

THE WAR OF THE RING™

ORDER OF BATTLE



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME™

GAMES
WORKSHOP®

CHARTS

MOVE CHART

Type of Model	Maximum move Inches/cms
Man/Woman/Wizard	6"/14cm
High Elf/Wood Elf	6"/14cm
Gwaihir	12"/28cm
Ent	6"/14cm
Hobbit	4"/10cm
Dwarf	5"/12cm
Gollum	5"/12cm
Orc	6"/14cm
Moria Goblin	5"/12cm
Uruk-Hai	6"/14cm
Cave Troll	6"/14cm
Balrog	6"/14cm
Ringwraith	6"/14cm
Sauron	6"/14cm
Shelob	10"/24cm
Fell Beast	12"/28cm
Horse Rider	10"/24cm
Warg Rider	10"/24cm

JUMP CHART

Dice	Result
1	Stumbles and fails. Halt at obstacle.
2-5	Success. Cross obstacle and halt.
6	Effortlessly bounds across. Cross obstacle and complete move.

CLIMB CHART

Dice	Result
1	Fall to the ground.
2-5	Continue to climb up/down. If top/bottom reached model halts.
6	Continue to climb up/down. If top/bottom reached complete remaining move.

THROWN RIDER CHART

Dice	Result
1	Knocked flying. Rider placed lying by mount and moves no further that turn.
2-5	Rises from the dust. Rider placed standing by mount and moves no further that turn.
6	Leaps into action. Rider placed standing – no further penalty.

BOW RANGES

Weapon	Range	Strength	Move Penalty
Orc bow	18"/42cm	2	Half
Bow	24"/56cm	2	Half
Elf bow	24"/56cm	3	Half
Dwarf bow	18"/42cm	3	Half
Uruk-hai Crossbow	24"/56cm	4	All
Throwing weapon	6"/14cm	3	None

Wound Chart

DEFENCE

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FORCES OF GOOD RECORD SHEET

NAME	Move	F	S	D	A	W	C	Points	M/W/F
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Total:

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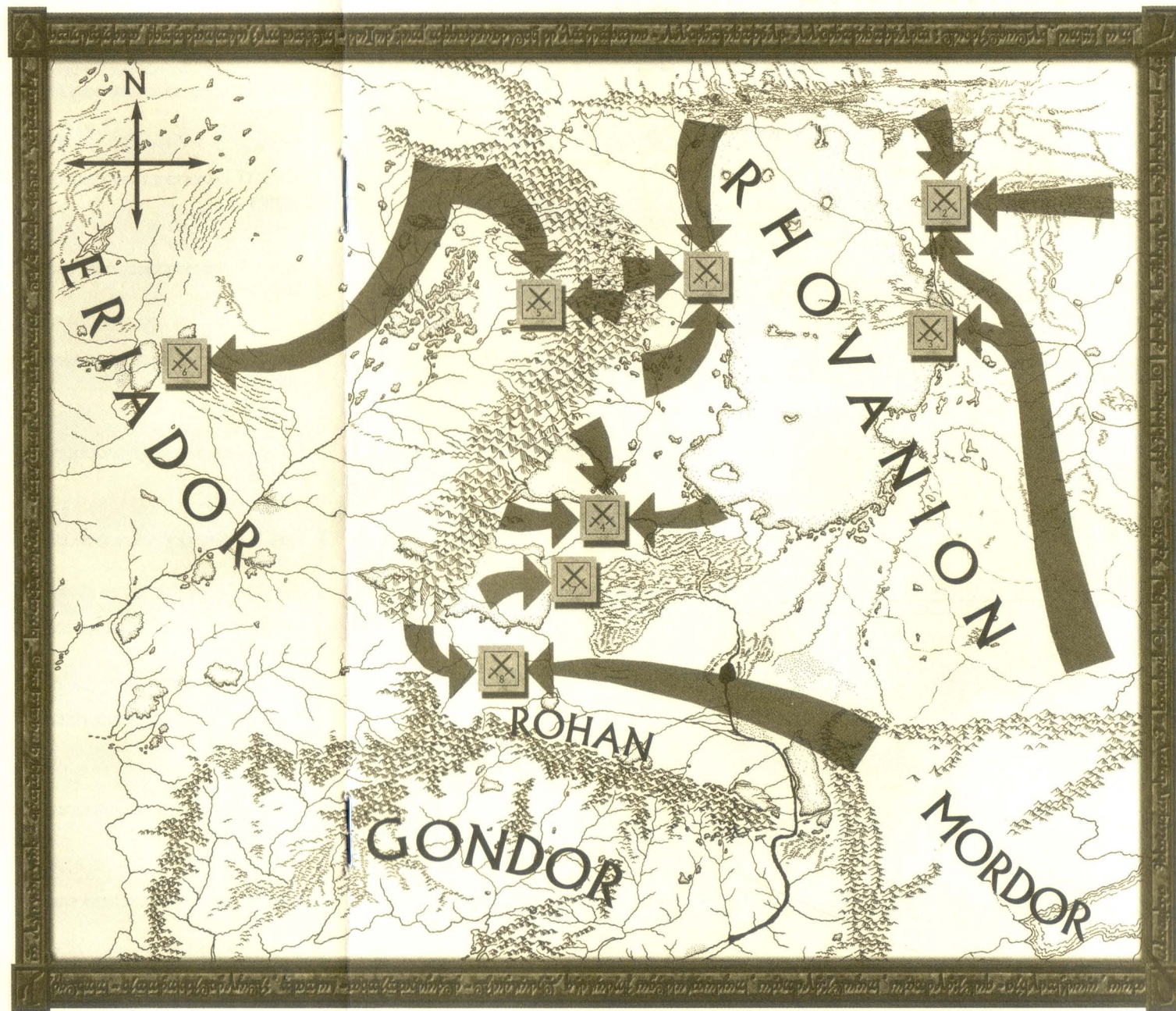
၎င်းတို့သည် နေရာတိုင်း၌ အလှူအတန်းများ ပြုလုပ်ခဲ့ကြသည်။

၎င်းတို့သည် နေပြည်တော်၊ ရန်ကုန်မြို့၊ မန္တလေးမြို့၊ ပဲခူးမြို့၊ တောင်ကြီးမြို့၊

In Mirkwood, Thranduill finds his borders become embroiled in war once more, and his people hard pressed against the foul creatures that seek to lay low their sylvan realm. Far to the north, in Erebor and in Dale, it is only through the combined strength of Men and Dwarves fighting as one that Sauron's hand is denied. The Dark Lord is doubtless enraged by their continued resistance yet still they stand firm, a defiance that causes the forces of the Eye to break upon the Lonely Mountain like a dark forbidding sea. To the west, Orcs prow! all along the borders of Lorien and Fangorn, seeking to humble the two woodland realms of old, for Sauron hates and fears the power concealed by the trees. Yet even now his own might is not sufficient to swiftly overcome the opposition in these places. Once more he is halted by the will of they that have opposed him through all the long years of his power.

Each of these battles has a part to play in these, the closing days of the Third Age. For though it is true that this conflict will ultimately be decided as a result of a more subtle gambit than war, the smaller battles that are fought across the face of the world are all but unimportant. For even should Sauron fall, even should he be brought so low that he cannot rise once more, if all that is good and great in the world is crushed in his death throes, then this will be a hollow victory indeed.

1. The plains of the Anduin and the crossings of the Carrock are all but overrun by Goblins.
2. Esgaroth and Erebor are embattled by Goblins from the Grey Mountains and the armies of Mordor.
3. Sauron's forces move west from the Sea of Rhûn and invade Thranduil's Halls and eastern communities of Men.
4. The forces of Dol Guldur and Moria assault Lorien three times. Broken by their losses in the third attack, the Orcs flee into the Wold.
5. Goblins and Trolls sweep out of the Misty Mountains. Reinforced with fell creatures from Angmar, they lay siege to Rivendell.
6. With the Rangers no longer present, the denizens of Angmar terrorise Bree and the local villages.
7. Orcs fleeing the abortive attacks on Lorien are crushed by Treebeard and a host of Ents. Many of the surviving Orcs drown in their desperation to cross the river.
8. Reinforced by the survivors of Saruman's forces, Sauron's army pillages Rohan, but does little damage to the population which has taken refuge in strongholds.



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FORCES OF EVIL HERO TRACKER

HERO	Move	F	S	D	A	W	C	Points
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Campaign Notes:

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