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Game: **THE BATTLE OF FIVE ARMIES**

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



THE BATTLE OF FIVE ARMIES

SETUP

One player is the **Free Peoples** player (FP); the other is the **Shadow** player (SP). Both players take all their unit and character figures, the corresponding cards, and their **leadership** tokens.

Separate the FP *Dwarves and Men*, FP *Elves* and SP **recruitment** tokens and shuffle them facedown into 3 piles.

Place starting figures and recruitment tokens as shown on the map on page 7 of the rules. Draw the recruitment tokens randomly from the appropriate piles and place them without looking at them. Place the 2 **closed mountain pass markers** between each Goblin Mustering Point and the corresponding Mountain Pass box.

Shuffle the **Event** deck, the 2 **Story** decks and the **Fate** deck.

Place the **Fate** marker on step 0 of the **Fate** track. Place the *Bilbo*, *Thorin*, *Lord of the Eagles* and *Beorn* figures on the steps indicated.

Place the standard **Fate** tiles (light brown) in an opaque container to form the **Fate** pool. Set aside the 2 special Fate tiles (blue and red).

The SP takes 6 red **Shadow** action dice and the FP takes 5 blue **Free Peoples** action dice.

THE GAME BOARD

Most of the board is divided into **regions**. Each has an icon indicating its **terrain type** (hills, mountains, plains, ruins, and swamps) and **territory** (Broken Lands: yellow, Valley: red, Eastern Bank: blue, and Southern Spur: green).

Regions are divided by **borders** indicated by a white line. Regions separated by a white line are **adjacent**. Borders can also be outlined by the river, fords and slopes.

A **river border** is impassable, and regions separated by it are not adjacent. Combat across a river border is not allowed.

A **ford** means the river border can be crossed and the regions on its two ends are adjacent.

A **slope** divides a mountain region and any non-mountain region.

A **black line** is an impassable border: armies cannot move into regions encircled by a black line or attack across black lines.

A region, independently of its terrain type, may contain a **settlement**.

Eastern Spur, *Front Gate* and *Ravenhill* each contain a **fortification** (light brown triangle with a number).

The Broken Lands contain 4 **Mustering regions** (red diamond with a crown). There is no limit to the number of SP units each of these regions can hold.

The special areas within the Lonely Mountain (each consisting of 2 red boxes) are not considered regions for movement or combat purposes. Each first box (**Goblin Mustering Point**) is where new Goblin units are recruited. Goblins must move through the second box (**Mountain Pass**) to join the battle.

THE GAME TURN

1. RECOVERY

Players recover action dice and draw cards.

The FP player takes 5 dice (6 dice if either *Thorin* or *Beorn* is in play). The SP takes 6 dice (7 dice if they control 2 settlements or fortifications within the same territory).

Then each player draws 2 cards, one from the Event deck and one from their Story deck. Players may hold a **maximum of 6 cards** and after drawing must discard facedown any in excess.

2. GENERALS' ACTIVATION

The FP selects their generals and places leadership tokens.

The FP player chooses up to 3 **generals** among those in play and places 1 **Activation** token on each of their reference cards.

They then take **leadership** tokens equal to the number of generals they chose and immediately places them on the board, each with a different FP army.

3. FATE

The SP draws Fate tiles and the Fate marker advances.

The SP may draw **Fate** tiles, one after the other, up to the number of Activation tokens placed by the FP player (minimum 1).

After drawing each tile, the SP either stops drawing and applies the effects of the last drawn tile, or sets aside the tile and pulls another from the Fate pool (up to the maximum allowed).

When drawing is done, advance the **Fate** marker to the right on the Fate track as many steps as the number on the last drawn Fate tile. If the tile shows the **Fate** icon, the FP player draws a Fate card and immediately applies its effects. It is discarded after use. All other tiles drawn this turn are placed back in the Fate pool.

If the Fate marker reaches the last step of the Fate track, the FP player immediately wins the game.

4. SHADOW LEADERSHIP

The SP places leadership tokens and Great Bats.

The SP chooses how many **leadership** tokens and/or **Great Bats** they will have available this turn. The total sum must be equal to the number of SP action dice (6 or 7).

They then place their leadership tokens and *Great Bats* on the board. Each token must be placed with a different SP army. *Great Bats* may be placed in any region, thus indicating their presence in the **territory** containing that region.

5. ACTION ROUND

Players roll action dice, then alternate taking actions.

Starting with the FP player, players choose one of their rolled action dice and use one of the possible choices allowed.

The FP player may use the *General* ability of one of their activated generals before each of their actions.

When both players have used all their action dice, proceed to the next phase.

6. END OF TURN

Players check victory conditions and remove leadership tokens, Eagles and Great Bats.

Remove both players' leadership tokens and any *Great Bats* from the board. Eagle figures go back to the *Eagles' Eyrie*. Removed unused Activation tokens from the FP generals.

ACTION DICE

The total number of action dice you roll in your turn is your **action dice pool**.

One additional die can be earned by each player during the game. The FP player earns their extra die if *Thorin Oakenshield* (or later *Beorn*) is in play. The SP earns theirs if they control 2 settlements or fortifications within the same territory.

Action dice are only added to or removed from a pool at the beginning of the turn after the requirement which adds and removes them is met.

When an action is completed, set aside the corresponding die for the turn. The effect of an action is never mandatory (eg, if an action allows you to 'move 1 army and attack', you may move only, attack only, or do both).

You may **pass** your action if your opponent has more unused action dice. You may **skip** an action by discarding a die without effect.

EVENT AND STORY CARDS

Both players draw from a shared **Event** deck, and each player has their own **Story** deck.

Each Event card has an **order effect**, triggered using an action die during the Action round, or a **combat effect**, applied during a combat. Story cards can only be played using an action die during the Action round.

If the Event deck runs out, shuffle all used and discarded Event cards into a new deck. If a Story deck runs out, no more cards may be drawn from that deck.

A card can be played during the Action round by using an Event action die result, or by using an action die result matching the card type: **Army**, **Character** or **Mustering** (the icon in the upper right corner).

Some cards have a requirement that must be fully satisfied in order to play the card. If the effects of a card cannot be fully applied it can still be played and the effects applied as much as possible. Most cards are discarded once resolved.

Play on the table means the card's effects last until a condition or requirement is met, after which the card is discarded. They do not count against the maximum hand size while in play.

Damage dealt by Event cards is applied in the same way as combat damage.

FATE

The SP may continue to draw tiles up to the number of generals with an Activation icon. The SP must always apply the effects of the last drawn fate tile. Then that tile is discarded and any tile previously drawn that turn is placed back into the Fate pool.

If the SP draws a red or blue special tile, they must stop drawing and immediately apply its effects.

The number on the Fate tile is the number of spaces the fate marker moves to the right on the Fate track.

When the Fate marker reaches or passes the space of a special character, the character is **ready** and may be played during the Action round as indicated on its card.

A **Fate** icon on the Fate tile means the FP player draws and immediately plays a Fate card. Place the card next to the appropriate character card whether it has entered play or not. If the character has been eliminated, discard the drawn card.

CHARACTERS AND GENERALS

CHARACTERS

Characters can be on the board alone (or with other characters) in a region, or moving and fighting with a friendly army.

A character not with an army ignores, and is ignored by, enemy armies.

A character/special unit card starts illustration faceup, and is flipped when the character/special unit enters play. Characters must become **ready** before entering play.

FP characters become ready when they Fate maker reaches or passes their space on the Fate track.

The SP character *Bolg* becomes ready when the SP controls at least 1 region in the Valley.

A ready character can enter play during the Action round by using an action die of the type specified on its card. Other requirements may be specified. A character cannot enter play in a specific region if that region contains enemy units or is controlled by the enemy. A character may become *not* ready again if the condition for being ready is no longer met and the character has not yet been brought into play.

When using a *Character Movement* action, you may move any or all of your characters on the board, each up to a number of regions equal to its movement rating.

A character within an army may move when that army moves, or be left behind in the army's starting region.

GENERALS

Bard, *Thranduil*, *Gandalf the Grey*, *Dáin Ironfoot* and *The Lord of the Eagles* are FP generals.

Each general has a special ability that can be used only when they have an Activation token on their card. Discard the token during the Action round, before choosing action die results, to use the ability. You may only discard 1 token before using a given die. Unused tokens are discarded at the end of the turn.

Thranduil and *Gandalf the Grey* use the range ruler: place one end entirely in the region where the attack comes from, and if the target region is touched by the opposite end, or falls within its arc, it is within range. You cannot attack from one region to another crossing the black borders on the *Lonely Mountain*.

The damage from *Thranduil's Archery* and *Gandalf's Blast of Magic* is applied in the same way as combat damage.

ARMIES

A group of friendly units in the same region is an **army**. Each unit type is described by a specific **Unit** card.

Characters and leadership tokens in a region with a friendly army are part of it.

The number of figures in the game is a limited to the maximum number of figures of that type that can be in play.

A region can contain a maximum of 5 army units (characters, leadership tokens and special units do not count, and SP Mustering regions and Goblin Mustering Points have no limit).

The **Leadership** of an army is the sum of the Leadership rating of all its characters, plus the number of leadership tokens with the army. An army with a least 1 character with a Leadership of 1 or more, or at least 1 leadership token, is an *'Army with Leadership'*.

A leadership token is **immediately** removed if it ever remains in a region without an army.

ARMY MOVEMENT

An army can be moved to an adjacent region not occupied by an enemy army with the following action die results:

Army: An army may make a *Strategic Movement* action (up to 2 different armies to an adjacent region), or an *Attack* action (move 1 army to an adjacent region and then attack).

Character: An army with Leadership may make an *Attack* action (move 1 army to an adjacent region and then attack) or a *Fast Movement* action (1 army up to 2 regions).

Lidless Eye: An army with at least 1 Goblin unit may make a *Strategic Movement* action (up to 2 different armies containing Goblins to an adjacent region or from a Mustering Point to a Mountain Pass), or an *Attack* action (move 1 army containing Goblins to an adjacent region or from a Mustering Point to a Mountain Pass and then attack).

Movement is never mandatory. An army may be moved more than once in a turn by spending multiple action dice.

Splitting and merging

An army may be **split** into 2 by moving only some of the units. With a *Strategic Movement* action, each part may move to a different region, or it may be split into 3 parts, with 2 moving and 1 staying behind.

If an army with damage tokens is split, the tokens must be split so the number remaining is not higher than the number of units in each part.

If an army ends its movement in a region containing a friendly army, they must **merge** into a single army. If necessary reduce it to 5 units: the controlling player first removes up to 2 damage tokens for each unit eliminated, then removes any remaining units of their choice in excess of 5. During an *Attack*, the armies merge before combat; during a *Strategic Movement*, both armies complete their moves before merging (no figure may move twice in the same action).

If an army moves more than 1 region, it cannot split units during the move, and cannot merge along the way or pick up friendly units. Stacking limits are checked only after the movements are complete. **If the army enters a region adjacent to an enemy army it must immediately stop moving.**

Controlling Free Peoples settlements

When a SP army enters a region with a FP settlement/fortification (even if it does not stop there), it **controls** it: place a **control marker** there. The marker is removed if a FP army unit (not a character or *Eagles*) later moves into the settlement.

Moving into an enemy settlement is not considered an attack, even if it is controlled by the enemy.

MUSTERING ARMIES

Both players may bring new units into play by using the *Recruitment* action of a Muster die to flip 1 **recruitment token** in each of 2 different regions. The SP may use the *Goblins Recruitment* action of a Lidless Eye die to place 1 Goblin in each of the 2 Goblin Mustering Point boxes.

Special abilities and cards may bring units directly into play.

The back of a recruitment token identifies it as Shadow, Dwarves and Men, or Elves, and the front what type of unit(s) it brings into play when flipped. They are always drawn randomly from the appropriate group and placed facedown (and unseen by both players) on the board.

Once all from a group have been used, no more from that group can be placed. Tokens can never be placed in a region with an enemy army or control marker.

When you flip a token, choose a region with a token of the appropriate type and turn it faceup. Replace it with unit(s) of the appropriate type (if a figure of that type is not available, you may choose any other unit from the same group) and remove the token from the game.

If, during a movement or after a combat, an army enters or moves through a region with enemy recruitment tokens, the tokens are removed and reshuffled with the unused tokens of the same type.

If there are more than 5 army units in a region after recruitment, the controlling player must choose those in excess to remove. Mustering regions have no stacking limit.

RALLYING ARMIES

You may **rally** up to 2 different friendly armies with a *Rally* action of a Muster die.

For each army, roll dice equal to the number of units in it: **on each 5 or 6, remove 1 damage token**. You may roll again a number of failed dice up to the total Leadership of the army.

After the roll, you may also **take casualties** if you desire.

MOUNTAIN PASSES

At the beginning of the game the Mountain Passes are closed, as indicated by the markers between each Mustering Point and the corresponding Mountain Pass.

A Mountain Pass opens as soon as the connected Mustering Point contains at least 5 units. Remove the marker: the pass remains open for the rest of the game.

The SP army may only move from the Mustering Point to the Mountain Pass when it is open (using normal army movement). It may then move only to the region connected to the Mountain Pass; and may attack a FP army as normal if a FP army is there. The attack is not considered to cross a slope border.

SP armies in the Mountain Pass and a normal region cannot combine attacks. Units in any region cannot enter, retreat into, or attack units in a Mountain Pass, and it is not considered adjacent to a region.

Event cards that allow recruitment in regions containing armies may be used in Goblin Mustering Point and Mountain Passes.

COMBAT

An army may **attack** an adjacent region occupied by an enemy army by using the *Attack* action of an Army die after moving their army; by using the *Combined Attack* action of an Army die and attacking a region with other friendly armies adjacent to that region; or by using the *Attack* action of a Character die after moving their army with Leadership.

A SP army with at least 1 Goblin unit may also use the *Attack* action of a Lidless Eye die after moving their army.

The army of the active player is the **attacker**, and the army of the other player is the **defender**.

Before starting a combat, check the **terrain type** of the defender's region. The army with the highest number of units that have that type as one of their favored terrains has **terrain superiority** and immediately draws 1 Event card and adds it to their hand (discard to 6 if necessary). On a tie neither player draws a card.

Each player then prepares their card hand by setting aside any Story cards, and adding to their hand the Unit cards of each unit type in their army, their Regroup card, and any Special Maneuver cards if applicable (from *Thorin Oakenshield* and *Great Bats*). These cards do not count against the hand limit.

COMBAT SEQUENCE

Combats are resolved in a series of simultaneous rounds, each of which is divided into the following steps:

1. Maneuvering

Players simultaneously choose and reveal a card from their hand. You may either play a Unit card (to use that unit type's **maneuver ability**), an Event card (to use its **combat effect**), a Special Maneuver card, or the Regroup card.

The combat effect of an **Event card** is applied when specified by the text. If 2 cards apply at the same time, apply the defender's first. Event cards are discarded from play after use.

Special Maneuver cards are applied immediately, independent of the dice roll. *Thorin's Mighty Strokes* is not available again until a Regroup card is played. *Vampire-like* can be used every round there are *Great Bats* in the territory where the combat takes place.

Unit cards are left faceup on the table. When a **Regroup card** is played, return all Unit and Special Maneuver cards you have played this combat to your hand.

2. The combat roll

Each player rolls dice equal to the sum of the Combat ratings of all the units in their army, up to a maximum of 5 dice.

If you played a Unit card during the previous step, first substitute a number of white dice with black dice equal to the number of units of the selected type.

After the Combat roll and Leader re-roll, if at least 1 of the black dice scored a hit, you may use the **special ability** of that unit type. If necessary the attacker declares first if they want to use a maneuver ability.

Any hits rolled on white or black dice are applied normally. A hit is scored for each result that equals or beats a target number (usually 5). Other target numbers are as follows:

Attacking a defender in a fortification: 6 until the fortification is broken.

Attacking a defender across a ford: 6 on the first round only.

Attacking a defender in a mountains region across a slope: 6 on the first round only.

Cards and special abilities may modify the target number. A card that adds or subtracts from a Combat roll modifies each die result produced by the roll. No modification may lower the target number below 2 or increase it to above 6.

3. Leader re-roll

An army with Leadership may re-roll a number of dice that missed equal to the army's total Leadership (white or black dice). The new result is final.

4. Apply damage

Add a damage token to an army for each hit on it. Event cards and abilities that affect damage are determined after taking damage tokens and before taking casualties.

When taking casualties, for each unit you choose to eliminate from your army, you may remove up to 2 damage tokens. Eliminated units may be mustered again.

When the number of damage tokens on an army exceeds its number of units, you must **take casualties** and remove units (remove 2 damage tokens for each unit removed) until the number of tokens is equal to or lower than the number of units.

If all units in an army are eliminated, so are all characters and leadership tokens in the army. Eliminated characters are permanently out of the game.

5. End of round

The combat ends if either side is eliminated. After the round, if the attacker declares wants to **withdraw**, the combat ends.

If they do not, the defender may **retreat** (if they played a Regroup card this round) or **rout** (if they did not play a Regroup card).

If the defender is eliminated, retreats, or routs, the attacker may **advance**. If both sides are eliminated, the defender retains control of the contested region.

FORTIFICATIONS

Eastern Spur, *Front Gate* and *Ravenhill* are **fortifications**. If a defending army is attacked while within a fortification, damage to it is applied to the fortification until the damage tokens reach its **fortification value** and it is **broken**.

Further damage is inflicted on the defender and the target number reverts to 5 on the following round. Damage to a fortification is permanent.

When an ability cancels or prevents damage, it may be used to cancel or prevent fortification damage.

RETREATING & ROUTING

An army **retreats** when the defender played the Regroup card and decides to end the combat at the end of a round.

A defending army may move to an adjacent region if the region does not contain an enemy army or an enemy-controlled settlement; if it is not adjacent to a region with an enemy army (including the attacker); and if the region is not across a ford. It may always retreat to an adjacent region if that region contains a friendly army, or a settlement controlled by the retreating player.

If these conditions cannot be satisfied, the attacker chooses an adjacent region (which does not contain one of the attacker's armies or attacker-controlled settlements) and the retreating army suffers 1 additional damage. If there is no viable region, the retreat is not allowed.

An army **routs** when the defender did not play the Regroup card and decides to end the combat at the end of a round.

The army takes casualties and loses units until the number of damage counters is reduced to 1 or 0. It then moves to an adjacent region in the same way as a retreating army.

An attacker may advance into the now-empty region if a defender retreats, routs or is eliminated. They may split their army and advance with only some units (if necessary, splitting damage tokens as normal).

COMBINED ATTACKS

More than 1 army adjacent to the attacked region may **combine attacks** by using the *Combined Attack* action of an Army die. At the start of each round the attacker chooses which adjacent army will fight in the current round. Only that army's characteristics are relevant, and all hits scored by the defender are taken by that army.

Terrain superiority is checked only once before the first combat round and the target number of each army is affected by a ford or slope only the first time it attacks. The attacker always recovers any used Unit and Special Maneuver card when they switch the attack to a different army.

After a victorious combined attack, the attacker may advance only one (or part of one) army. If the last attacking army is eliminated and the defender is eliminated, retreats, or routs, the combat is still won by the attacker if an army survives and one of the attacking armies may advance.



THE BATTLE OF FIVE ARMIES

THE HOBBIT



GAME TURN

1. RECOVERY

Recover action dice and draw cards.

FP: 5 dice (6 dice if either *Thorin* or *Beorn* is in play).

SP: 6 dice (7 dice if they control 2 settlements or fortifications within the same territory).

Each player draws 1 card from the Event deck and one from their Story deck.

2. GENERALS' ACTIVATION

FP selects generals and places Leadership.

Choose up to 3 **generals** among those in play and place 1 **Activation token** on each of their reference cards.

Take **leadership tokens** equal to the number of generals chosen and place each with a different FP army.

3. FATE

SP draws Fate tiles; advance Fate marker.

Draw **Fate cards**, up to the number of Activation tokens placed by the FP player.

Advance the **Fate marker** the number of steps on the last drawn Fate tile. On a **Fate icon**, the FP player draws a Fate card and applies its effects.

If the **Fate marker** reaches the last step, the FP player immediately wins.

4. SHADOW LEADERSHIP

SP places Leadership and Great Bats.

Chooses how many **leadership tokens** and/or **Great Bats** (total must be equal to the number of SP action dice).

Each leadership token must be placed with a different SP army. Great Bats may be placed in any region (territory).

5. ACTION ROUND

Roll action dice and take actions.

Starting with the FP player, choose an action dice and make an action.

The FP player may use one activated General's *General* ability before each of their actions.

When both players have used all their action dice, proceed to End of Turn.

ACTION DICE



CHARACTER

Move 1 army with Leadership up to 2 regions

Move 1 army with Leadership to adjacent region and **attack**

Move any or all of your characters

Play a Character Event or **Story card**



ARMY

Move 2 armies, each to an adjacent region

Move 1 army to an adjacent region and **attack**

Attack with all your armies adjacent to attacked region

Play an Army Event or **Story card**



MUSTER

Flip 1 recruitment token in up to 2 different regions

Make 2 rally actions on 2 different armies

Play a Muster Event or **Story card**



MUSTER/ARMY

Muster or **Army** action



EVENT

Draw 1 Event card and **1 Story card**

Play an Event or **Story card** of any type



WILL OF THE WEST

Use as any other action die

6. END OF TURN

Check victory conditions and remove leadership tokens, Eagles and Great Bats.

Removed unused Activation tokens from the FP Generals.

COMBAT

Check defender's **terrain type**; the army with **terrain superiority** draws 1 Event card. Prepare card hands.

1. Maneuvering

Players simultaneously choose and reveal a card from their hand.

Apply **Special Maneuver** cards. When a **Regroup card** is played, return Unit and **Special Maneuver** cards to your hand.

2. The combat roll

Each player rolls dice equal to the sum of the **Combat ratings** of all their units.

If you played a Unit card, replace white dice with black dice equal to the number of units of that type. If a black die hits, you may use the unit's **special ability**.

Defender in a fortification: 6 until the fortification is broken. **Defender across a ford or in mountains region across a slope: 6** on first round.

3. Leader re-roll

An army with **Leadership** may re-roll white or black dice that missed equal to the army's total **Leadership**.

4. Apply damage

Add a damage token to an army for each hit. For each unit you choose to eliminate from your army, you may remove up to 2 damage tokens.

When the damage tokens exceeds the army's number of units, you must **take casualties** (remove 2 damage tokens for each unit removed) until the of tokens are equal to or lower than the number of units.

5. End of round

If the attacker does not withdrawn, the defender may **retreat** (if they played a **Regroup card** this round) or **route** (if they did not play a **Regroup card**).

If the defender is eliminated, retreats, or routes, the attacker may **advance**.



THE BATTLE OF FIVE ARMIES

THE HOBBIT



GAME TURN

1. RECOVERY

Recover action dice and draw cards.

FP: 5 dice (6 dice if either *Thorin* or *Beorn* is in play).

SP: 6 dice (7 dice if they control 2 settlements or fortifications within the same territory).

Each player draws 1 card from the Event deck and one from their Story deck.

2. GENERALS' ACTIVATION

FP selects generals and places Leadership.

Choose up to 3 **generals** among those in play and place 1 **Activation token** on each of their reference cards.

Take **leadership tokens** equal to the number of generals chosen and place each with a different FP army.

3. FATE

SP draws Fate tiles; advance Fate marker.

Draw **Fate cards**, up to the number of Activation tokens placed by the FP player.

Advance the **Fate marker** the number of steps on the last drawn Fate tile. On a **Fate icon**, the FP player draws a Fate card and applies its effects.

If the **Fate marker** reaches the last step, the FP player immediately wins.

4. SHADOW LEADERSHIP

SP places Leadership and Great Bats.

Chooses how many **leadership tokens** and/or **Great Bats** (total must be equal to the number of SP action dice).

Each leadership token must be placed with a different SP army. Great Bats may be placed in any region (territory).

5. ACTION ROUND

Roll action dice and take actions.

Starting with the FP player, choose an action dice and make an action.

The FP player may use one activated General's *General* ability before each of their actions.

When both players have used all their action dice, proceed to End of Turn.

ACTION DICE



CHARACTER

Move 1 army with Leadership up to 2 regions

Move 1 army with Leadership to adjacent region and **attack**

Move any or all of your characters

Play a Character Event or **Story card**



ARMY

Move 2 armies, each to an adjacent region

Move 1 army to an adjacent region and **attack**

Attack with all your armies adjacent to attacked region

Play an Army Event or **Story card**



MUSTER

Flip 1 recruitment token in up to 2 different regions

Make 2 rally actions on 2 different armies

Play a Muster Event or **Story card**



MUSTER/ARMY

Muster or **Army** action



EVENT

Draw 1 Event card and **1 Story card**

Play an Event or **Story card** of any type



LIDLESS EYE

Place 1 Goblin in each **Goblin Mustering Point**

Move 1 army containing Goblins to an adjacent region and **attack**

Move 2 armies containing Goblins each to an adjacent region

6. END OF TURN

Check victory conditions and remove leadership tokens, Eagles and Great Bats.

Removed unused Activation tokens from the FP Generals.

COMBAT

Check defender's **terrain type**; the army with **terrain superiority** draws 1 Event card. Prepare card hands.

1. Maneuvering

Players simultaneously choose and reveal a card from their hand.

Apply **Special Maneuver** cards. When a **Regroup card** is played, return Unit and **Special Maneuver** cards to your hand.

2. The combat roll

Each player rolls dice equal to the sum of the **Combat ratings** of all their units.

If you played a Unit card, replace white dice with black dice equal to the number of units of that type. If a black die hits, you may use the unit's **special ability**.

Defender in a fortification: 6 until the fortification is broken. **Defender across a ford or in mountains region across a slope: 6** on first round.

3. Leader re-roll

An army with **Leadership** may re-roll white or black dice that missed equal to the army's total **Leadership**.

4. Apply damage

Add a damage token to an army for each hit. For each unit you choose to eliminate from your army, you may remove up to 2 damage tokens.

When the damage tokens exceeds the army's number of units, you must **take casualties** (remove 2 damage tokens for each unit removed) until the of tokens are equal to or lower than the number of units.

5. End of round

If the attacker does not withdrawn, the defender may **retreat** (if they played a **Regroup card** this round) or **route** (if they did not play a **Regroup card**).

If the defender is eliminated, retreats, or routes, the attacker may **advance**.

CHARACTERS AND SPECIAL UNITS

THE LORD OF THE EAGLES & THE EAGLES OF THE MISTY MOUNTAINS

The Lord of the Eagles is not a normal character and the *Eagles of the Misty Mountains* are not normal army units, and neither follow the normal rules.

Mustering the Eagles

Eagles cannot be recruited with a normal action; they are only mustered by specific cards or using the *Lord of the Eagles* General ability (instead of using his ability to move them).

When mustered, they are always placed in the *Eagles' Eyrie* box. Eagles placed there due to a Story or Event card cannot be used until they enter play.

Movement

At the start of a turn, Eagles are always in the *Eyrie*. If the *Lord's* General ability is used, all Eagles (including the *Lord*) are moved anywhere on the board.

Eagles are moved back to the *Eyrie* when they are used, and always moved back there at the end of a turn when unused.

Using the Eagles

Eagles enter play when the *Lord* enters.

Once moved out of the *Eyrie* using the *Lord's* General ability, the FP player can then spend a Muster die to activate their *Strong* and *Noble-Hearted* ability, and move 1 or more of them (including the *Lord*) from the board to the *Eyrie*.

When every Eagle has thus moved, attack 1 SP army in a region within the territory where the Eagle was.

All Eagles must be moved before any attacks are rolled.

Roll 3 dice for each attack, scoring a hit for each 4+.

Any die that misses may be re-rolled once. The attack roll cannot be modified in any other way.

BEORN

Beorn grants an immediate victory to the FP player if he enters play and the SP has fewer than 6 VPs.

Beorn enters play with 8 **Wrath tokens**, and may gain additional tokens using Fate cards (up to a maximum of 16).

Movement

Beorn can move up to 3 regions using a Will of the West die, or by using a Character die if the FP player also discards 1 of his **Wrath tokens** (other FP characters are *not* moved at the same time).

After moving, *Beorn* may attack a SP army in an adjacent region. He may also recapture an empty SP-controlled settlement by moving through it.

Beorn can never be stacked with army units and is unaffected by the presence of FP characters without an army.

Beorn cannot move into or through a region containing a SP army. He is equivalent to a FP army for the purposes of moving SP armies.

Combat

Beorn can attack and be attacked by SP armies in adjacent regions.

Terrain superiority is not checked or applied and he does not use Event or Maneuver cards in combat. He suffers the normal penalties when attacking a fortification, across a ford, or up a slope.

Roll 4 dice for each attack, scoring a hit for each 5+. Any die that misses may be re-rolled once. Fate cards may modify these values.

When *Beorn* takes damage, remove an equal number of **Wrath tokens** instead of damage tokens. If reduced to 0 tokens, remove him from play.

He can retreat like an army, but cannot retreat into a region with a friendly army. *Beorn* cannot be rallied, is not affected by the Wargs maneuver ability, and cannot participate in a combined attack.

GREAT BATS

The *Great Bats* are not a normal army units, and do not follow the normal rules.

During the SP Leadership phase the SP chooses how many *Great Bats* are in play (maximum of 6), as long as the total sum is equal to the number of SP action dice. These are placed on the board and affect the territory they are in, not the specific region. *Great Bats* can be used as follows:

Bat Cloud: During the action round the SP may use a Muster die and remove 1 *Great Bat* from a territory to move 1 of the SP's armies in that territory.

Vampire-like: If 1 or more *Great Bats* are in the territory where a combat takes place (ie, where the defender army is), the SP adds the *Vampire-like* Special Maneuver card to their hand and may play it as their maneuver during a round. If they do so and the SP army inflicts at least 1 damage that round, the SP can discard 1 *Great Bat* from the territory to inflict 1 additional damage. Take the card back at the end of the combat round. The card has no effect if there is no figure to discard.

Any unused *Great Bat* figure is removed from play at the end of the turn.

BOLG

Bolg is the leader of the SP army and enters play only when a SP army is present in at least 1 region in Valley.

He is stronger if he enters when the SP army controls *Ruins of Dale*, as he starts with 3 **Bodyguard** tokens instead of 1.

Bolg is the only SP character. If he is killed the FP player immediately wins the game. He is eliminated when the army he is with is eliminated. He cannot attack or be attacked when he is alone.

Bodyguards: *Bolg* may cancel all damage inflicted in 1 round of combat to the army he is with by discarding 1 **Bodyguard token**. This can also protect the army from damage not caused by combat (eg, from special abilities).

Fortifications (*Ravenhill, Front Gate and Eastern Spur*) are worth 4 VPs each.

Other Settlements (*Ruins of Dale, Camp, Lower Slopes and Fallen Bridge*) are worth 2 VPs each.

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VICTORY CONDITIONS

THE FP PLAYER WINS ...

... immediately as soon as one of these conditions applies:

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Beorn enters play and the SP has fewer than 6 VPs.

The Fate track marker reaches step 15.

THE SP PLAYER WINS ...

... if the SP has 10 or more VPs at the end of a turn, or immediately if the SP has 10 VPs and controls *Front Gate*.

Control of these locations gives the SP victory points:

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