one player is added at the beginning of each turn (see S-3 REGROUP).

2) Gandalf may attempt to throw spells at the beginning of any FREE PEOPLES FIRE phase (see FIRE for a complete description of Gandalf's spells).

3) Great Eagles may make SWOOPING ATTACKS during a friendly MOVE phase (see COMBAT).

4) ROCK ROLLING attacks may be made at the beginning of both FIRE and COMBAT phases (see COMBAT).

S-5 REINFORCEMENTS

TURN 4 REINFORCEMENTS: A die roll is used to determine the entry of the 2 tribes under Gurash and Osag during turn 4. With a roll of 1-3 they must enter from entry triangles on the northeast spur, including the corner. With a roll of 4-6 they must enter from entry triangles on the northwest spur, including the corner. If 7-10 is rolled, these 2 tribes may enter anywhere along those 2 edges. To bring them into the game, they are all placed on the entry triangles then moved. If any of the FREE PEOPLES are on entry triangles, the DARK counters may stack directly on them (as in melee; see COMBAT). Reinforcements are placed on the map subject to all stacking restrictions.



S-6 MOVEMENT

In the Standard Game, MORALE CHECKS are made at certain times to see if a particular move is possible. In each case the counter's current STRENGTH FACTOR is used as a morale value.

MORALE CHECKS: A successful MORALE CHECK is a roll on one 20 sided die of that counter's current STRENGTH FACTOR or less.

1) Should an appropriate leader/character counter be stacked on top of a counter making a morale check, it may subtract its STRENGTH FACTOR from the roll, making success more likely.

2) Leader/character counters stacked underneath may not assist in this manner.

3) Leader/character counters assisting in a morale check must move onto the hex in question, should the morale check succeed. In other words, leader/characters may not just stand back and throw the combat counter in.

4) Note that leader/characters may only assist counters under their "command". See REGROUP section for a complete listing of leaders and their commands.

5) Stacked depleted counters may total their STRENGTH FACTORS when rolling a MORALE CHECK.

6) Should a counter fail a morale check, it may continue its MOVE phase.

SITUATIONS REQUIRING MORALE CHECKS:

1) Anytime a GOBLIN counter (not Wolves or Wargs) wishes to stack with (i.e., enter into melee with) an Elven counter.

2) Anytime a counter wishes to stack with (i.e., enter into melee with) an enemy counter on a higher elevation. For game purposes, the Hillock slopes are on the same level as the plain. The Hillock top is 1 level above the Hillock slope hexes. The Front Gate itself is on the plain level. The mountain is divided into 4 levels.

EXAMPLE: A Goblin counter with a STRENGTH FACTOR of 5 on level 2 of the mountain wishes to stack with a DWARVEN counter on level 3. A morale roll of 5 or less would be required.

3) When a Goblin counter is attempting to stack with an Elven counter that is also uphill, only 1 MORALE CHECK is required.

EXAMPLE: Gurash, with a STRENGTH FACTOR of 3, is stacked on top of a GOBLIN counter with a STRENGTH FACTOR of 4 which is attempting to stack with an Elven counter. Because Gurash will subtract 3 from the roll, a roll of 7 or less is required.

4) Anytime a counter wishes to stack with an enemy counter that is across the river.

5) Anytime a counter wishes to stack with an enemy counter occupying the Front Gate hex. This can only be attempted from one of the two adjacent plain hexes. This morale check is altered by a +2 modification to the roll.

EXAMPLE: A Goblin counter with a STRENGTH FACTOR of 6 wishes to stack onto an enemy counter occupying the Front Gate. A roll of 4 or less would be required. An appropriate leader could assist in making this roll.

LIMIT TO THE FRONT GATE: In the Standard Game version of the *Battle of Five Armies*, Dwarven counters are the only FREE PEOPLES counters allowed to enter the Front Gate hex.



S-7 COMBAT

Combat in the Standard Game has the following additions.

SWOOPING ATTACKS: The Great Eagles counters (including Gwaihir) make attacks during the FREE PEOPLES MOVE phase.

1) As each Great Eagle counter makes its move, the FREE PEOPLES PLAYER traces its path of flight (i.e., movement).

2) The FREE PEOPLES PLAYER then picks an enemy counter along this path that is on a mountain hex as the target counter (in the case of stacked enemy counters, only the top unit).

3) Each Great Eagle counter may make 1 SWOOPING ATTACK per MOVE phase.

4) Leader/character counters may not be the target of SWOOPING ATTACKS. If stacked, the counter underneath may be used as the target.

RESOLVING SWOOPING ATTACKS: There are 2 methods of resolving the SWOOPING ATTACKS.

1) Pick up the enemy counter and flip it onto a vacant area of the map sheet as you would flip a coin. If the counter lands with its full-strength side face up it is not affected. If, however, it lands with its half-strength side up, it takes 1 hit. The enemy counter is then returned to its original hex. Note that if the counter is already at half-strength and takes a hit, it is removed from play.

2) If method 1 is inappropriate, use the roll of one 20 sided die. With a roll of 1-5 the enemy counter takes 1 hit.

RESTRICTIONS TO SWOOPING ATTACKS:

1) The target counter of a SWOOPING ATTACK must be on a mountain hex. This rules out an attack of this kind against the Front Gate.

2) Great Eagles may not perform SWOOPING ATTACKS against either of the Guardrooms.

3) Leader/characters are not subject to SWOOPING ATTACKS. If a leader/character is stacked on top, the combat counter underneath is the target.

4) Eagles may not make SWOOPING ATTACKS against enemy counters stacked in melee.

GREAT EAGLES IN MELEE: Great Eagles may end their MOVE phase stacked with an enemy counter. If the owning player wishes them to perform melee during the next COMBAT phase, they must be placed under the enemy counter.

1) Great Eagles may not end their move stacked with friendly counters.

2) A friendly counter may be used as the "second wave" counter of a Great Eagle melee.

3) Great Eagles may not be used as the "second wave" counter of a melee.

4) Great Eagles may not melee at the Front Gate or at either of the Guardrooms. These areas are too confined to allow them to be effective.

5) Enemy counters may move freely through Great Eagle counters (i.e., the DARK PLAYER may not leave a counter beneath a Great Eagle counter, thus automatically forcing them to the ground and into melee).

6) Great Eagles can only be meleed if they began the COMBAT phase beneath a DARK counter.

ROCK ROLLING ATTACKS: These attacks are made at the beginning of both the COMBAT and FIRE phases. To do so the rolling counter must be on the rockpile hex, the target counter somewhere along the slide path at a range of 1 or 2 hexes. At a range of 1 hex, a roll of 1-5 will cost the target counter 1 hit. At a range of 2 hexes, a roll of 1-3 will cause a 1 hit loss.

1) Counters may roll rocks and assault during the same COMBAT phase.

2) Counters may roll rocks and fire during the same FIRE phase.

3) Only 1 rock rolling attack may be made per phase per rockpile; however, there is no limit to the number of times during a game that rocks may be rolled from one rockpile.

4) Counters stacked with enemy counters may not roll rocks; rocks may not be rolled against counters stacked with friendly counters.

5) Great Eagles may not roll rocks.

6) Thorin and Beorn may roll rocks; the other leader/characters may not.

7) In the event that counters occupy the slidepath at both 1 and 2 hexes, the attack is first rolled against the nearest counter. If this misses, then an attack is rolled against the second counter. This process is followed even if the first or second counter is friendly.

ASSAULTS: Assaults have a few variations intended to increase the realism of combat. These modifications are cumulative with the terrain benefits.

1) Spearmen of both armies subtract 1 from the roll of the die when assaulting enemy counters other than spearmen.

2) Bolg and his bodyguard receive a -1 to the roll when they assault. Please note that Bolg's bodyguard was armed primarily with scimitars of quality steel; the pole-axe symbol is used to make them more distinctive.

3) Beorn receives a -1 to the roll when he assaults.

MELEES— Melees are also subject to additions and subtractions in the standard game.

1) All Goblin counters other than bowmen and spearmen subtract 1 from the roll of the die when resolving melee. If 2 counters are being used in a melee, neither of them may be Goblin bowmen or spearmen in order to receive this benefit.

2) Beorn has the advantage of being able to move directly into melee; he need not begin his MOVE phase adjacent to the enemy counter. In addition, he subtracts 2 from the roll when he melees.

3) If the "second wave" counter is coming in from a lower level or from across the river, then 1 is added to the roll when the melee is resolved. In some cases this will negate the Goblin melee subtraction. If the "second wave" is joining a melee on the Front Gate hex, 2 is added to the roll. Should a second counter be brought into a melee on either of the Guardroom hexes, 1 is added to the roll.

S-8 FIRE

The Standard Game introduces a few new concepts to the FIRE phase.

ADJUSTMENTS TO FIRE:

- 1) When firing at Great Eagle counters in the air (i.e., not in melee), 1 is added to the range.
- 2) When firing at a target in Dale, 1 is added to the roll of the die.
- 3) When firing at a counter on any higher mountain level, 1 is added to the roll.
- 4) When firing onto a hillock top hex (of which there are 3) from a non-hillock top hex, 1 is added to the roll.
- 5) When archers fire on either of the Guardrooms, 2 is added to the roll.
- 6) When firing on the Front Gate hex, 2 is added to the roll.
- 7) Archer counters may not fire out of the Guardroom hexes; they are dug into the mountain.

LINE OF SIGHT (LOS): Archer counters may only fire when they have a clear line of sight. Lay a straight edge between the center of the firing hex and the center of the target hex. If the line passes through any part of a hex which contains any of the following, then the line of sight is considered blocked:

- 1) Any counter, friendly or enemy.
- 2) The town of Dale.
- 3) Any terrain level which is higher than both the firing and target hexes.

For line of sight purposes, the Guardrooms, cliff hexes, rockpile hexes, and the Front Gate itself are not blocking features.

THE FRONT GATE: The Front Gate is a special case for firing. Bow fire may only enter the hex through the 2 hexsides facing plain hexes (see illustration).

GANDALF'S SPELLS: Gandalf possesses 3 spells which he may attempt to cast at the beginning of any FREE PEOPLES FIRE phase. To do so the player announces the attempt and picks his spell. Gandalf may attempt 1 spell per FIRE phase. These spells do not take effect automatically, but must be rolled to be activated. Once a spell has been activated, it may not be used again. A total of 2 spells may be activated in the course of one game. Gandalf may attempt to cast spells even if locked in melee. The Wizard need not have a clear LOS in order to throw these spells. Gandalf's spells are as follows:

- 1) Destroy combat counter(s) in 1 hex within a range of 10 hexes with a roll of 1-6. Please note that this spell does not affect leader/character counters in the target hex. Gandalf may **not** throw this spell against enemies in melee.
- 2) Move all adjacent counters back 2 hexes (regardless of terrain penalties) with a roll of 1-7. If successful the Dark counters are moved directly away from the Wizard. Should this carry Goblin counters (not Wolves, Wargs or leaders) over the Running River, they all drown and are removed from play. Enemy counters are displaced (i.e., moved) to nearest vacant hex to make room for those stepping away from the Wizard in awe. Displaced counters do not drown in the river; only those which began adjacent to Gandalf do. If using optional stacking rule, wolves will stack, not displace.

3) Automatically REGROUP all friendly combat counters within a 3 hex radius with a roll of 1-8. Note that this does not regroup friendly leader/characters within the radius.

S-9 STACKING

In the Standard Game the Basic Game stacking rules are used without additions.

S-10 LEADER/CHARACTERS

Leader/characters play larger roles in the Standard Game. Not only are they able to assist in regrouping friendly counters, but they are also harder to take out of the game.

LEADER/CHARACTER LOSSES: Leader/character STRENGTH FACTORS in the Standard Game also represent the number of times a leader/character counter must be hit before being removed from play. White auxiliary counters with numerals printed along the edges have been provided to keep track of the number of hits suffered.

- 1) When a leader/character takes a hit, an auxiliary counter is stacked underneath with the numeral 1 aligned with the top of the leader/character counter.
- 2) With every hit suffered thereafter, the auxiliary counter is rotated so that the numeral to the top always corresponds to the total hits taken.
- 3) Until the leader/character is regrouped to full-strength (if ever), this number must be subtracted from its original STRENGTH FACTOR to get its current STRENGTH FACTOR.
- 4) When a leader/character counter has taken hits totaling its original STRENGTH FACTOR, it is removed from play.

EXAMPLE: Gandalf the Wizard begins the game with a STRENGTH FACTOR of 5. Due to heavy fighting, he has suffered 3 hits. The auxiliary counter beneath him should be positioned so that the 3 is across the top. In his present state he is only able to assist in regrouping and morale checks with his current STRENGTH FACTOR of 2. If he suffers 2 more hits (ARGHHH!), he will be removed from play.

- 5) See REGROUP above for the method of removing leader/character hits.

LEADER ESCAPE: Anytime a leader/character counter (except Beorn or Thorin) which occupies a hex by itself has an enemy counter stack on top of it (or move through it), it has the option of moving away at its full MOVEMENT FACTOR. This option must be exercised immediately. This in no way affects the movement of enemy counters.

EXAMPLE: Gandalf occupies a hex by himself during a DARK PLAYER MOVE phase. In the course of the move a Goblin archer counter moves into his hex (remember that of the leader/character counters, only Thorin exerts a zone of control over the hex he occupies). Gandalf immediately announces his option and moves 2 hexes, stacking with an Elven counter. The Goblin archer counter continues his move.

BEORN: Beorn is obviously the most powerful counter in the game. Not only does he take 8 hits, but he can also advance directly into melee without starting the MOVE phase adjacent to the enemy counter. He receives a -1 to the roll when assaulting and a -2 to the roll when meleeing.

BOLG OF THE NORTH: Bolg bestows an additional benefit on his hideous followers. Bolg's presence on the battlefield adds to the fervor of the DARK ARMY.

1) All melees and assaults resolved during the DARK PLAYER'S COMBAT phase where the enemy counter is within 3 hexes of Bolg have the differential shifted 1 column to the right (i.e., from the +1 +2 column to the +3 +4 column, or from the -1 -2 column to the 0 column).

2) Bolg's bodyguards may benefit from this as well as the -1 subtraction on their assaults.

BILBO BAGGINS: As sole scribe, Bilbo's presence during the battle is extremely important. If he should take his 2 hits and be removed from play, this represents not his death but instead his using The Ring to become invisible.

S-11 VICTORY CONDITIONS

The Standard Game victory conditions are similar to those of the Basic Game except for the concept of contesting victory areas and the different levels of victory.

1) If a player controls one more victory hex or area than his opponent, he wins a marginal victory.

2) A player controlling two more victory hexes or areas than his opponent wins a tactical victory.

3) A player in control of all of the victory hexes or areas at the end of the game wins a total victory.

4) In the Basic Game, in order to be "in control" of a victory hex or area, a player had to be the sole occupant. In the Standard Game it is possible for both players to occupy a victory hex or area and still determine the person "in control". If both players occupy a victory hex or area, it is considered contested if one player has at least half as many STRENGTH POINTS (rounded up) in the victory hex/area as the other. If the victory hex/area is contested, neither player may claim it as his own.

5) A player may still control the Dale victory area by having a counter on the hex with a red star, as long as no enemy counters occupy any of the other Dale hexes. Dale can be contested, therefore, by placing counters totalling at least half as many STRENGTH FACTORS as the enemy in any of its hexes.

EXAMPLE: The DARK PLAYER controls the Dale victory area with a Goblin counter (STRENGTH FACTOR of 5) occupying the hex marked with a red star. Another Goblin counter (STRENGTH FACTOR of 4) also happens to be in Dale; it is devoid of FREE PEOPLES. The FREE PEOPLES PLAYER wishes to contest the victory area. If he moves in STRENGTH FACTORS totalling at least 5, it is contested. If he wishes to take control of the area he would have to move in counters totalling at least 19 STRENGTH FACTORS.

6) The Hillock can be contested by placing counters on the slope hexes.

OPTIONAL RULES

Optional Rules can be added to increase the variety and complexity of play. With 2 experienced players the FP tend to have a slight advantage that these rules help overcome.

O-1 BAT ATTACK

The Goblin Army fought under a cloud of filthy bats. Although not particularly effective in battle, except for providing a cover of darkness, they were fond of latching onto the heads and necks of the stricken.

1) At the beginning of any DARK PLAYER FIRE phase, bat attacks are rolled against all depleted FREE PEOPLES counters (except those on the Guardroom hexes).

2) With a roll of 1-3, the depleted counter is removed from play.

3) If stacked with an appropriate leader/character (except for Beorn), a roll of 1-2 is needed to destroy the depleted counter.

4) Depleted counters stacked with Gandalf cannot be affected by bat attacks.

O-2 MULTI-PLAYER RULES

If more players are desired, a third player commands the 2 Goblin tribes coming over the mountain. During the course of play he may not communicate with the other DARK PLAYER. If 4 players are desired, the FREE PEOPLES army is split with 1 person commanding the Elves, Beorn, Gandalf, and Bilbo while the other takes the Dwarves, Men, and Great Eagles.

As above, these 2 players may not discuss plans.

O-3 THORIN

As an additional benefit to the FREE PEOPLES, shift all of their assaults and melees 1 column to the right on the turn after Thorin leaves the Front Gate hex. This simulates his dramatic entry into the fray.

O-4 HYSTERIA

Note that some of the results on the COMBAT TABLE are marked with asterisks. When one of these is rolled, the defender immediately makes a morale check against his now lower STRENGTH FACTOR. If this roll fails, the defender becomes HYSTERICAL and is marked with an auxiliary "H" counter.

1) HYSTERICAL COUNTERS defend for 1 STRENGTH FACTOR and may only attack as below.

2) At the beginning of every friendly MOVE phase, a die is rolled once for direction (1 being directly north, counting clockwise to 6; a roll of 7-10 and the counter doesn't move), and once for the number of hexes travelled in that direction, regardless of terrain penalties.

3) If the path of HYSTERIA carries the counter onto an enemy counter, it stops and will melee normally during the next COMBAT phase.

4) HYSTERICAL counters continue in this fashion until they are either destroyed, run off the map, or are regrouped. They may be regrouped only by an appropriate leader/character, and then at a STRENGTH FACTOR of 1.

5) Leader/characters, Great Eagles, and Elves do not become HYSTERICAL.

O-5 GOBLIN LEADERS

Since the Goblin tribal leaders only represent the meanest and ugliest, naturally others are available to take their places when they fall.

1) If a Goblin leader is removed from play it is replaced at half-strength the next DARK PLAYER MOVE phase on any counter of its tribe.

2) Thuk comes back at a strength of 1.

3) Bolg cannot be brought back in this manner.

O-6 VARIABLE REINFORCEMENTS

After the FREE PEOPLES PLAYER sets up, the DARK PLAYER gets to decide which 2 of his 5 tribes will come over the mountain. These will still enter during Turn 4. As there might not be enough entry triangles to accommodate all of the DARK counters, any others will enter the following turn.

O-7 ADDITIONAL STACKING

In order to create a few larger Goblin stacks, 1 non-wolfrider Goblin counter may be stacked atop 1 wolf counter. If moving in conjunction, the counters must travel at the rate of the slower Goblin counter.

0-8 EXTRA ELVES

The FREE PEOPLES PLAYER rolls to bring in the 3 extra elves. With a roll of 1-3, one extra counter can be used. A roll of 4-7 brings in 2; a roll of 8-10 brings in all 3. The owning player chooses which he receives.

0-9 EXTRA TURNS

If too many games come down to the wire, add 4 more turns to the game.

"HERE'S HOW IT ALL FELL OUT"

As the Goblin horde rushed into the plain, first the Elves and then the Dwarves came off the mountain against their flanks. This initial attack caught the Goblins unaware. Their numbers soon began to tell, however, as a second Goblin onslaught appeared from over the mountain. Bard was forced back up the northeastern spur; Thranduil and his Elves rallied on Ravenhill. With a great shout, Thorin and his party threw down the wall barring the Front Gate and rushed into the fight. Numbers of Dwarves, Men and even Elven spearmen flew to his side. In a vicious attack they hacked straight into the enemy host but were unable to make headway against the huge Goblins of Bolg's bodyguard. Soon they became isolated and forced into a great ring. Wolves and Goblins circled to attack from all sides. Unexpectedly, the Great Eagles under Gwaihir, the Windlord, arrived just as the day seemed lost. Flying in low over the spurs, they clutched Goblins and dropped them from the heights. Other Orcs ran screaming from the mountain. Still, the battle raged in the valley; still, the outcome was uncertain. Near the hillock, Thorin fell pierced with many arrows.

Then, with a terrible roar, Beorn appeared on the field. Throwing Goblins right and left he forced his way through the encirclement and carried Thorin's body to safety. Upon returning he smashed through the bodyguard and crushed Bolg in his massive arms. Dismay gripped the Goblin horde and they fled from the battlefield.

DESIGNER NOTES

The problem of design was representing a situation where a few have a good chance of prevailing against many.

The DARK PLAYER should not be discouraged at losing quite a few counters, for he can easily afford losing at a ratio of two to one. His best chance is to isolate rather small groups of the FREE PEOPLES. Sometimes this can be accomplished by planning; more often than not this comes about because of the luck of the draw.

The Dwarves are awesome. If backed into a large circle, they're tough to concentrate against. Use the spearmen on them. The Front Gate is very hard to take; this is as it should be. Once isolated, the defenders can be softened up with bow fire.

The FREE PEOPLES PLAYER faces an interesting dilemma. At the start he holds 3 victory hex/areas. Remaining spread out makes it easier to lose one. The 2 tribes coming over the top are the weakest; they often don't require much attention. Rushing off the mountain has been played with both success and abysmal failure. Don't allow yourself to be cut into too many little pieces. If present in strength, don't be afraid to pull into a circle. Because of the melee rules, the Goblins are enticed into closing. If they do so with bad timing, they can be cut to bits.

CREDITS

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PRODUCTION: John "How are we doing today?" Ruemmler, Coleman "What if we do it this way?" Charlton, and special thanks to June "Airbrush" Lewis

TYPESETTING: By Howard "H-bomb" Huggins of Huggins Hollow fame.

PLAYTESTING: John "My girlfriend thinks these games are stupid" Crowll, Bart "Don't give the Goblins *any* more help" Bowling, Coleman "I didn't draw a move chit when I needed one!" Charlton, Gerald "Did this ever happen before?" Lientz, Pete "I'll play when Moria's finished" Fenlon, Chris "This doesn't make any sense!" Christensen, The Dwarf, Bob "Fudge" Deane, Howard Huggins, John "You've never seen a game like this one!" Ruemmler, and the great guys at the UVA Historical (or is it hysterical?) Simulations Society; Derek Croxton, John Ogden, Andy Nelson, and many more.



Produced and distributed by IRON CROWN ENTERPRISES, Inc. P.O. BOX 1605, Charlottesville, VA 22902.

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ERRATA: Below you will find the Victory Conditions for *The Battle of Five Armies* game. Our apologies for the error.

B-11 VICTORY CONDITIONS

In the basic game version of BOFA, players fight for control of the battlefield as represented by victory hexes and areas.

- 1) In order to win the *Battle of Five Armies*, a player must have control of more of the victory hexes or areas than his opponent at the end of the game. Control is defined as being the sole occupant of that victory hex or area.
- 2) The 5 victory hexes or areas are all marked with red stars. They are the 2 guardrooms, one on each of the mountain spurs, the Front Gate, the hillock top, and the town of Dale (the hex in the center of the town with the red star).
- 3) Note that the hillock top contains 3 hexes. In order to control it a player must have a counter in each of the 3 hexes. Enemy presence in any of the hexes denies it as a victory area to either player.
- 4) In order to control Dale a player need only occupy the center hex marked with a red star.
- 5) Great Eagles or leader/character counters, except Thorin, may not affect the control of a victory hex or area for victory purposes. Flying a Great Eagle or moving a leader/character counter into a victory hex/area will neither gain nor deny control.

Good luck, and have fun!