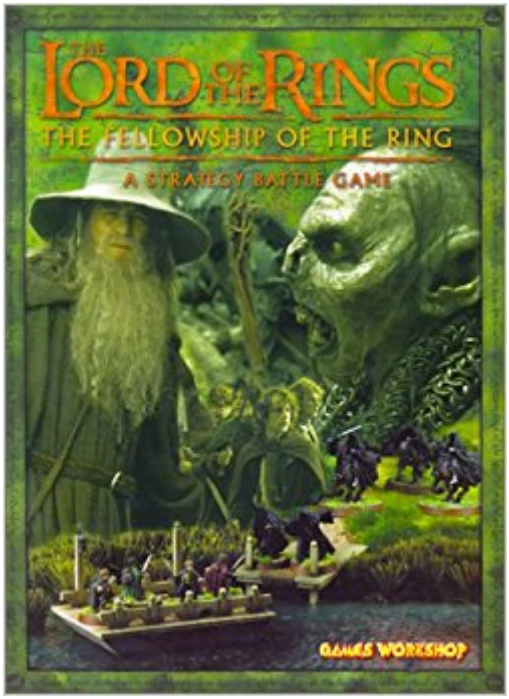
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The Lord Of The Rings: The Fellowship Of The Rings: A Strategy Battle Game



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Synopsis

The first book in Tolkien’s epic masterpiece: The Lord of the Rings. Unabridged. Sauron, the Dark Lord, has gathered to him all the Rings of Power -- the means by which he intends to rule Middle-earth. All he lacks in his plans for dominion is the One Ring -- the ring that rules them all -- which has fallen into the hands of the hobbit, Bilbo Baggins. In a sleepy village in the Shire, young Frodo Baggins finds himself faced with an immense task, as his elderly cousin Bilbo entrusts the Ring to his care. Frodo must leave his home and make a perilous journey across Middle-earth to the Cracks of Doom, there to destroy the Ring and foil the Dark Lord in his evil purpose.

Book Information

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Customer Reviews

John Ronald Reuel Tolkien was born on the 3rd January, 1892 at Bloemfontein in the Orange Free State, but at the age of four he and his brother were taken back to England by their mother. After his father’s death the family moved to Sarehole, on the south-eastern edge of Birmingham. Tolkien spent a happy childhood in the countryside and his sensibility to the rural landscape can clearly be seen in his writing and his pictures.

The lord of the rings battle game looks awesome!It is a game where you use miniature figures, you move the peaces by measuring how many inches they may move. like, a hobbit can only move a few inches per turn but a elf can move much farther, also a horseman may move REALLY far (because he is on a horse).some of the people have "magic" skills, but it is more subtile than most game systems, like they took stuff from the book like Gandalf has a magic that makes him more

intimidating (against the wolves if you remember), but its not all stuff like that, Gandalf and Saruman can cast something called sourserous blast! (cmon' people! "ooooooooo, ahhhhhhhh!")what i didn't like was that they made Arwen "an accomplished warrior" but i can see some girls being happy to have a female warrior to play with, and also you may use galadrial, the balrog, the nine riders, and some of the big time male elf warriors (think celaborn. more ooo's and ahhhh's please)but, its not just about being one caricature (in fact if you were only one person you would be wiped out quickly ;-)) you control an army of elf warriors and gondorean men (if your the good side)If your the bad guys (you need someone to be the bad guys) you get to be orks and the nine riders and soruman.ok but there are a few downers to it, in the book that i got you only get a few silly little paper people to play with, you need to make photo copys, that stinks, and if i want some good long lasting people to play with (you are mine to toy with! bahahaha! ahem, sorry.) anyhow, if i want some sturdy people i have to pay extra....but if i want the fellowship and sarumon and the riders, you might end up paying more... :eek: and they dont come painted! that is ok if you like painting toys that are an inch or two high, with millions of tiny details (if your like me you will be lucky and have an artistic sis to paint them for you when you get some)but still if i get desperate to play i will just take some slips of paper and wright "elf swordsman" or "nazgul". on them and pretend that its the real thing ;-)

What a bargain!This is NOT role-playing in Middle Earth - this is the rules for fighting skirmish wargames with the heroes and villains of the Fellowship of the Ring.If you've already got a collection of suitable models to represent the Fellowship, plus a few orcs, elves and, of course, the Nazgul - just add this book and you can recreate the skirmishes of Book 1 of the Lord of the Rings.If, on the other hand, you haven't got any models - then don't bother with this book - track down the boxed game from Games Workshop. It's about twice the price but it comes with loads of orcs and elves and men of Gondor - all in superb detail and no comparison to the stupid paper cut-outs at the back of this book!

It must be really difficult to capture the feel of Middle Earth and the tension of the Fellowship of the Ring, when the licence limits you to what's in the film... but somehow Games Workshop have managed to do just that!Beautifully presented, this is a neat, scenario-driven miniatures-based set of rules for the father of all fantasy books - the Lord of the Rings.If there's one criticism I would make of this product, it's of the 'cardboard counters' tacked on. When GW make such wonderful, evocative models, I can't see any point in providing these pale 'wraiths'.My recommendation - only

buy this if you want a second copy of the rule book to accompany the one you get in the boxed set!

This game rocks! Don’t bother getting the book by itself when for a few more bucks you can get a boatload of miniatures. The game is easy as pie to learn and a lot of fun. As for the guy who can’t paint the miniatures - most of you have a bit more patience than that! I painted all mine up in a week, that was half the fun. Go to your nearest Hobby store and check out all the new miniatures that are out, get the game while you are there.

This is a much cleaner game system than Chainmail. It is also a better deal. I’d pick up the box set if possible. The plastic miniatures in the box are of a higher quality than the Chainmail figures and the metal figures for Fellowship of the Ring are an order of magnitude higher in quality than the poor Chainmail figures and at a much more reasonable price at that.

The most overpriced tabletop game manufacturer is bleeding this licence to death, and this book filled with little paper hobbit dolls is the proof.This is nothing more that a glorified instruction book for the tabletop miniatures game of the same name, which is also another load of trash. Buy a copy of Chainmail on .com if you want to play a "real" tabletop miniatures game....and don’t support the "Greed Workshop"!!!

It is great! But only if you are a collecter as well as a boardgame fan. Upgrades are quite expensive.

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