

Iron hills Experimental Rules

These rules should be considered 100% official for all purposes, but can (and probably will) change slightly in their final, printed version – which will be found in *The Hobbit: Motion Picture Trilogy™ There and Back Again*.

Dain Ironfoot, Lord of the Iron Hills, Iron Hills Dwarf and the Iron Hills Ballista can all be included as part of an Erebor Reclaimed army list.

Dain Ironfoot, Lord of the Iron hills..... 140 points

Dain Ironfoot is the Lord of the Iron Hills and cousin to Thorin, King Under the Mountain. As stubborn as he is formidable, Dain is known across Middle-earth™ for his unrivalled skill in battle and his fearsome temper.

	Mv	F	S	D	A	W	C	M	W	F
Dain Ironfoot	5"	6/4+	5	8	3	3	7	3	3	3

WARGEAR

Heavy Dwarf armour and two-handed hammer.

Fiery Temper. Dain's temper is so fierce that his fury could be his downfall.

OPTIONS

War Boar..... 20 points

As soon as *Dain Ironfoot*, Lord of the Iron Hills kills an enemy model, for the rest of the game if *Dain* is in range to Charge, he must do so if he is able to.

WAR BOAR

	Mv	F	S	D	A	W	C
War Boar	8"	4/5+	4	6	0	2	3

Fearsome Charge. The sight of *Dain* charging into battle is a terrifying sight to behold and not a challenge that many would face willingly.

SPECIAL RULES

Burly, Fearless.

In a turn that *Dain Ironfoot*, Lord of the Iron Hills, charges into battle, he causes Terror until the end of the turn.

Lord of the Iron Hills. *Dain* is the undisputed Lord of the Iron Hills and as such his stoic warriors will follow him without question into any battle.

Head-buttt. Dain's thick skull is just as likely to knock down an enemy as his hammer.

Whilst *Dain Ironfoot*, Lord of the Iron Hills is alive on the battlefield, all Iron Hills Dwarves within 12" of *Dain* automatically pass all Courage tests they are required to make.

If *Dain Ironfoot*, Lord of the Iron Hills wins a Duel roll but fails to slay his opponent, select one Man-sized (or smaller) model in the fight and roll a D6. On a 5+, *Dain* will head-buttt that model and it will be Knocked to the Ground.

A note on Man-sized models: A Man-sized model is any model on foot that is roughly the same size as a Man or smaller. This includes, but is not limited to: Men, Elves, Dwarves, *Hobbits*, *Orcs*, *Goblins* and *Uruk-hai*.



Iron hills Dwarf (Dwarf)12 points

The Dwarves of the Iron Hills will follow their lord without question into battle. Their unbending resolve and will to fight drives them forwards against unassailable odds. Just as with Dwarven armour, no weakness is permitted in the army of the Iron Hills, and so the Dwarves of Dain's army are the finest of their kind.

	Mv	F	S	D	A	W	C
Iron Hills Dwarf	5"	4/4+	4	7	1	1	4

WARGEAR

Heavy armour, sword, spear and shield.

SPECIAL RULES

Shieldwall. Dwarves of the Iron Hills are trained to form the most impenetrable of defences.

Whilst in base contact with two or more models with this special rule that are also armed with a shield, this model gains a bonus of +1 to its Defence.



Iron hills Ballista (Siege Weapon) 90 points

Dain's army charges down the hills outside Erebor under the protection of these massive Dwarven ballistae. Firing huge spears with giant chains spinning around them, these bolts effortlessly rip enemy arrows out of the sky – rendering enemy archers all but useless. The devastation caused when these bolts strike the enemy ranks leaves huge chunks cut from both the army and the ground.

	Strength	Defence	Wounds
Ballista	(8)	10	4

Iron Hills Ballista Crew (Dwarf)

	Mv	F	S	D	A	W	C
Ballista Crew	5"	4/4+	4	6	1	1	4

An Iron Hills Ballista has four Iron Hills Dwarves with heavy armour and swords as crew.

OPTIONS

Iron Hills Dwarf Engineer Captain 75 points
 Superior Construction 15 points
 Additional Dwarf Crew..... 10 points each

SPECIAL RULES

Reliable. The Dwarves that crew these war machines are experts at hitting their desired targets.

When firing an Iron Hills Ballista at a target, the shot will only scatter 3" rather than 6". Furthermore, the Iron Hills Crew may re-roll 1s to hit.

The Old Twirly Whirlies. Iron Hills Ballistae are designed to shred any arrows that cross the path of their bolts.

The Iron Hills Ballista always counts as calling a Heroic Shoot – there is no need to spend Might. Additionally, the Ballista follows the rules for Volley Fire. When the Ballista hits a target, place a marker under the centre of the target model. Draw a line from the centre of the Ballista to the centre of the marker. Shooting attacks that are Strength 6 or less cannot target any model within 3" of that line for the remainder of the turn. Additionally, shooting attacks that are Strength 6 or less cannot be made if they cross the line at any point. If a shooting attack that is Strength 7 or more targets a model that is either within 3" of the line or the shot crosses the line, roll a D6. On the roll of a 5+, the shooting attack is prevented. At the end of the turn, remove any marker placed due to this special rule.

Tremendous Impact. The bolts from these deadly weapons crash into the foe with tremendous force, gouging out huge chunks of land and the bodies of those unlucky enough to get in their way are sent sprawling to the ground.

If an Iron Hills Ballista scores a hit against a battlefield target, all Man-sized (or smaller) models within 2" are Knocked to the Ground. Cavalry within 2" must take a Thrown Rider test. Additionally, any model within 2" also suffers a Strength 4 hit.

