

THE BATTLE OF FIVE ARMIES

Themed Armies

House rules for Themed Armies

By Sam Kay

Choosing an army in the Battle of Five Armies gives you access to a wide variety of troops for both Good and Evil players. However, some units have to be fielded and some have a limit to the amount you can field in a game. This stops a player having an army of say, for example, giant spiders. (Yes, that's me!) With an opponent's permission, you can use these optional house rules to field a fun alternative army. I like using optional rules, and every opponent I have played against so far has given me permission to use them! These rules remove limits on some units, but make others completely off-limits. (You get to choose which units, so don't worry).

First choose a side – Good or Evil. I will give an example of a themed army I would field (yep, the spiders are back!) later on to show you how it works.

Once you have chosen your side, choose 3 types of units (not characters, such as wizards). These are the units you can field in your army. The min/max for each of them is now -/-, but the only units you can field are these 3 you have selected. If you are evil, you can also choose Men and Men Archers to represent human allies of darkness, such as the Easterlings.

Now you may choose 2 types of heroes to field. Evil may also choose the Evil hero (Stats given below) as ONE of their choices.

For the good player, wizards count as 2 choices and only 5 can use wizard magic, the rest have to choose Elven magic (they are Elven mages).

Once you have done all these things, you write an army list. Once you have done this, you are ready to play (providing you have the models to do so and a willing opponent!).

Now for some examples:

BEORNINGS

A Good army. First, the 3 units will be:

- Men
- Men archers
- Giant bear

My characters will be:

- Wizards (uses 2 choices)

From those units and heroes, I will make a 2000pts army list:

Characters

Gandalf (wizard) 120pts
Saruman (wizard) 120pts
Radagast (wizard) 120pts

Blue Wizard (wizard) 120pts
Blue wizard (wizard) 120pts

Note: 2 of the wizards are called 'Blue Wizard' because 2 of the 5 Istari wizards were known as the Blue Wizards

Units

11 Giant Bears 1375pts

You can see I have taken advantage of the no limit on giant bears and wizards, but the problem is the lack of regular units! each bear lost is a huge amount of points gone, but they will be fun to use!

GIANT SPIDERS (Finally!)

This army will be an Evil army.

The units will be:

- Spiders

The Heroes will be:

- Evil Hero (see below).

From the above choices, here is my 1000pts army list:

Characters

Ungoliant (Evil Hero with terror) 100pts
Shelob (Evil Hero with terror) 100pts
4 spiders (Evil Heroes with terror) 400pts

Units

6 spiders of Mirkwood 600pts

As you can see, all kinds of armies are available by using these optional rules. You can also use the Evil Hero profile to represent evil characters such as Shelob, Ungoliant, Balrogs, Mumakil, Sauron, the Ringwraiths and many more besides!

	Type	Attack	Hits	Armour	Command	Size	Min/Max	Points
Evil Hero	Hero	+2	-	-	8	1	-/-	100

You may choose 1 of the following effects for the evil hero:

- Flying
- Terrifying
- Shaman

(The rules for all these effects are in the main rulebook.)

In addition you can choose another from the list for an additional 20 points multiple effects can be taken and the attacks stat can be increased up to +10 for 20 points per increase in the attacks stat. It costs 20 points for an increase of +1. (Note: if the model has flying, it moves 100cm instead of 60cm, and if it has terror, the unit it is with causes terror, not the hero itself).

ABOUT THE AUTHOR

Sam Kay is only 14 years old! He's been playing Battle of Five Armies since it's release. His favourite units are the Spiders (in case you haven't guessed!).



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