

THE BATTLE OF FIVE ARMIES

Double Vision

Take two games into the shower?

By Ken South

Fancy a really big game of Battle of Five Armies? If so then all you need is two copies of the game (or get your mate/club to bring his copy along) and to follow the below rules tweaks. It looks impressive and is cool to play.

The first thing to do is increase the north and south table edge to 180cm as this width is needed to accommodate the extra space for using the mountain sections and ruins from both boxes. (New playing area North/South 180cm x East/West 150cm.)

TERRAIN SET UP

Despite the extra width the scenery such as the pool and Thorin's gate should be placed in the middle of the north edge as before. The hill sections are joined together and are placed on the table as follows.

The eastern spur on which the Dwarves and Men are placed is made joining the hills from one box together at the narrow ends; this hill is then placed on the table so that the eastern hill edge is in the north-eastern (along the north edge) corner of your table.

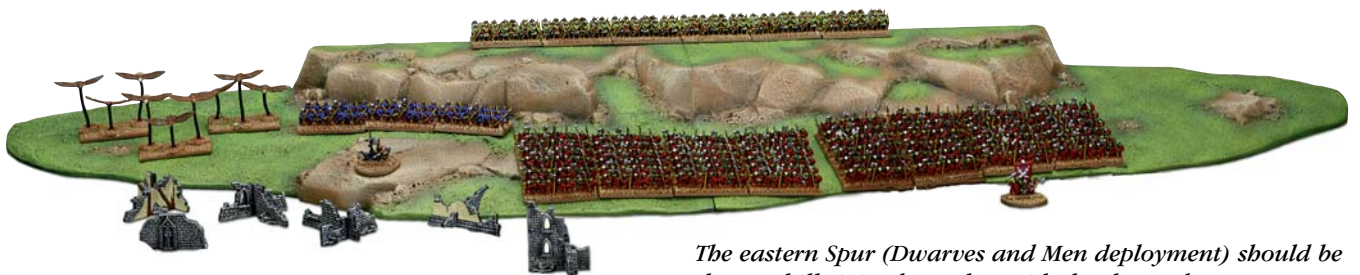
Take the two hill sections from the other box and slot them together along the long edge and place on the table so that the left edge is touching Thorin's wall. This section will protrude into the table and form the West spur of the lonely mountain.

The gap to the right of the western spur can have trees placed to form a forest.

The river sections can now be placed as normal using just one complete set of sections from one box (just to mention I have stuck my river sections to foam board and then built up the banks with pva sand and stones etc as this tends to take the flatness out of them make them into a more prominent terrain feature!)



The Western Spur (Elven deployment) should be the two hills joined together with the long edges.



The eastern Spur (Dwarves and Men deployment) should be the two hills joined together with the short edges.

THE ARMIES

The Good Side

Thorin
Dain Ironfoot
The Elfking
Bard the Bowman
Gandalf
4 x units of Dwarves
2 x units of Men of the Dale Archers
2 x units of Men of the Dale Spearmen
4 x units of Elven Spearmen
4 x units of Elven Archers

The Evil Side

Bolg the Goblin King
Goblin Shaman
Goblin Chieftain x 2
8 x units of Warg's
8 x units of Wolf Riders
16 x units of Goblin Infantry

ADDITIONAL RULES

To play 'The Battle of Five Armies' scenario with the increased models there are a few rules tweaks needed to the scenario.

a) Goblin Infantry Deployment. As in the book you roll one D6 when rolling to see how many Goblin Units are placed on the table. However, on any D6 result above a one you double it and that is how many Goblin Infantry units are placed on the table. Unfortunately a one is still a one! Other than that the Goblin infantry deployment remains unchanged.

b) Goblin Ambush. The rules for the Goblin ambush are largely unchanged but the ambushers can now choose to double their attack on one spur if they wish. In effect doubling the attacks but these have to be directed against two different units!

c) The Eagles and Beorn. The arrival of the Eagles and Beorn are revised and are as follows.

At the start of his turn the Good player rolls a D6. If the Good force has lost more than 3 entire units then add +1 to the dice roll for entire loss of three units (i.e. six units lost add +2). On a roll of 6 (or more) either the Eagles or Beorn will enter the game exactly as described in the normal scenario rules.

Victory Conditions. These are doubled to accommodate the extra forces now being used in the game.

OPTIONAL RULES

The larger size of forces now means that the game length will be increased, so for players wishing to play the game in about the same time as a normal game I have included some fast play rules suggestions.

Shooting. If firing at multiple units i.e. brigades then the number of hits is calculated as normal but drive backs are revised.

After the removal of casualties the dice are rolled as normal to see what the drive back figure is. This number is now divided by the number of complete units left within the brigade, the end result is the drive back figure.

Combat. Multiple combat is worked out rolling dice for the total amount of stands involved in the combat. Casualties are removed as normal from the touching stands. The result is then calculated and the difference is the push back distance.

If a combat inflicts double the casualties as is received that the defeated formation may break. This is calculated as follows.

Take the differential and roll two d6 the total from this dice roll must equal to or be more than the difference of hits received to avoid a rout. It can be seen that if a unit is defeated by 13 hits then it will rout automatically. If a formation is routed it is taken of the table straight away.

ABOUT THE AUTHOR

Ken South has been a contributor of Warmaster and battle of Five Armies since the beginning. he's one of Rick's trusted playtesters and also goes to practically every gaming event in the country with one game or another. Recently he's been touring the country with his 'Double Vision' Battle of Five Armies.



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