

# MODELLING WORKSHOP

## WAR OF THE RING TERRAIN

THE  
LORD OF THE RINGS  
STRATEGY BATTLE GAME

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. In this instalment we take a look at terrain in War of The Ring.

## FIELDS OF BATTLE

Terrain can play a pivotal role in any battle, not only provoking tactical considerations but adding a sense that the game is taking place somewhere in Middle-earth. Here we look at some of the great terrain built for War of The Ring.

The battlefields of the War of The Ring were many and varied, ranging from craggy mountain passes and swampy riverbanks to ancient forest clearings and everything in between. A battlefield is rarely a featureless plain – there will be streams, rivers, copses of bushes and trees, and rocky piles to be fought over. That doesn't even include the many buildings, both ruined and intact, that are scattered across Middle-earth's varied landscape.

Needless to say, terrain is an important facet of the War of The Ring game. It gives your forces a tactical element to manoeuvre and fight around but more important than that it greatly enhances your game. If you have a nicely painted army then you'll want to field them on more than just a featureless tabletop.

There are three types of scenery in War of The Ring: difficult, impassable and defensible terrain. Difficult terrain represents areas that are treacherous to cross or slow going for large groups of troops. Impassable terrain is simply impossible to move through. The third category is defensible terrain; these are scenery pieces that formations can occupy for a tactical advantage.

Below you can see the terrain set-up for a typical game of War of The Ring, including all three of the aforementioned types of scenery.



This Rohan house increases the Defence of any of its occupiers by 2. It's important to discuss what each piece of terrain counts as, and the effect it has on the game before starting play, to avoid arguments as you go along!

2 Using fences to create a field or paddock makes for a simple but effective defensible terrain feature. This field is unlikely to have a Capacity and Defence bonus of more than 1.





Woods and forests are defensible terrain – infantry can occupy them and use them as a defensible redoubt against the foe. An occupying formation gains a bonus to their Defence, as well as a 360 degree arc of fire, making them extremely hard to shift.

**5** For ease of play during the game, these rocky outcrops were classed as impassable terrain. Formations will have to manoeuvre around them instead of crossing over them.

**6** These steep cliffs count as difficult terrain, slowing troops down and making any movement over them count as double. They could just as easily represent impassable terrain, making the approach routes all the more vital.



This watchtower was made out of balsa wood, and is perfect as defensible terrain. It has a Capacity of 2, meaning that two companies can occupy it, but only one can fight and shoot from it, as described in the War of The Ring terrain rules.





# OSGILIATH

**This once-proud city, and the river it controls, is pivotal to the defence of Gondor. The Witch-king has ordered that Osgiliath on both sides of the river be taken so that his army can march on Minas Tirith – the battle for the bridge has begun.**

This ambitious Osgiliath board really uses terrain to characterise the game. The battlefield has been deliberately restricted in certain places to channel the fights into exciting and tense combats. The River Anduin flows across the board, cutting the battlefield in two. Formations can only cross in certain places, although the Nazgûl on their flying horrors are not so restricted.

By using the terrain in this way, a number of different tactical options suddenly become available. Manoeuvring around the side of the enemy isn't quite as straightforward, as companies can use the buildings to shield their flanks. However, the buildings provide excellent strongpoints, allowing for defending units to set up devious ambushes.



*The buildings on the Gondor side of the river are still relatively intact. The stone buildings of the city gave all occupied companies +3 to their Defence. The Capacity was decided on a case-by-case basis depending on the size of the terrain piece and number of floors. In general, the larger buildings were given a Capacity of 4, and the smaller and ruined ones had a Capacity of 2. Neither cavalry nor siege engines could occupy any of the buildings.*



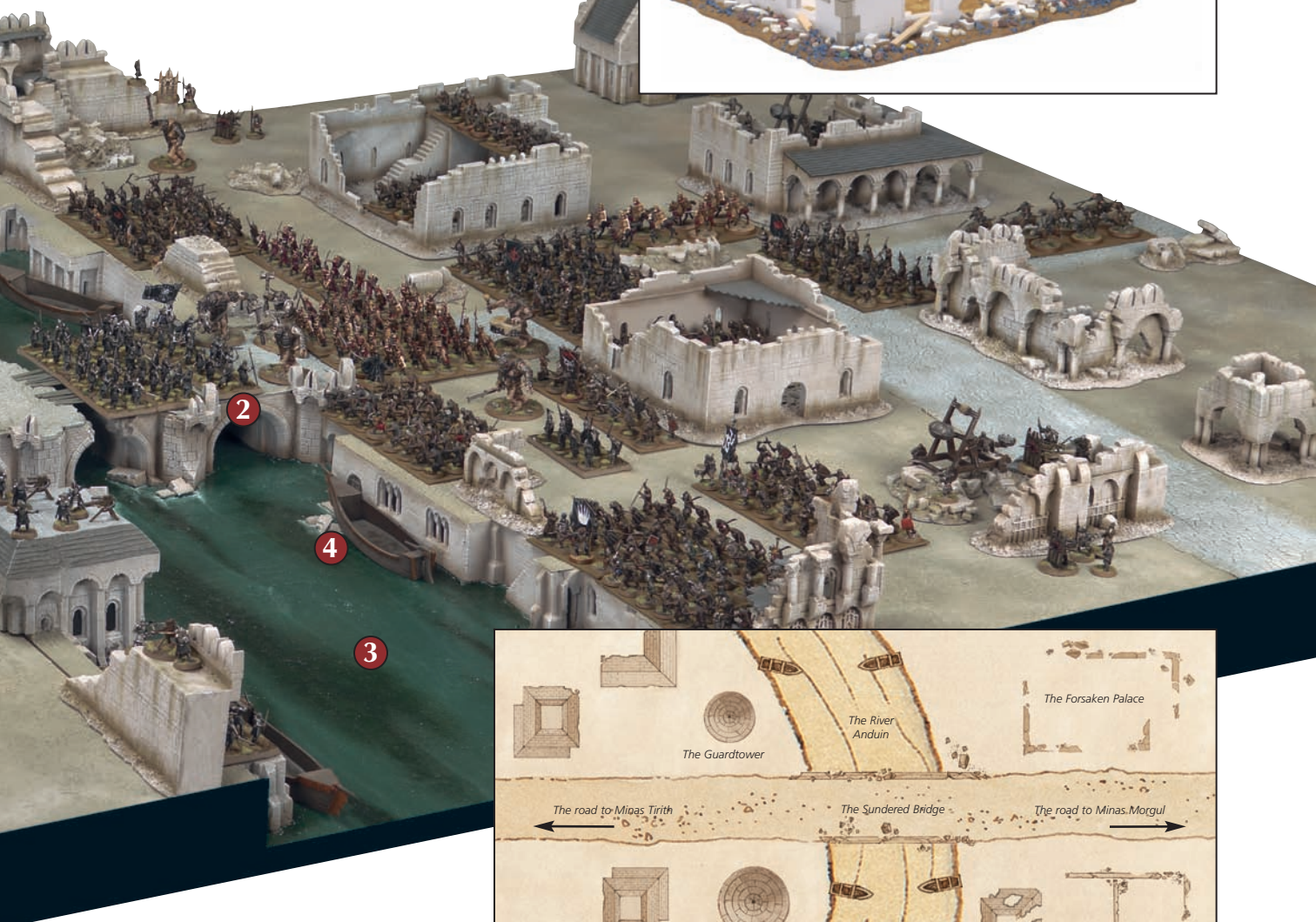
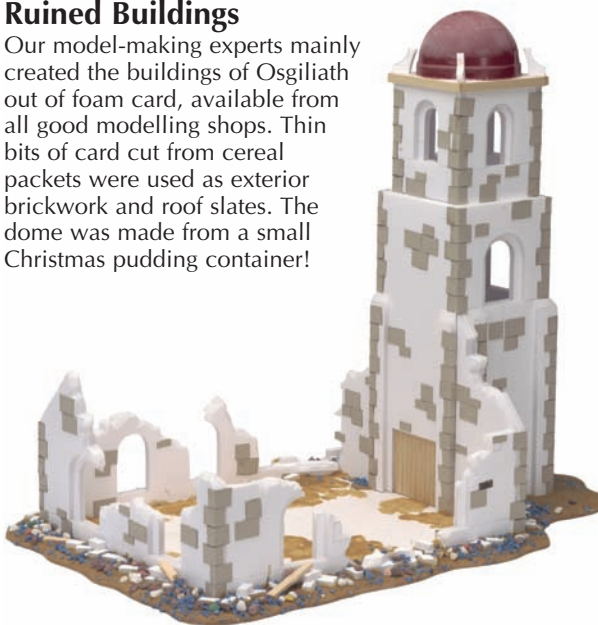




The bridge allows formations that are two infantry companies wide to cross, and is frequently the scene of desperate fighting.

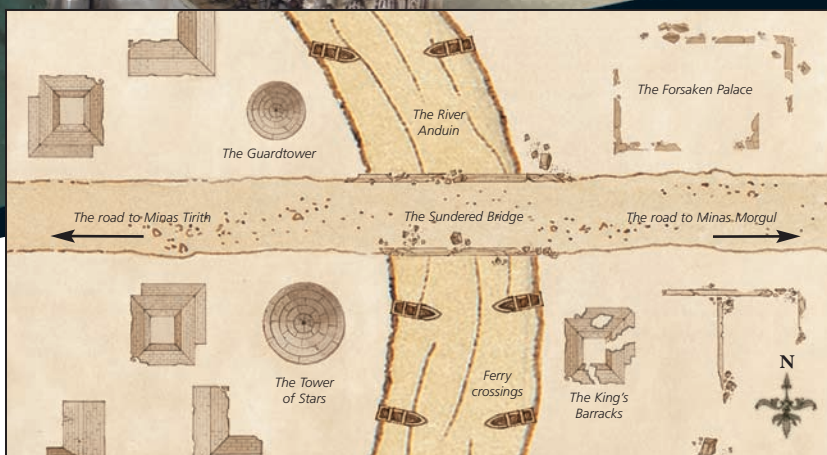
## Ruined Buildings

Our model-making experts mainly created the buildings of Osgiliath out of foam card, available from all good modelling shops. Thin bits of card cut from cereal packets were used as exterior brickwork and roof slates. The dome was made from a small Christmas pudding container!



3 The deep, fast flowing River Anduin was classed as impassable terrain.

4 Formations could cross the river at the ferry points. It took an entire turn for the whole formation to traverse leaving them vulnerable to attack.



The scenario map of the Battle of Osgiliath, showing the key objectives that must be held to hold the city – the Sundered Bridge, the Guardtower, the Tower of Stars, the King's Barracks and the Forsaken Palace. It also shows the ferry crossings, which enable formations to cross the river.

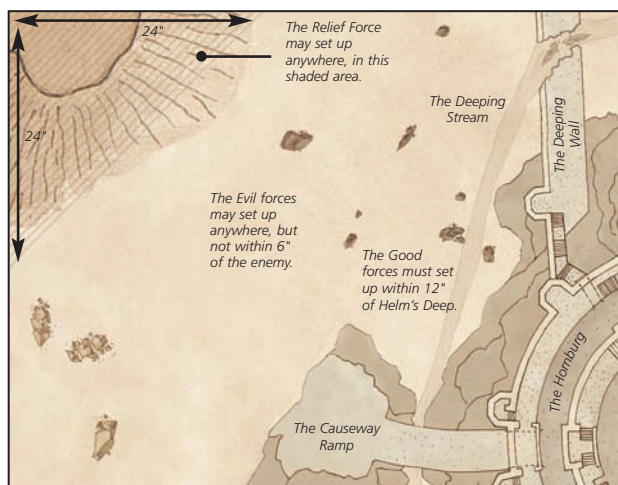


# HELM'S DEEP

The people of Rohan have retreated to their ancient fastness, but the Orcs of Isengard have followed and now they lay siege to the bastion. All is not lost, as a relief force rushes into the valley to aid their countrymen.

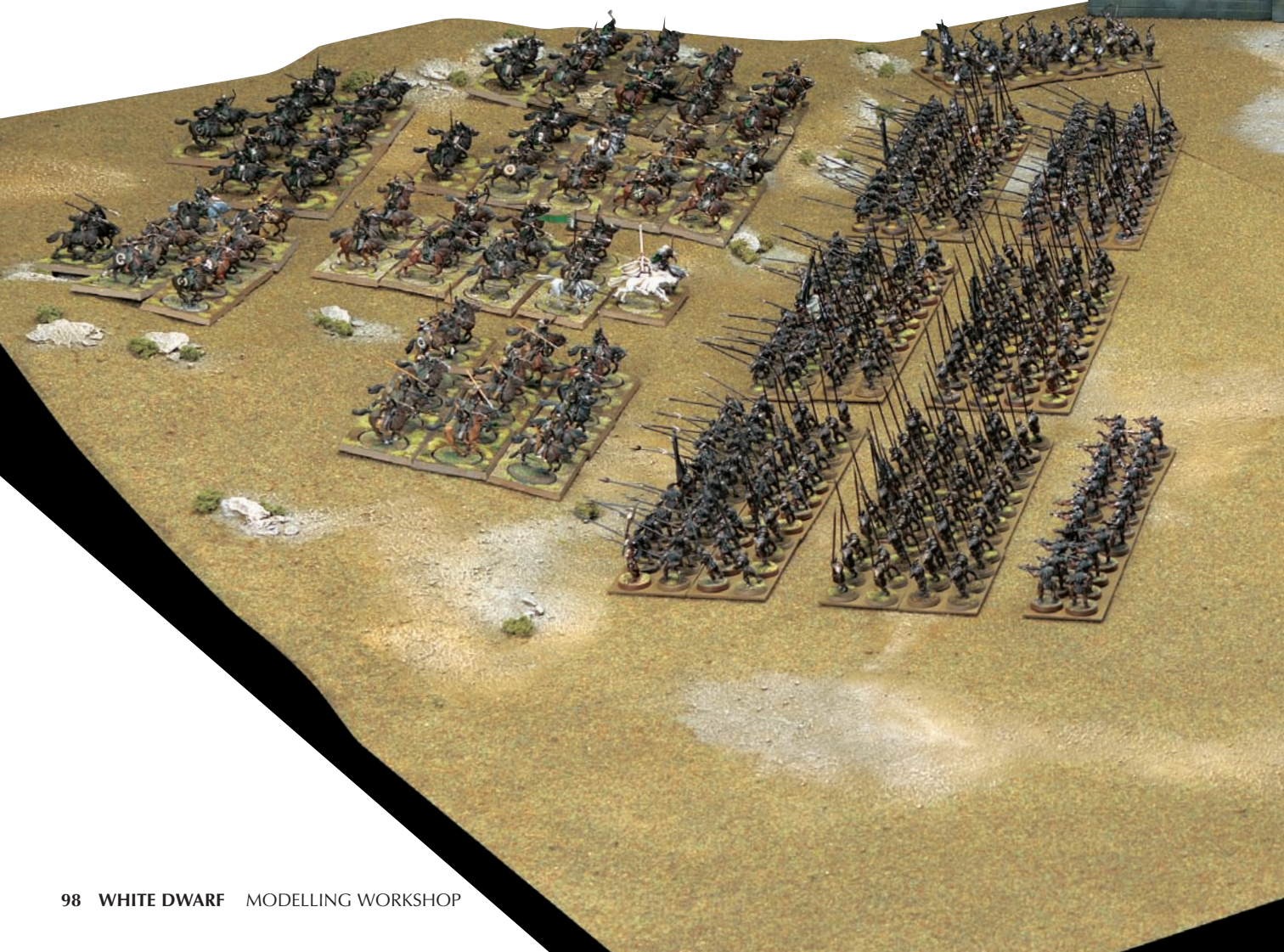
Our Helm's Deep was created with two 8' by 4' green boards pushed together. The scenario as shown here begins as Théoden and Aragorn sally across the causeway while Gandalf rides at the head of the Rohirrim, charging down the slopes of the Deeping-Coomb. The Deeping Wall has already been breached but the forces of Saruman are now on the back foot.

The Helm's Deep set-up is a great example of how a fortress can be represented in War of The Ring, by simply dividing the different sections into separate defensible terrain features or areas of difficult and impassable terrain. Each tower and section of wall counts as a different defensible feature, which can be occupied by defenders and laid siege to by the defenders. The terrain rules might not cover every eventuality, but a discussion of what counts as what before the game starts helps ensure that everyone has a clear idea of how it all works.



The deployment map for the Battle for Helm's Deep scenario, showing the areas of the fortress.

**1** The uncollapsed sections of the Deeping Wall were given the same Capacity and Defence values as the Hornburg sections.



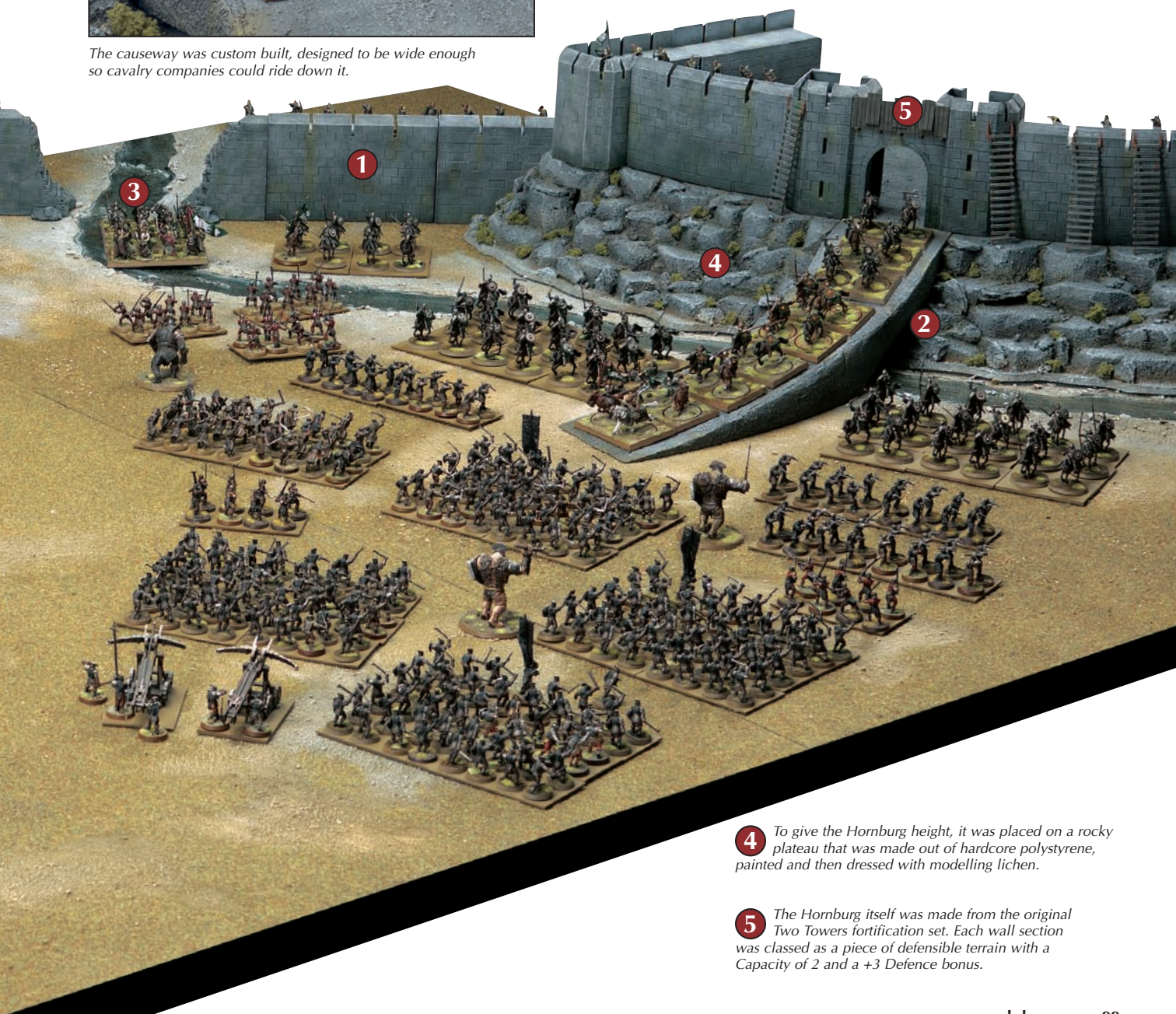




The causeway was custom built, designed to be wide enough so cavalry companies could ride down it.



The Deeping Stream was represented by a river that was already incorporated into the table. For gaming purposes it was classed as difficult terrain so movement was doubled when moving over it.



4 To give the Hornburg height, it was placed on a rocky plateau that was made out of hardcore polystyrene, painted and then dressed with modelling lichen.

5 The Hornburg itself was made from the original Two Towers fortification set. Each wall section was classed as a piece of defensible terrain with a Capacity of 2 and a +3 Defence bonus.