

The Two Towers Special Rules & Magical Powers Summary

Erkenbrand, Captain of Rohan

Expert Rider. See the Rohan Outrider entry.

Horn of the Hammerhand. The sound of the Horn of the Hammerhand fills the men of Rohan with courage and strength. Once per game, at the beginning of any Fight phase, Erkenbrand may blow the Horn of the Hammerhand. For the duration of that fight, any Rohan models on the battlefield count as being within 3"/8cm of a banner.

Háma, Captain of Rohan

Expert Rider. See the Rohan Outrider entry.

Bodyguard. Háma is sworn to protect the life of the King of Rohan. If the Good force includes Théoden, Háma will automatically pass all Courage tests he has to take so long as Théoden is alive. If Théoden is killed, Háma reverts to the normal rules for Courage.

Théodred, Heir of Rohan

Expert Rider. See the Rohan Outrider entry.

Rohan Outrider

Expert Rider. Models that are expert riders can re-roll the dice on the Jump chart when jumping an obstacle while mounted. In addition, when mounted they benefit from the +1 Defence from their shield even while carrying a bow. If they dismount or are thrown, they must immediately discard either their bow or their shield (in which case their Defence is reduced by 1 point).

Sméagol

Serve the master of the precious. Sméagol has sworn to serve Frodo Baggins, the bearer of The One Ring. Sméagol may only be included in a force that also includes Frodo Baggins.

Cave Dweller. No dice is rolled when making a Jumping or Climbing test for Sméagol. Instead, the test is automatically passed as if a 6 had been rolled.

Ent

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything else that has Batter points, Ents count their Strength as 10 and Attacks as 6.

Terror.

Throw Stone. Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if an Ent does not move at all he can rip a suitable rock from the ground (provided he's not engaged in combat) and in the subsequent Shoot phase he can throw it. This works exactly like a crossbow with a range of 18"/42cm and a Strength of 10. If the Good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

Woodland Creature. See main rules manual.

Osgiliath Veteran

Loyal to the Captains. The Osgiliath Veterans have fought alongside Boromir and Faramir for months, if not years, and each one of them is loyal unto death. So long as an Osgiliath Veteran is within 6"/14cm of either Boromir or Faramir (or both) he receives a bonus of +1 to its Fight value.

Vraskû, Uruk-hai Scout Captain

Expert Shot. Vraskû is allowed to shoot his specially modified crossbow twice in the Shoot phase instead of just once.

Uglúk

Head Taker. Uglúk is unshakably loyal to Saruman and thinks nothing of setting about his followers to make an example of them and keep order in the ranks. Instead of rolling the dice to make a Courage test when the Evil force is Broken, Uglúk can remove any Evil model in base contact from play. If he does this Uglúk is considered to have passed his Courage test and his Stand Fast! has a range of 12"/28cm

Isengard Troll

Terror.

Throw Stones. If a Troll does not move at all, he can declare he's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, provided that he is not engaged in combat. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

Spectre

Terror.

A Fell light is in them. The fey lights and beguiling glow of the Spectres can lull the senses of enemies and lure them to their doom. At any point in the Move phase, choose a single enemy model within 12"/28cm of the Spectre to be targeted by the lure of its fell light. The targeted model must pass a Courage test or it will make a full move under the control of the Evil player, even if it has already moved – though models may not be moved out of combat. This move cannot be used to enter another model's control zone, or perform an action than would cause harm to the target (such as jumping down a cliff etc), though it can be used to move them into areas of marsh or bog. The model cannot be forced to lie down, climb, jump, mount, dismount or other complex movements. Affected models may not move further that turn.

Morgul Stalker

Shadow Hunters. Morgul Stalkers move through the darkness like shadows unbound, slipping unseen through the night to slay their foes before their victims even know they are there. Morgul Stalkers always count as though they are equipped with Elven cloaks.

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