# THE WAR OF THE RING ORDER OF BATTLE



ORD OF RINGS STRATEGY BATTLE GAMES

GAMES WORKSHOP

## **CHARTS**

MOVE CHART	
Type of Model	Maximum mo
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

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

#### CLIMB CHART

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

### 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	Pises from the dust Pider placed standing by may

4-5	Rises from the dust. Rider placed standing by moul	n
	and moves no further that turn.	

6	Leaps into action. Rider	placed	standing
	<ul> <li>no further penalty.</li> </ul>		

#### 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

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	3	3	4	4	5	5	6	6	6/4	6/5	6/6
	4	3	3	4	4	5	5.	6	6	6/4	6/5
igth	5	3	3	3	4	4	5	5	6	6	6/5
Strength	6	3	, 3	3	3	4	4	5	5	6	6
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	8	3	3	3	3	3	3	4	4	5	5
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# THE WAR OF THE RING

Here is some source material that will give you ideas for recreating a few of the innumerable battles that took place in other parts of Middle-earth at the same time as the events narrated in The Return of The King.

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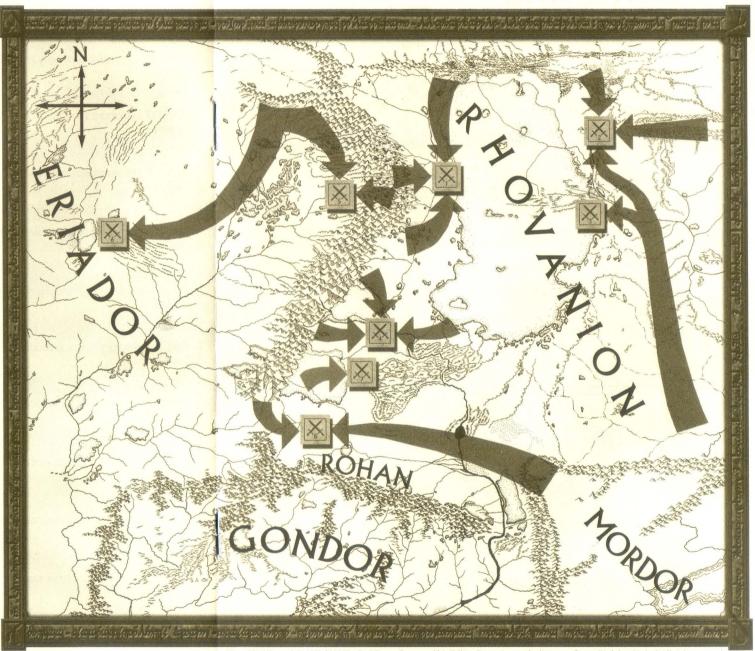
Now is a time of war and strife, not in the land of Gondor alone, but in every corner of the West. Sauron's power has grown, his confidence fed by the unbridled might that is his to command, his brooding malice once more given free reign. The Black Gates of the Land of Shadow have opened, issuing forth Trolls, Orcs, Southrons, and Easterlings, the hosts of Mordor in all her dark glory. From Lindon to the Iron Hills the earth shakes beneath the marching feet of this endless swell of troops, the soldiery of the Eye. Inexorably, through a process as deliberate as it is destructive, are the bastions of the Free Peoples brought unto siege.

In Mirkwood, Thranduil 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 prowl 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.

#### Key to Battles

- The plains of the Anduin and the crossings of the Carrock are all but overrun by Goblins.
- Esgaroth and Erebor are embattled by Goblins from the Grey Mountains and the armies of Mordor.
- 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.
- Goblins and Trolls sweep out of the Misty Mountains. Reinforced with fell creatures from Angmar, they lay siege to Rivendell.
- With the Rangers no longer present, the denizens of Angmar terrorise Bree and the local villages.
- 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.
- 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 RECORD SHEET	FORCES OF EVIL RECORD SHEET
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