

# War of the Rings v05



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Updated from: TOAW III version v04f

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\*\*\*\*\* SCENARIO ANALYTICS \*\*\*\*\*

:: Hotseat::PBEM::Sauron PO (Force 2)

Map scale: 10km

Turn Scale: Half Week

Unit Scale: Company

Formation Scale: Army

Length: 312 turns (the scenario length is intentionally designed as open ended, typical PBM game length is 20-30 turns)

Start Date: 9-23-1018 (Shire calendar)

Complexity:

Gondor and Allies

Initial deployment, 34 formations, 131 units

Maximum deployment, 46 formations, 152 units

Theater Options, 2 (Activate for Sauron PO and Frodo destroys the Ring)

Sauron and Allies

Initial deployment, 25 formations, 123 units

Maximum deployment, 44 formations, 143 units

\*\*\*\*\* VICTORY CONDITIONS \*\*\*\*\*

Sauron's victory conditions:

1. Killing the Ring Bearer
2. Significant victory by owning 210 of the 264 objective points.

Gondor's victory conditions:

1. Destroying the Ring in the Crack of Doom (Orodruin)
2. Significant victory by owning 210 of the 264 objective points.

\*\*\*\*\* HOUSE RULES/GAME PLAY \*\*\*\*\*

PBEM Games. The scenario is designed to be fought in a medieval military style as opposed to modern warfare. Strongly suggest that the PBEM opponents agree which House Rules will be used.

1. Individual characters may move, command and act independent of unit stacks. Characters include Gandalf, Aragon, Saruman, Dunlending Chief, Nazgul and all commanders/leaders (all characters displaying a flag).
2. Unit/formation stacks may not move or attack without a "commander" present.
3. Leaders/Commanders are able to lead formations with which they have full cooperation. Leadership capability is in accordance with the Force Support Scopes of Internal, Force and Free.
4. The Fellowship/Frodo and Gollum units move independently but are not commanders/leaders.
5. Individual units which are adjacent to (next to) a stack may move one hex to join the stack. The one hex move to join a stack may be made any time during the turn. A commander is not required to be present for this type of move.
6. Bridges are fair targets for destruction.

Free Support Command all Formations/Units	Force Support Command Limited to Formations with same Base Color	Independent Units, No Commander Required
Gandalf Aragorn Galadriel Elrond	Brand III Tharbad Captain Theoden Theodred Eomer Eowyn Denethor II Faramir Imrahil Druwaith Captain Thain o/t Shire Dain II Thranduil Celeborn	Rangers (all 5 units move/act independently) Ring Bearers  Gollum Corsairs (all 6 units move/act as a single stack)
Sauron Nazgul #2 thru #9	Lord o/t Nazgul Gothmog Mouth of Sauron Saruman Chief Dunlending	

Games against the Sauron PO.

1. Do not destroy fixed bridges. These are the bridges laid out by the scenario designer during the map making process; identifiable as roads crossing rivers. The PO is really dumb about fixing bridges.

2. Sauron's formation of bridge units shown by bridge unit icons are fair game for destruction. These units will magically appear when Sauron's forces approach a major/super river and enable river crossings.
3. Sauron's PO isn't smart enough to obey the leadership and stack movement rules. Your choice on whether you want to apply this movement rule to yourself when playing Gondor vs Sauron PO game.

Note that 31 of Sauron's initially owned 132 objective points are concentrated in The Black Tower, i.e., Barad Dur. Therefore, a Gondor victory by points necessitates capture of The Black Tower.

\*\*\*\*\* CHANGES \*\*\*\*\*

WotR v05 changes:

1. Incorporated new unit icon graphics provided by T. Walsh.
2. Unit attributes (attack, defense, etc.) extensively revised.
3. Entrenchment Rate reduced to 0.
4. Improved roads transversing towns and fortification are invisible.
5. Sauron Objective Tracks expanded to 5 tracks in support of solo games against the Sauron PO.
6. On turns 1 and 2 a Theater Option is available to the Gondor player. Activating this Theater Option provides features needed by the Sauron PO to play a competitive game.
7. Sauron formation deployment turns/delays adjusted to make the Sauron PO more competitive.
8. Added a bridge building formation to Sauron's PO OOB which deploys bridge units giving the PO an ability to ford major/super rivers.
9. Removed elimination of the four eleven realms as a condition for victory.
10. Added victory condition when either side achieves a significant military victory, i.e. owning 210 of the 264 objective points.

Thank you to T. Walsh for his excellent graphics work which makes this update possible. Merci beaucoup.

\*\*\*\*\* ORIGINAL BRIEFING \*\*\*\*\*

Title: War of the Rings

Version: v04f

Date: January 2005

Requirements: Opart 300\_WotR v04.exe

Geographic Scale: 10km/hex

Time Scale: Half day turns

#### Description

This is a scenario based on the well known trilogy The Fellowship of the Rings. The scenario begins on 23 September 3018 of the Third Age, as Frodo leaves the Shire and begins the quest to destroy the One Ring.

This version is designed to be played in the Cheyenne mode, although it can be played in the solitaire mode. Do not expect a competitive game from the PO.

At this time there is no intention to set a limit on the number of turns. Individual players are encouraged to establish their own maximum scenario length.

Major changes to the scenario are as follows:

Version v04f

1. Sauron's forces strengthened to achieve better play balance. Most Orc units over-strengthened and the initial stockpile of Orc replacements increased to a number approximately equal to the total number of deployed Orcs. Intent is to enable Orc units to recover (at least until the replacement run out) losses incurred during the early stages of the campaign.
2. For faster deployment of Orc replacements, Orc unit Replacement Priorities upgraded from Low to Normal.
3. Selected Dunlending units strengthened.
4. Events for the appearance of Gandalf the White adjusted to allow for a shorter delay and shorter range. Delay is now 6 turns, range is 20 and probability of Gandalf the White appearing remains at 70%.
5. Supply radius increased for Gondor (8 hexes) and Sauron (7) hexes.
6. An Exclusion Zone placed over Umbar. Exclusion Zone is removed upon activation of the Corsairs.
7. Dark Forces Sea Transport does not become available until Umbar is mobilized. Total sea lift capacity is limited to the movement of four Corsair units.
8. An Exclusion Zone placed around Mt. Doom. The zone is lifted when Western forces enter Mordor and approach Mt. Doom.

#### Scenario changes version v03a to v04c

1. Sauron and Gandalf the White ranges are increased to 3 hexes
2. Saruman and Gandalf the Grey ranges are increased to 2 hexes
3. Nazgul and some other prominent characters are given replacements
4. The Dark Forces are generally strengthened to achieve better play balance
5. Selected units start the scenario from fortified positions
6. The probability of Umbar entering the war has been increased.

#### Sauron & Allies Victory Conditions

- 1) Sauron & Allies win if the Ring Bearer (i.e. Frodo) is destroyed.
- ~~2) Sauron & Allies win if the four elf kingdoms are destroyed, i.e. if Lorien, Rivendell, Thranduail's Place and Grey Havens are captured, Sauron wins.~~

### Gondor & Allies Victory Conditions

Gondor has two winning conditions:

- 1) Gondor & Allies win if Sauron is destroyed
- 2) Gondor & Allies win if Frodo/Ring Part enters Mount Doom.

### Draw

A game ending in any manner other than the stated victory condition is a draw.

Victory is achieved through the conditions stated above; there are no points awarded in this scenario.

### Objectives

Programmed objectives are only pertinent to the PO in the solitaire game. This game version has not been optimized for solitaire play.

In the Cheyenne game there are neither objectives nor objective point values. The players establish objectives based on the perceived strategic value.

### Supplies and Replacements

In general, the capture of a supply point reduces the enemy's force supply level. Capture of a major city/supply point reduces both the enemy's force supply level and the ability to raise replacements.



If the enemy is able to regain a lost city/supply point there is a probability (.60 for Gondor & Allies, .50 for Sauron & Allies) of recovering approximately half of the supply and replacement rate percentages that were lost. Also, recovery is not instantaneous. There is a 1 to 3 turn delay for Gondor & Allies and 1 to 5 day turn delay for Sauron & Allies.

Capture of an enemy supply point does not gain the victor additional supply or replacements but does help to reduce the enemy's ability to wage war. The captured supply point, however, will serve as a distribution point for friendly supplies.

See Events, Miscellaneous and other Oddities for additional events governing replacement rates.

Both sides start with 100% Supply (Sup) and 10% Replacement Rate.

As an example of supply and replacements lost, if Gondor is sacked by Sauron's forces 7% points of supply would be lost, i.e.  $100\% - 7\%$  for a reduced rate of 93%. If Gondor recovers the supply point there is a .60 probability that 4% of the supply will be regained for a total of 97%. The loss of Gondor would decrease the force replacement rate by 1%, from 10% to 9%. Liberating Gondor yields a .60 probability that 0.5% of the replacement rate is recovered.

Note that neither the replacement rate nor supply values are totally recovered. The sack of a supply point always results in permanent loss of approximately half of the starting value.

## Mobilization

A small number of units are mobilized at the start of the scenario, all other units are phased into the game according to an entry turn/delay schedule. Turn delays vary from 3 to 25 turns with the norm being a 10 turn delay.

The units which are mobilized at the start are:

Gondor & Allies - Minas Tirith, Rangers, Mirkwood Silvan Elves and the Fellowship

Sauron & Allies - Sauron, Barad Dur, Khand and some of the Nazgul

Phased mobilization allows the "Search for Frodo" phase to proceed without an overwhelming number of obstacles which could end the scenario prematurely. There is still a chance that the Nazgul will stumble upon Frodo, but their chances are intended to be slim.

Phased mobilization prevents Mordor, Isengard, Rohan and Gondor from launching an assault on turn one and immediately entering the campaign phase. Semi random mobilization also ensures that each campaign will develop unpredictably and require the players to plan their maneuvers carefully prior to engaging in open hostilities.

Events, Miscellaneous and other Oddities

A number of events have been formulated with the intent of adding variability and unpredictability to game play. The list below describes events planned for the full version of the scenario. The list is in no particular order.

There is a .60 probability that Ents will be mobilized if Hornburg is attacked.

There is a .50 probability that the Balrog will be present in Moria.

There is a .70 probability that if destroyed (or disbanded) that Gandalf the Grey will return as a more powerful Gandalf the White. There is a substantial delay in his return. This uncertainty is intended from persuading players from disbanding Gandalf the Grey immediately upon entry.

There is a .70 probability that the Sindar Elves in Lindon will mobilize in the early stages of the game. They will, however, mobilize immediately if either Hobbiton or Lindon is attacked. Whether mobilized or not, they contribute supplies and replacements.

There is a .60 probability that the Corsairs of Umbar will mobilize on the side of Sauron. They will, however, mobilize immediately if attacked by the forces of Gondor & Allies. Whether mobilized or not, they contribute supplies.

Sauron & Allies is allocated adequate Flying Beasts to transport three Nazgul in any one turn. The Nazgul can find mounts at Carn Dun, Minas Morgul, Minas Cirith, Durthang, Dol Guldur and Barad Dur.

The Corsairs of Umbar are allocated adequate ship to transport four full strength units. Sea transport is activated and the zone surrounding Umbar removed upon mobilization of Umbar.

Starting on turn 25 there is a 1.00 probability that both force replacement rates will be reduced by 50% during the following 25 turns. This simulates partial exhaustion of the manpower pool.

Starting on turn 50 there is a 1.00 probability that both force replacement rates will be reduced an additional 90% during the following 25 turns. This simulates complete exhaustion of the manpower pool.

Both sides begin the scenario 0% Theater Recon capability which is increased to 5% during the first 4 turns. The loss of Minas Tirith or Isengard reduces Theater Recon to 2% for the side suffering the loss, reflecting the destruction of their Palantiri. Theater Recon is not recoverable as is supply and replacement rate.

There are multiple initial deployments for the Fellowship.

If Saruman is destroyed there is a better than .50 probability that the forces of Isengard and Dunland will withdraw from the campaign.

If Dunharrow is occupied by the forces of Gondor & Allies, there is a .65 probability the Dead Men of Dunharrow will mobilize on the side of Gondor. There is a substantial delay in their mobilization.

## Historical/Mythological Background

The great conflict at the end of the Third Age, named for the One Ring and the importance this had in the final outcome. The war was fought between the Free (a loose alliance of Elves and Men led by the Wise) and Sauron the Dark Lord, with Saruman as a third power based in Orthanc.

Sauron at all times held the military advantage in the War, due to his overwhelming forces; not only Orcs and Trolls, but Men of Harad and the East. His main immediate object was the overthrow of Gondor, his near neighbor and the strongest of his enemies. He had such forces at his command, though, that he was able to fight the war on many fronts, also attacking Dale, Erebor and the Wood-elves in the far north, and Lórien from his secondary stronghold at

Dol Guldur. There can be no doubt that, had the Wise not achieved possession of the Ring, Sauron would ultimately have been victorious.

Saruman had claimed alliance with both the Wise and the Dark Lord but was ultimately fighting for his own ends. In alliance with the Dunlendings, and having Orcs at his own command, his

objective was the defeat of Rohan. Until late in the War, he held the advantage, defeating Rohan twice at the Battles of the Fords of Isen. He had not considered the Ents of Fangorn in his plans, however, and when they were roused to anger at his actions, they brought about his downfall.

The policy of the Wise was based around the Quest of Mount Doom; a company of nine under the leadership of Gandalf travelled from Rivendell with the One Ring, with the hope of

reaching Orodruin in Mordor and there destroying it. Because the Ring held much of Sauron's native power, they realized that in unmaking it, they would also defeat its creator. Against all hope, the Quest was achieved by Frodo Baggins, and Sauron defeated.

The War did not end with the defeat of Sauron, for Saruman fled northward after the capture of Orthanc, and established himself in the Shire, bending the Hobbits to his will by threat of violence and the persuasive power of his voice. The return of Frodo Baggins and his companions led to a rebellion by the Shire-hobbits, in which Saruman was killed by his servant, Gríma Wormtongue.

## Acknowledgements

J.R.R. Tolkien

Bio Editor for making this all possible

The Encyclopedia of Arda which I have consulted extensively. An extract from the encyclopedia describing the War of the Ring is appended to the end of this briefing.

The Tolkien Atlas for all the reference maps

The original SPI board game Lord of the Rings board, from which much of the map, unit locations, forces and characters are inherited.