

The hordes of Mordor have been unleashed and are attempting to crush all that is great and good. The War of The Ring is a perfect setting for a campaign, as these special rules explain.

WHAT IS A CAMPAIGN?

The basics of a wargame campaign involve playing games that are linked to represent a larger conflict. In this case, the conflict is The War of The Ring, in which are bound the fates of the Free Peoples of Middle-earth. After the excited response to *Shadow and Flame*, the first supplement to our Strategy Battle Game, we wanted to give players a chance to experience the new forces and characters represented therein.

Welcome to an ever-widening world for the fans who have discovered the rich history and events found in the books written by J.R.R. Tolkien (and the films inspired by those books). Over the next few pages, we will provide some new options and special rules for the "warhosts" that take part in this campaign.

With these rules, you will be able to generate your own warhost with characteristics particular to the army of Middle-earth that your models represent. These warhost lists are very similar to the those published in "The War of The Ring: The Lord of The Rings in a Flash!" (see *White Dwarf* 288). We hope these additional campaign rules will bring new elements of excitement to your games and further encouragement to paint your ever-

WAR OF THE RING CAMPAIGN RULES

Fighting for the Fate of Middle-earth

expanding collection of The Lord of The Rings miniatures.

The War of The Ring campaign rules will be used in a special The Lord of The Rings gaming event that will be running this Easter. Check your local Hobby Store or Games Workshop Hobby Center for complete details on how you can take part.

BASIC CAMPAIGN RULES

- Participants can register up to two warhosts; one must represent the forces of Good, while the other must represent Evil.
- Players will play six games in all over the course of 6 weeks.
- Players may use any printed Games Workshop rules for the The Lord of The Rings Strategy Battle Games.
- Players must use the warhosts they register at the beginning of the campaign, although their force lists may change along the way.
- Battles are to be played on 4' x 4' tables, although we recommend that games that include cavalry be played on a 4' x 6' table.
- Rules for warhosts can be found elsewhere in this article, and any additional restrictions for characters will be assigned by event organizers (as not

everyone is able to drag out a Balrog or Sauron with relative ease).

- The results of each game affect the next game, so register all results with the Campaign Organizer immediately.
- The warhost and Power Scale guidelines presented here are in effect for the duration of the campaign only and do not supersede the basic rules in other gaming situations.

FORMING A WARHOST

All models included in the Forces section of The Lord of The Rings rules manuals (The Fellowship of The Ring, The Two Towers, *Shadow & Flame*, and The Return of The King) can be included in your warhost. Please use the guidelines below to work out your initial campaign warhost.

- A warhost can cost no more than 200 points.
- A warhost must include at least one Captain (and no more than two Captains) or one named Hero to lead it (but no Balrogs).
- A warhost can include no more than one Cave Troll (except Moria and Mordor warhosts) or one Ent (except Ent warhosts).
- No more than half (50%) of a warhost's points can be spent on Heroes.

- No more than a third (33%) of a warhost's points can be spent on troops armed with missile weapons.*
- All models must be WYSIWYG and painted Citadel miniatures.
- Warhosts increase in size by 50 points with every week. Thus, a force will total 250 points in the 2nd week, 300 points in the 3rd week, and so on, up to the last week, when each warhost will total 500 points.
- Players may change force lists (but not warhost types) between each battle.

**Note: The 33% missile weapons rules work a little differently with Rohan warhosts. This rule could be interpreted such that you could not field an entire mounted Rohan warhost. However, if you wish to field a Riders of Rohan warhost, you can, but only 33% of them can use their bows. You still pay the full points cost for each Rider as though he were equipped with a bow. This slight points penalty takes into account the advantage cavalry can have in small "Points Match" games.*

WARHOST GUIDELINES

The following warhost guideline lists are intended to show a slightly different way of collecting The Lord of The Rings miniatures and essentially forming them into small armies. These lists are intended as guidelines only to keep battles manageable and to help each warhost fit the culture it represents.

GOOD WARHOSTS

All over Middle-earth, the Kingdoms of Men, Elves, and Dwarves have found themselves assailed on all sides by the Forces of Evil. Though the Forces of Good have been slow to react, a defense is being mustered to fight the dark tide.

ROHAN

The noble horse lords of Rohan are fiercely independent and hesitant to launch their people into the horrors of war. Unfortunately for them, war is coming whether Rohan likes it or not.

Forces

Riders of Rohan, Warriors of Rohan, and Rohan Royal Guard.

Heroes

Captain of Men, Theoden, Eomer, Eowyn, Gamling, Gandalf the Grey (White only when Evil is 5 or more on the Power Scale), Aragorn, Gimli, and Legolas.

Special Campaign Rules

"*They Came from Nowhere!*" The defenders of Rohan are fierce warriors, and they know their homeland well. Unless the Scale is 5 or more against Good, Rohan warhosts may use the following rule. Up to half of the Rohan horse-mounted warriors and characters may be placed in reserve before initial set up. These warriors use the terrain to hide their movement in order to spring a sudden trap on the enemy. In the 2nd turn, the player controlling the Rohan warhost rolls



Rangers of Gondor led by Faramir ambush Mordor Orcs.

a single D6. On a 4+, he must then move his reserve forces on the table but from any table edge! If the player fails his first roll, he must wait for the next turn to try again. All models held in reserve must be deployed at once.

MEN OF GONDOR

The brave warriors of Gondor fight ceaselessly against the great enemy. It is by their blood that the lands of Middle-earth are still free, and the forces of Minas Tirith and Gondor stand firm in the face of ultimate darkness.

Forces

Warriors of Gondor, Rangers of Gondor, Warriors of Minas Tirith, Guard of the Fountain Court, Citadel Guard, the Knights of Minas Tirith, and up to one Battlecry Trebuchet or Avenger Bolt Thrower

Heroes

Boromir, Faramir, Damrod, Aragorn, Gimli, Legolas, Captain of Men, Beregon, Gandalf the Grey (White only when Evil is 5 or more on the Power Scale), and Radagast the Brown.

Special Campaign Rules

"*By the Blood of Gondor Are Your Lands Kept Safe!*" The brave warriors of Gondor fight ceaselessly against the great enemy. If the force is entirely made up of Rangers of Gondor, then Damrod may be included at no extra cost. Any Rangers in a Minas Tirith warhost may ambush their opponents. The player may choose not to deploy any of his Rangers at the start of the game. Instead, put three markers on the table (coins will do). On each of the Minas Tirith player's subsequent turns, roll a D6. On a 4+, the trap is sprung. The player may deploy all of his Rangers within 6" of any marker that has no enemy models

within 6". The player may even split the force's deployment (e.g., with 14 Rangers of Gondor, Damrod, and Faramir, six can go with Damrod, and eight with Faramir). Only the Rangers of Gondor, Aragorn, Damrod, and Faramir may deploy using the special rule.

DWARVES

In times of dire need, it has been known for Dwarves to march to battle in order to help their kin, and sometimes even to bring aid to the likes of Men and Elves.

Forces

Khazâd Guard and Dwarf Warriors.

Heroes

Dain Ironfoot, Gimli, Balin, Dwarf Kings, Dwarf Captains, and Gandalf the Grey (White only when Evil is 5 or more on the Power Scale).

Special Campaign Rules

"*Iron Resolve*." When the Power Scale is 4+ in favor of Evil, then the Dwarven warhost may reroll any Courage test (once per turn). This rule represents the legendary resolve of the Dwarves and their stubborn defense of hearth and home.

HIGH ELVES

It is the time of the twilight of the Elves, and many of their kin have gone to the Grey Havens. The Elves still march from their few remaining strongholds to honor old alliances.

Forces

High Elf Warriors.

Heroes

Elven Captains, Elrond, Elladan and Elrohir, Arwen, Galadriel, Radagast the Brown, Gandalf the Grey (White only when Evil is 5 or more on the Power Scale), and Aragorn.



Surrounded on all sides by the merciless Uruk-hai, the Warriors of Rohan fight for their lives.

Special Campaign Rules

Twilight of the Elves. The High Elves have all but vanished from Middle-earth. If ever a force is mustered of any strength, it is often accompanied by great heroes. All High Elf players may select one extra named character at no extra cost (Elladan and Elrohir together count as one choice).

WOOD ELVES

The forests of Middle-earth are home to Elves other than Elrond's kin. Lothlorien and Mirkwood harbor the last great domains of Elven kind outside of Imladris. These realms are famous for their keen-eyed archers and powerful magics.

Forces

Wood Elf Warriors.

Heroes

Elven Captains, Haldir, Legolas, Celeborn, Galadriel, Gandalf the Grey (White only when Evil is 5 or more on the Power Scale), and Radagast the Brown.

Special Campaign Rules

Should the Power Scale be against Good by 3 or more, then apply the following special rules.

Woodland Warriors. Wood Elves are defending their homeland. The controlling player may deploy any or all of his troops in any wooded feature on the board.

Foresters. Wood Elves may also move any stand of trees no larger than 10" square anywhere on the board before deployment.

THE PATHS OF THE DEAD

During the Last Alliance of the Second Age, the Men of the White Mountains broke their allegiance with Isildur and were cursed to walk the Paths of the Dead until they find redemption. More than a thousand years passed before the King of

the Dead glimpsed an opportunity to pay for his people's misdeeds. Filled with a sense of purpose, the Men of the White Mountains were finally able to atone for their treachery by fighting alongside Aragorn against the Dark Lord Sauron.

Forces

Warriors of the Dead.

Heroes

The King of the Dead, Aragorn, Gimli, and Legolas.

THE LAST ALLIANCE

The Men of Gondor and the Elves joined forces during the Second Age to fight against the minions of Sauron.

Forces

Warriors of Gondor, High Elf Warriors, and Dwarf Warriors.

Heroes

Elendil, Isildur, Gil-Galad, Elrond, Elven Captains, and Captains of Men.

Special Campaign Rules

Desperate Determination. Both Men and Elves of the Last Alliance were committed to fighting a last ditch effort to stop Sauron from covering all of Middle-earth in darkness. If Evil has a control level of 5 or more, any one Hero in the Last Alliance warhost may reroll any one die per turn (remember you may never reroll a reroll).

ENTS

The Ents are tree-like beings charged with the caretaking of Middle-earth's forests. Standing as tall as the trees they resemble, Ents are ancient beyond telling and born from the very earth itself. Able to break stone with their powerful limbs, Ents are formidable opponents in battle but rarely decide to get involved in the petty and

hasty squabbles of the lesser races.

However, as the power of Sauron looms, the Ents will stir themselves and march to war one last time.

Forces

Ent Warriors.

Heroes

Treebeard, Gandalf the Grey (White only when Evil is 5 or more on the Power Scale), Radagast the Brown, Merry (without armor), and Pippin (without armor).

Special Campaign Rules

"Did That Tree Just Move?" Ents are affected by the Tree-ish rules from *The Lord of the Rings: The Two Towers - The Best of White Dwarf Magazine*. The very trees themselves are friends of the Ents, and some trees, like those in the venerable forest of Fangorn, are even darkly hostile to intruders. Every stand of trees on the table is now a model for use by the Ents. The trees have a movement of 3", and they must be moved together in a group. The trees will attack any who come into their midst and will crush the life out of enemies. The trees fight with a Fight Value of 1 and possess 1 Attack at Strength 4 for each enemy model that touches the terrain feature. Forests cannot be beaten back in combat. If a forest loses a round of combat, move the enemy model 1" away from the woods, and the combat ends. Forests cannot be destroyed - however, a forest will stop attacking if all Ents on the table are destroyed or have fled the table. Should an opponent flee into a wooded terrain feature, the opponent is destroyed.



Roused to Wrath, Treebeard leads the Ents against the foul Uruk-hai.

THE POWER SCALE

Your victories or defeats will have a greater effect on all the games you play by altering the balance of power in Middle-earth. The more victories gained on one side, the more perilous the situation for the other. This shifting balance adds a narrative to the greater story that is unfolding in The War of The Ring.

Forces of Good

Power Scale

Forces of Evil

6 5 4 3 2 1 0 1 2 3 4 5 6

Calculating Control

The Power Scale represents the influence of The Ring and who is more in control of Middle-earth. For example, if the Power Scale dips to 4 or 5 in the favor of the Forces of Evil, the shift represents the Forces of Good scattered in small groups struggling to staunch the tide of Orcs and other Evil races pouring out of the dark places of the world. Dwarves are fighting Goblins on the doorstep of their mighty halls. Elves are defending their homes from marauding Orcs, and Men try to resist the darkness on the very walls of their cities and fortresses. Players will be notified each week of any changes to the Power Scale and should make sure to determine how the status will affect their warhost list.



You can make your own visual Power Scale by using a piece of dowel and the plastic Ring in The Return of The King boxed set. Paint both objects a suitable color, and mark off increments of 0-6 on both sides of the dowel. Your local hobby store will have a Power Scale similar to the one shown left hanging in the store.

EVIL WARHOSTS

Heeding the call of their Master, the Forces of Evil stalk from their lairs to bring darkness, death, and destruction to the lands of Middle-earth.

ISENGARD

The forces of Saruman are varied and wide. Aside from the wizard's own creations, Mordor has lent some of its strength in the way of Orcs and other vicious beasts.

Forces

Orc Warriors, Warg Riders, Uruk-hai, Wildmen of Dunland, and Uruk-hai Berserkers.

Heroes

Uruk-hai Captains, up to one Uruk-hai Shaman, Orc Captains, Wildmen Chieftains, Saruman, Lurtz, Sharku, Grishnakh, and Grima Wormtongue.

Special Campaign Rules

Champions of Darkness. When the Power Scale is at 0-1 for either side, Isengard players may use Lurtz, Grishnakh, or Sharku instead of a captain choice. As Isengard has not yet been "unleashed" while the Power Scale is at 0-1, forces may not include any Uruk-hai with pikes, Uruk-hai with crossbows, Uruk-hai Berserkers, or Uruk-hai Captains other than Lurtz until the Power Scale reaches 2 or higher.

MORIA

The hordes of the Goblin King of Moria are legion. They lurk deep in the ancient caverns and remain ever watchful for chances to raid and pillage.

Forces

Moria Goblin Warriors, Cave Trolls, and Moria Goblin Drum.

Heroes

Goblin King, Moria Goblin Captains, and up to one Goblin Shaman.

Special Campaign Rules

Troll Home. Cave Trolls are a common sight in the milling hordes of Goblins. Thus, the forces of Moria may field one Cave Troll per every full 150 points in their warhost.

Light Sensitive. Goblins are seldom encountered in the light of day. In the event that the opponents of the Goblins are Dwarves, then the following rule applies. Unless a Wizard with the Cast Blinding Light power is alive, all Goblins gain +1 to their Courage for the game.

MORDOR

Mordor, the Land of Darkness, is swelling with the forces of Sauron as he calls his allies to him. Once he is ready, he will unleash his Hordes upon Middle-earth and commence a war of conquest!

Forces

Mordor Orcs, Warg Riders, Haradrim, Easterlings, Morannon Orcs, Orc Trackers, Mordor Trolls, Uruk-hai Warriors, and up to one Mordor War Catapult or one Mordor Siege Bow.

Heroes

The Mouth of Sauron, Grishnakh, Gothmog, Ringwraiths (may be mounted on a Fell Beast), the Witch King, Uruk-hai Captains, Orc Captains, Easterling Captains, Troll Chieftains, and up to one Orc Shaman.

Special Rules

Vast Hordes. The forces of Sauron are cruel and countless. When marching to war, their numbers blacken the hills and shake the very ground with each step. To

represent the Dark Lord's vast armies, refer to the following rules when the Power Scale is 4 or more in favor of Evil. Each Orc Warrior that is slain may be replaced on the roll of a 4+. Note, only Orc Warriors may be replaced, not Orc Captains or characters. The model enters play on the next turn from the Mordor player's table edge.

Troll Home. Mordor may also feature Mordor Trolls. These mighty beasts are relatively few in number, so Mordor warhosts may include only one Mordor Troll for every full 250 points.

USING THE POWER SCALE

The Power Scale (above) is a representation of how The War of The Ring proceeds for each of the sides involved. The Scale should be represented somewhere central to your gaming area so the players will know how to adjust their warhosts. It's a good idea to make a visual Power Scale as shown above.

The Power Scale begins at 0 in the first week of play and will move according to the ratio of victories tallied by each side.

The event organizers will handle this simple math. Each win is worth 10 points for its side. At the end of the week, the Campaign Organizer tallies up the total points scored for the forces of Good and the forces of Evil.

After tallying the weekly totals, subtract the lower score from the higher and divide the difference by the total number of games played.

For example, in a week of Greg's campaign, there are a total of 20 games. Greg receives all the results and sees that the Forces of Evil win 13 and the forces of

Score	0 - 1	2 - 3	4 - 6	7 - 8	9 - 10
Scale Movement	0	1	2	3	4

good win 7. Thus, the forces of Evil have 130 points and the forces of Good have 70 points. Using the equation above, Greg finds that there is a difference of 60 points (130 - 70 = 60) in favor of Evil. Taking this result and dividing it by the total number of games played (20) yields a result of 3. Greg refers to the chart and moves the marker one space down the Scale. Another victory for the Dark Lord!

What It All Means

At the beginning of the week, contact your event organizer and see where the Power Scale lies. After that, consult the following rules for warhost selection.

Scale Score 0-1

Problems on the Borders. Battle rages across the land, and neither force holds sway over the power of The Ring...yet. Games are played as normal.

Scale Score 2-3

The Balance Is Shifting. The Forces of Good or Evil (whichever is winning) have pushed back their opponents, and new kingdoms and heroes have joined the great war. Warhosts on the winning side may include one additional Hero (named or unnamed) at the normal point cost.

Scale Score 4-5

Land in Flames. The kingdoms of old are dwindling. The Dwarves marshal to defend their homes. The armies of Elves and Men alike gather to confront the darkness, and

legendary conflicts are at hand.

- If Good is in power, any and all named Heroes on the Evil side cost 20% more points (rounded up). For example, Saruman's cost rises from 150 points to 180 points.
- If Evil is in power, any and all named Heroes on the Good side cost 20% more points (rounded up). For example, Elrond's cost rises from 120 points to 144 points. In addition, Evil warhosts may also add an extra 50 points to their total for the next week of the campaign.

Scale Score 6+

Man the Walls. A conflict this dire resembles the ancient days of legend, when Gondolin, mighty city of the Elves, was utterly destroyed by Orcish iron and Dragon's fire. The Free Peoples of Middle-earth are clinging to the last defenses of tower and fortress and hope to keep the tides of darkness at bay.

Games at this level can also represent the crumbling of the Orcish advance upon Middle-earth and the Free People's counterattack reaching Sauron's very doorstep (much like the battle of Dagorlad, where Sauron was stripped of his physical form). Battles are played with a full complement of armies per the rules for siege found in *The Two Towers* rulebook.

The castle (best represented by the Helm's Deep gate and walls) should represent the

forces at their last line of defense. Please use the Last Stand scenario provided by your local Games Workshop Hobby Center or local hobby store to fight this epic siege battle. The battle takes place at the homeland of the defending warhost. All special rules will be used for characters in their own land (e.g., Elrond in Rivendell or Galadriel in Lothlorien).

- If Good holds sway, battles represent the heroes of the Free Peoples attempting to rid the land of Sauron's vile touch and scatter the hordes of Orcs and marauding Men that infest the land. The Ents march on Orthanc. The halls of Khazad-Dûm are retaken. The Black Gates come under assault. Mordor finds itself assailed until the Free Peoples drive the curse of Sauron from all of Middle-earth. Good may take a free named Hero (any point cost) or two free unnamed Heroes characters under 75 points each.
- If Evil is in power, then all the lands are being covered in darkness, while Sauron's forces run rampant in the homes of the Free Peoples. The deep is manned once again. Gondor falls under siege, and even the realms of Elrond and Lady Galadriel are in grave danger. Evil players may take a free named Hero (any point cost) or two free unnamed Heroes under 75 points each. Evil players may add an additional 50 points to their warhosts (possibly raising the points value to 600 points). The Forces of Good may take one extra named or unnamed Hero at the normal point cost.

SCENARIOS

The War of The Ring campaign uses the generic scenarios and Victory Conditions set out in the Points Match article by Alessio Cavatore in *White Dwarf* 273. These Points Match scenarios can also be found on the Games Workshop web site at <http://www.games-workshop.com>.

You can also use any of the scenarios featured in the *The Lord of The Rings* rulebooks that allow Points Match games.

FINAL THOUGHTS

The War of The Ring campaign guidelines also expand the "In a Flash" lunchtime rules published in *White Dwarf* 288. We encourage you to build your warhost as you play and to add a very manageable 50 points a week to your force. Of course, to get started, all you need is a Captain and the plastic miniatures from one of the boxed games. If you already have your "In a Flash" warhosts completed, then you're good to go.

I know some of you are wondering how one can set a campaign in Middle-earth? After all, the major events that didn't involve the Fellowship have been chronicled in the books. It is important to remember that The War of The Ring spread across the entirety of Middle-earth. Although Sauron's main objective was the overthrow of Gondor, his nearest neighbor and strongest of his enemies, he had such a large force at his command that he was able to wage war on several fronts by attacking Dale, Erebor, and the Wood Elves of Mirkwood as well.

Such was the size of his army that he was able to dispatch forces from his stronghold in Dol Guldur and, with the aid of the Goblins of Moira, lay siege to Lorien. Even Rivendell found itself beset by a horde of Orcs.

Saruman, who allied with the Dark Lord, nearly succeeded in overrunning Rohan, and drove the armies of the Mark back at the Fords of Isen twice.

Even though Saruman never factored the Ents into his plans, he certainly never took into anticipated that their wrath would be raised to such an extent that they would march to war and cause the fall of Isengard.

However, even after Isengard fell, the land of Rohan was still being ravaged by pillaging Uruk-hai warhosts and the tribes of the Wildmen of Dunlending.

Meanwhile, the lands of the north also felt the grip of Sauron, as the Rangers protecting Bree and the Shire left to come to the aid of Aragorn. The denizens of the shattered realm of Angmar then began to terrorize the populace of the area.

As you can see, there is plenty of space in which to base your The War of The Ring campaign. Now gather your warhosts and check out the events at your local hobby store, as the fate of Middle-earth is in your hands. Have fun!

Sample 200-Point Warhosts



RIDERS OF ROHAN, 200 points

Heroes
Captain of Men on horse with shield & sword

Forces
1 Rider of Rohan with Banner
10 Riders of Rohan



URUK-HAI OF THE WHITE HAND, 200 points

Heroes
Uruk-hai Captain with sword & shield

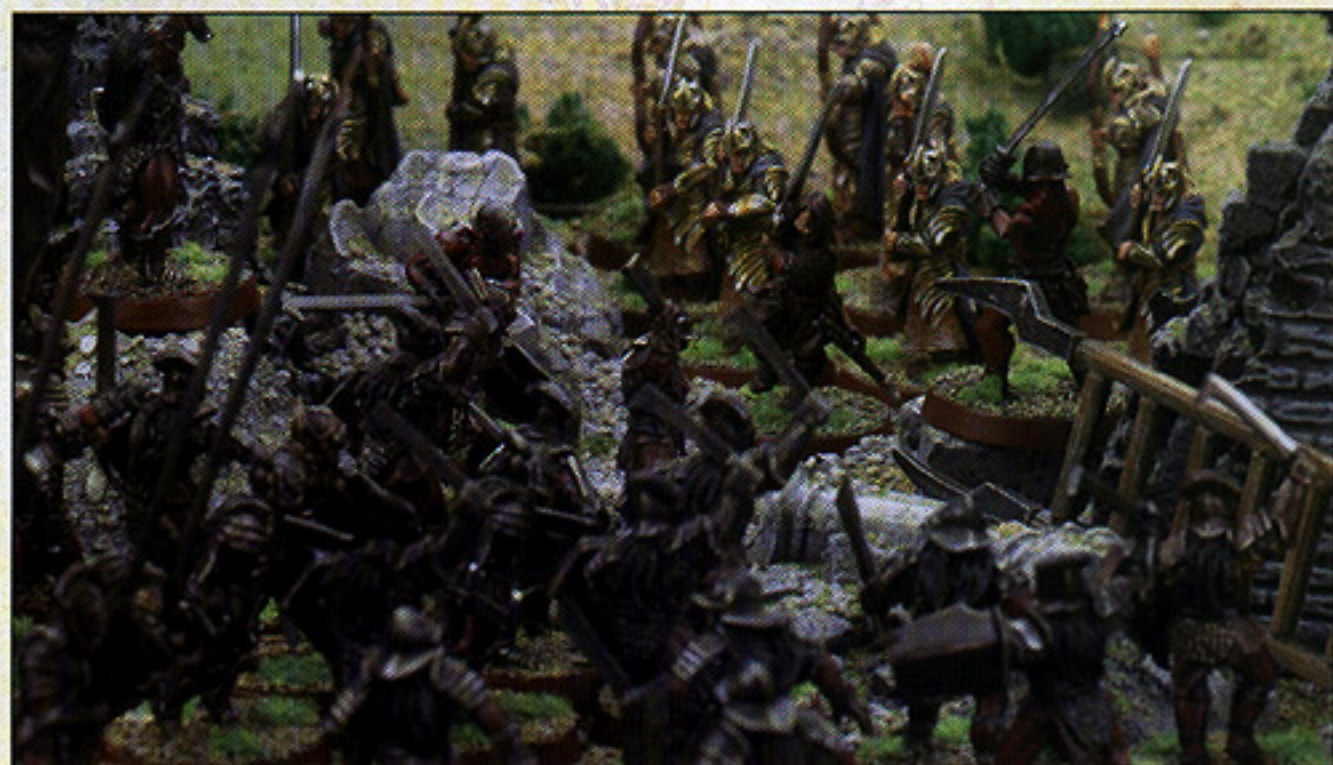
Forces
1 Uruk-hai with Banner
10 Uruk-hai with swords & shields



WARRIORS OF MINAS TIRITH, 200 points

Heroes
Faramir in heavy armor with sword

Forces
5 Warriors with swords & shields
5 Warriors with spears & shields
5 Warriors with bows



Aragorn leads the Elves in a desperate defense of the breach in the Deeping Wall.