

# Lord of the Rings Force Lists

## Warhost vs. Warhost games

- One 300 point Warhost Army (Good or Evil – force choices below)
  - +10 points for an all painted army
  - +10 points for roster submitted by September 20 – pitac@pitac.com
  - +10 points for bringing a 4'x4' set of finished terrain (ruins, hills, trees, rubble, rocks, and/or whatever for terrain features; and a table cover)
- Does not have to be official GW LotR figures
- 2 to 3 matches each approximately 1-hour long in the 4-hour time slot
- There should be some prizes
- Playing for fun not to determine an winner
- No cost to play
- Bring all materials: figs, dice, tape measure, rulebooks, etc...
- Using the most current rulebook and White Dwarf as of August 1st
- Have a question, special model, troop, new force list, rule suggestion, ... send an email to David – pitac@pitac.com
- 2 sets of games ages 16+ and another ages under 16

## For each force the following limits apply:

- Each force can include a maximum of forty models.
- Your Force must adhere to the Force list guidelines set out in this rules Pack.
- Each force must include at least one Hero to lead it into battle. Each force can be entirely made up of Heroes if the player wishes, but only a max of 120 points may be spent on individual heroes.
- No more than a third (33%) of each force's models can be armed with Bows/crossbows. (IMPORTANT: If you wish to field Riders of Rohan or Rangers of the North during the tournament you may nominate any number of them to use (or not use) their bows. In doing so the force still may not exceed 33% of the models armed with bows. This will allow player to field a pure Rider of Rohan or Rangers of the North force if they wish. These models are nominated before the start of the game. You still pay the full points cost for each model as though he where equipped with a bow.)
- What You See Is What You Get (WYSIWYG). If you wish to use an Item, it must be represented on the figure.

## The following models can be included:

- Models from the Forces section of the following The Lord of The Rings manuals: The Fellowship of The Ring, The Two Towers, and the Return of the King. The Lord of The Rings – The Two Towers Compilation, Shadow and Flame, Siege of Gondor, and Battle of Pelennor Fields manual's, and White Dwarf magazines.
- Evil Forces cannot include, Gollum, or more then two trolls.
- Good Forces cannot include Tom Bombadil, Goldberry or more then two Ents.
- Heroes that have special rules related to a specific location always count as 'beyond the borders of their realm' if fielded.
- Remember that named Heroes (Gandalf, Lurtz, the Witch King and the other eight Ringwraiths, etc.) can only be taken once.

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- Whenever any rule is repeated in several publications, the most recent version always takes precedence. For example, Saruman and the Men of Gondor appear in The Fellowship of The Ring manual, in The Two Towers manual, and in The Return of The King manual, but the points value and rules from The Return of The King will be used.

## Special Rules

- Models are always assumed to carry all equipment that is given as default in their Wargear. Any additional wargear that is taken from their options has to be shown on the model.
- In all scenarios, unless otherwise specified, Heroes are not allowed to pick up weapons or any other piece of equipment from slain friends or enemies.
- The Cavalry special rule for Passengers will not be used.
- When a rider is killed or thrown his mount is always removed. If a dismounted rider does not stay in base-to-base contact with his mount at all times, the mount is removed immediately. Dismounted riders may pass their mount to another model only if the receiving model had initially paid their point cost for a mount.

## **Scenario #1**

### **PITCHED BATTLE**

#### **DESCRIPTION**

Once more, you and your enemy face each other on the field of battle. Only the Valar know who will win the day!

#### **STARTING POSITIONS**

Both players roll a D6. The player who scores highest may choose his table edge. The player with the most models in his force starts by deploying half of his force (rounding fractions up) no more than 12"/28 cm from his own edge of the table. If the forces are equal in size, roll a D6 to decide who starts to deploy. The other player then deploys half of his force no more than 12"/28 cm from his edge of the table. Then, the player with the larger force deploys the rest of his force as before.

Finally, the other side deploys the rest of his force.

#### **OBJECTIVES**

Play continues until the end of the turn in which one force is reduced to half its original number or time expires.

**Major Victory.** Half of the enemy force has been destroyed, and there is at least one surviving Hero on the winning side.

**Minor Victory.** Half of the enemy force has been destroyed, but there are no surviving Heroes on the winning side.

**Draw.** Both forces destroy half of the enemy force at the end of the same turn, or time expires before any victory condition is achieved.

#### **SPECIAL RULES**

In this game, the Priority on the 1st turn does not go automatically to the Good side but is determined by each player rolling a D6. The player who rolls higher gets priority for the 1st turn (reroll ties).

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## Scenario #2

### TAKE & HOLD!

#### DESCRIPTION

At the height of battle, a strategic opportunity presents itself, and suddenly, an otherwise unremarkable area becomes vitally important to the cause of the war. One force pounces on the objective and attempts to secure it. This forces' adversaries are thus faced with an uphill battle to reclaim it.

#### STARTING POSITIONS

At the start of the game, place a marker in the center of the table to designate the objective, which can be a strategic hill, the resting place of an important artifact, or even the hiding place of a critically wounded hero.

Both players roll a D6. The player who scores highest may choose his table edge. The player with the most models in his force starts by deploying half of his force (rounding fractions up) no more than 12"/28 cm from his own edge of the table. If the forces are equal in size, roll a D6 to decide who starts to deploy.

The other player then deploys half of his force no more than 12"/28 cm from his edge of the table. Then, the player with the larger force deploys the rest of his force as before.

Finally, the other side deploys the rest of his force.

#### OBJECTIVES

Once a force has been reduced to half its original numbers, the game might suddenly end. At the end of each turn after this condition is met, roll a D6. On a result of 1 or 2, the game ends (Might cannot be used to influence this D6 roll). When the game ends, count the number of models from each side whose bases are entirely within 3"/8 cm of the table's center and refer to the victory conditions.

**Major Victory/Defeat.** Only one side has models in the area.

**Minor Victory/Defeat.** A side has at least twice as many models in the area than the enemy.

**Draw.** Time expires or any other situation.

#### SPECIAL RULES

In this game, the Priority on the 1st turn does not go automatically to the Good side but is determined by each player rolling a D6. The player who rolls higher gets priority for the 1st turn (reroll ties).

# Lord of the Rings Force Lists

## Force lists

### Minas Tirith

#### Warriors

Warriors of Minas Tirith  
Knights of Minas Tirith  
Citadel Guard  
Guard of the Fountain Court  
Faramir's Rangers

#### Heroes

Denethor  
Faramir  
Damrod  
Boromir of Gondor  
Beregond of Gondor  
Legolas  
Gimli  
Peregrin Took  
Kings of Men  
Captain of Men (Gondor)

### Rohan

#### Warriors

Riders of Rohan  
Warriors of Rohan  
Rohan Royal Guard

#### Heroes

Theoden  
Eomer  
Eowyn  
Gamling  
Legolas  
Gimli  
Meriadoc Brandybuck  
Kings of Men  
Captain of Men (Rohan)

### Lothlorien

#### Warriors

Wood Elf Warriors  
Ents

#### Heroes

Celeborn  
Legolas  
Haldir  
Elven Captain  
(Wood Elf)

### The Faithful

#### Warriors

Warriors of Gondor

#### Heroes

Isildur  
Kings of Men  
Captain of Men  
(Gondor)

### Eregion (2<sup>nd</sup> Age)

#### Warriors

High Elf Warriors  
Elnaith  
(see WD 273)

#### Heroes

Elrond  
Celeborn  
Elven Captain  
(High Elf)

### Erebor

#### Warriors

Dwarf Warriors  
Khazad Guard

#### Heroes

Balin  
Gimli  
Dwarf King  
Dwarf Captain

### Rivendell

#### Warriors

Wood Elf Warriors

#### Heroes

Elrond  
Arwen  
Bilbo  
Elven Captain  
(Wood Elf)

### Dunharrow/The Gray Company

#### Warriors

The Dead  
Rangers of the North

#### Heroes

King of the Dead  
Halbarad Dunadan  
Legolas  
Gimli

### Boarder Guard of Eriador

#### Warriors

Rangers of the North  
Wood Elf Warriors  
Ents

#### Heroes

Halbarad Dunadan  
Elven Captain  
(Wood Elf)  
Arwen

### Dol Amroth

#### Warriors

Warriors of Minas Tirith  
Knight of Dol Amroth

#### Heroes

Kings of Men  
Captain of Men (Gondor)

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## Mordor

### Warriors

Orc Warriors  
Uruk-hai (Mordor)  
Easterlings  
Mordor Troll  
Orc Trackers  
Warg Riders

### Heroes

Ringwraiths  
Grishnakh  
Uruk-hai Captains  
(Mordor)  
Easterling Captains  
Orc Captains  
Orc Shamans

## Isengard

### Warriors

Uruk-hai (White Hand)  
Uruk-hai Berserkers  
Dunlendings  
Warg Riders  
Orc Warriors

### Heroes

Grima  
Sharku  
Lurtz  
Uruk-hai Captains  
Dunlending Chieftains  
Orc Captains  
Uruk-hai Shamans

## Moria

### Warriors

Goblin Warriors  
Cave Troll  
Goblin Drummer

### Heroes

Durburz  
Goblin Captains  
Goblin Shamans

## Angmar / Minas

### Morgul

### Warriors

Orc Warriors  
Morannon Orcs  
Warg Rides  
Orc Trackers  
Cave Troll

### Heroes

Mouth of Sauron  
Ringwraiths  
Barrow-wights  
Orc Captains  
Orc Shamans

## Cirith Ungol

### Warriors

Orc Warriors  
Uruk-hai (Mordor)  
Cave Trolls  
Orc Trackers

### Heroes

Shelob  
Ringwraiths  
Shagrat  
Gorbag  
Orc Captains  
Uruk-hai Captains  
(Mordor)  
Orc Shamans

## Haradrim

### Warriors

Warriors of Harad  
Haradrim Riders

### Heroes

Haradrim Chieftain  
Hasharin  
Suiadan