THE LORD OF THE RINGS

THE TWO TOWERS

WAR OF SARUMAN

Breeding his fighting Uruk-hai in
the pits beneath Isengard, Saruman
has been preparing for open war.

His Orcs are bred for a
single purpose - to destroy
the world of Men!

THIS BOOKLET CONTAINS:

- New gaming scenarios
- Terrain building ideas
- Tactical suggestions

GAMES WORKSHOP ®

THE LORD OF THE RINGS
THE TWO TOWERS

WAR OF SARUMAN

For wargamers and fantasy enthusiasts alike, some of the most inspirational parts of *The Lord of The Rings: The Two Towers* were centered around the massive siege scene of the Battle of Helm's Deep. In this battle, the desperate forces of Rohan, aided by the Elves of Lothlorien, defended themselves against the mighty army of the White Hand, Saruman's Uruk-hai. In the darkness of night, pounded by driving rain, the Men and Elves fought against hope for the future of their lands.

These fantastic scenes really add intensity and scope to the story, and if truth be told, made most of us here at Games Workshop start dreaming of getting just such a climactic battle onto the tabletop! Another exciting aspect is playing some games that build up to the excitement of the final battle, but more on that later.

There is nothing more satisfying to a wargamer than seeing hundreds of models lined up against each other, ready to do battle on the tabletop. And who wouldn't want to take part in those desperate struggles, with heroic characters and captains stepping to the forefront to do great and infamous deeds. How will Aragorn, Legolas, and Gimli fair against the hordes of Saruman? Will Theoden rise again and lead his people not only to survival but to glorious victory?

In this small booklet, we are hoping to help gamers capture some of the same excitement of the Helm's Deep battle. We have scenarios leading up to the enormous mega-battle known as the Battle of Helm's deep, hobby tips for making terrain, and great advice on using the powerful cavalry forces available to both Good and Evil players alike.

Read on and ride straight into the War of Saruman and a chance for some fantastic tabletop gaming where the fate of Middle-earth is in your hands!

MOUNT UP! - TACTICS FOR CAVALRY

Written by John Conner, the guy in charge of the US Outrider Program and our resident Rider of Rohan.

In The Two Towers game, a powerful new element made its debut: cavalry! The new models representing the famed Riders of Rohan and the foul Warg Riders provide a great addition to the forces of Good and Evil. But you can't just throw them out there and expect miracles. It does not always work out like it did in the movie. The Good side doesn't always win in the end, and clever moves by either side can alter the outcome. To try and get the most out of these cavalry models, let's look at some of the advantages, disadvantages, and tactics to employ.

Movement is the first and obvious advantage of being mounted. Mounted models armed with bows can move 5" and still be able to shoot - by doing so you will whittle down your opponent's forces before closing in for the kill. The Rohirrim have an advantage over the Wargs here, as every one of the Riders is armed with a bow. Simply move at half speed and shoot your bows until the enemy gets close and then forgo a round of shooting and use your 10" of movement to get away. Beware of letting the enemy getting too close. If they win priority twice in a row, they might be able to catch you. Also keep a close eye on the number of casualties you inflict versus the number of casualties you take. A cunning opponent will place his shieldmen closer than his missile troops so you must shoot at the models with the highest defense value. In a shooting fight of this type, you will also end up with a number of dismounted models. When you're shot at, your mounts count as being "in the way." Thus, some shots will strike Defense 3 Horses or defense 4 Wargs. In many scenarios, such missile strikes can be a good thing, as dead mounts do not count toward casualties and will not force you to make Courage checks. However, as you will see, such casualties can also be a hindrance.

At some point, you must close with the enemy in combat. When you're fighting enemy models on foot, it is vital that you initiate combat by charging. Charging lets you use two of the more significant advantages of riding a steed. That is "extra attack" and "knock to the ground." These advantages are just what they sound like. When you charge, your standard cavalryman (or Orc) will get two attacks vs. his opponent's one and thus double your chances of winning the combat. If you win, your enemy is "knocked to the ground." When rolling to beat the defense of models on the ground, you use twice the number of dice used to attack them. Thus, your cavalryman will get four dice to try and wound your knocked down enemy! If you win priority on the next turn, you can use your movement to break away if the odds are not in your favor.

Until now, we have mainly been talking about the advantages of riding a mount, but there are some disadvantages. You do not receive any bonuses for defending obstacles. This penalty is not too bad, as normally cavalry is used to attack or is held in reserve for a counterattack. Another disadvantage is that mounted troops must dismount to enter difficult terrain. A canny opponent will place his archers in a clump of rocks or woods. Be wary of opponents who try to herd you towards difficult terrain in an attempt to pin your force. "In the way" also falls under disadvantages. At some point, you will end up with a number of dismounted models that are vulnerable to being run down by your opponent's main force. In some scenarios, you might have to commit your mounted models early to keep the dismounted ones alive, which can cause you to get drawn into a close fight in which you won't be able to use your special mounted rules.

This list is not definitive and, indeed, could not be, given the space allowed. Hopefully, this tactical advice is enough to get you started fighting with cavalry models.

SCOURING OF THE WESTFOLD

Over time, Saruman has exerted his influence, weakening the resolve of Theoden, King of Rohan. Grima Wormtongue, in his guise as chief counselor to the king, has whispered poisonous words in Theoden's ear. The defenses of Rohan are wide open with only Theodred, the king's son, and Eomer, the king's nephew, actively trying to hold their borders. Fighting Uruk-hai and marauding Warg Riders attack from Isengard, while the Wildmen of Dunland attempt (at Saruman's urging) to reclaim their ancestral lands.

Theoden is a withered shadow of his former self, bent and old and led by the evil plots of Grima Wormtongue, Saruman's voice in the halls of Edoras. Things do not look good for the folk of Rohan, but they will not give up without a fight.

The scene is set for the beginning of War of Saruman. Saruman and the forces of the White Hand have been gaining power. The fires of Isengard burn around the clock, and the war machine of Saruman continues to produce well equipped Uruk-hai warriors. These scenarios emphasize the destructive force of the Uruk-hai and hint at the tenacity of the Men of Rohan. To fight "Points Match" battles during the Scouring of the Westfold period, the forces should concentrate on Riders and Warriors of Rohan for the good side and Uruk-hai with Wildmen of Dunland for the forces of Evil.

You could even link these scenarios together, starting with the Scouring the Westfold (see p. 94 of The Lord of The Rings: The Two Towers rulebook). More adventurous gamers could have the outcome of each battle affect the next, determining either the scenario you play or the forces you may use. For example, if Eomer and the Riders lose the Crossing the Isen scenario, you

could move on to play the Assault on Edoras scenario. If they win the Crossing the Isen scenario, you could move on to play the Isengard scenario (see p. 112 of The Lord of The Rings: The Two Towers rulebook).

THEODRED FALLS

Description
As the power of Saruman grows, more and more bands of roving Uruk-hai are now freely crossing the Isen and leaving a trail of destruction in their wake. Theodred and his men have tracked a large band of Uruk-hai and have caught them as they return to Isengard and are crossing a shallow tributary.

Participants
The Good side is led by Theodred, Son of Theoden-King (use the stats for Theoden but add 1 Might point and subtract 1 Fate point). He is equipped additionally with a shield and rides a horse. Supporting Theodred are 10 Riders of Rohan (4 with throwing spears) and 6 Warriors of Rohan (2 with bows and 4 with sword and shield).

On the Evil side, there are 2 Uruk-hai Captains (both equipped with shields), 20 Uruk-hai (10 with pikes and 10 with shields), and 3 Berserkers.

Layout
This scenario is played over a 4' x 4' area. A wide but shallow stream crosses the table. To the east and west of the stream, there are a few scattered rocks and scrub.

Starting Positions
The Evil models are placed in the middle of the stream in a rectangular area 18" long (as shown on the map). Theodred and the Rohirrim set up no closer than 18" to the Uruk-hai on the western shore.
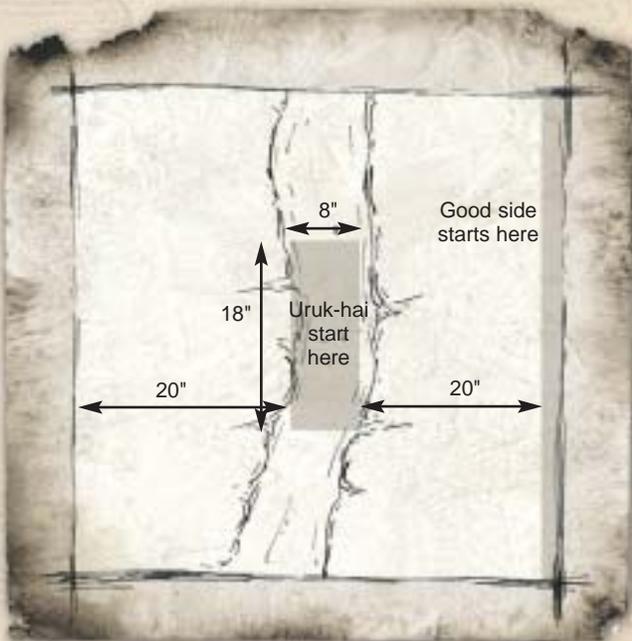
Objectives
The Good side wins if it kills all of the Uruk-hai or prevents 8 Uruk-hai from leaving the table by the western edge before the end of Turn 6

The Evil side wins if it gets 8 or more Uruk-hai off the western table edge by the end of Turn 6. The forces of Evil also automatically win if they kills Theodred.

Special Rules
None.

CROSSING THE ISEN

Description

The forces of Saruman have begun to cross the River Isen and are entering Rohan intent on destroying the Rohirrim and plundering their villages and towns. The Riders of Rohan, led by Eomer, have caught a large raiding force while it attempts to cross the Isen. Let no quarter be given.

Participants

On the Good side, there is Eomer and a Captain of Rohan (use Gamling's Stats but without the Royal Standard). Both have shields and are mounted on horses. With them are 24 Riders of Rohan, 10 of which are armed with throwing spears in addition to their hand weapons and bows.

On the Evil side, there are two Uruk-hai Captains with swords, armor, and shields. In addition, there are 3 Uruk-hai Berserkers and 60 Uruk-hai, 6 of which are armed with crossbows.

Layout

Set up the area with a river running through the middle of the board. Place four fords, each measuring 3" wide at least 3" apart on the river.

Each side sets up 18" away from the river.

Starting Positions

The Good models are placed first on their side of the playing area at least 18" from the river.

The Evil models are placed once the Good models are in position. All the Evil models are placed on their side of the playing area at least 18" from the river.

Objective

The Good models must keep the Uruk-hai force from crossing the Isen. They win if they manage to kill 45 or more Uruk-hai

Uruk-hai start here

18"

Fords

18"

Fords

Good side starts here
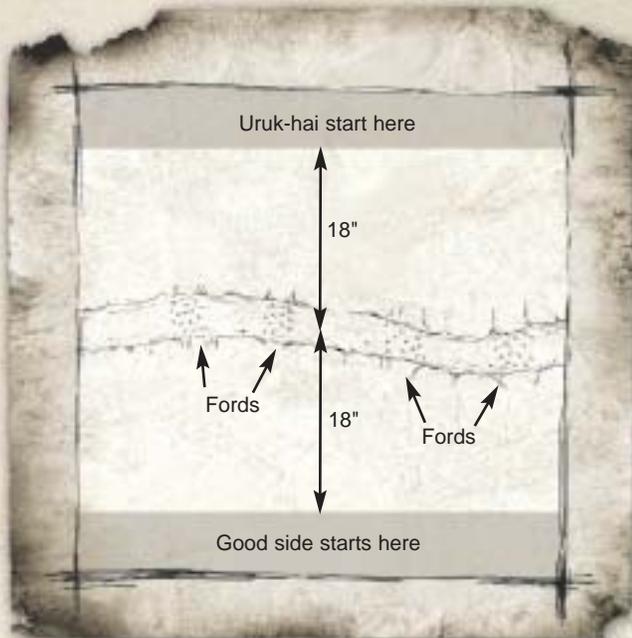
or prevent 35 Uruk-hai from escaping off the edge of the board. The Evil side must get at least 35 Uruk-hai across the river and off opposite board edge by the end of Turn 12. Alternatively, if all the Rohirrim are killed and at least half the starting number of Uruk-hai are left alive, the Evil side can claim victory.

Special Rules

The river can only be crossed at the fords!

"WHAT IF…?"
ASSAULT ON EDORAS

Description

Imagine if Gandalf and Aragorn had never made it to Edoras. What would have happened?

Saruman has led his Uruk-hai to the very gates of Edoras itself, deep in the heart of Rohan. Theoden is still under the sway of Saruman's spell, and Grima Wormtongue is still his advisor. It is a very dark day for Rohan.

Participants

On the Good side, there is Theoden, Eowyn, Gamling (with the Royal Standard), and Hama (use Gamling's stats but without the Royal Standard). All are on foot. With them are 6 Rohan Royal Guard and 10 Rohan Warriors armed with throwing spears in addition to their hand weapons and bows.

On the Evil side there is Saruman, Grima, 15 Wildmen, and 30 Uruk-hai, who have four ladders and one battering ram.

Layout

Set up the outer walls of Edoras running from edge to edge. At the center should be two towers connected by a gate.

Starting Positions

The Good models are placed first. Theoden and his Royal Guard begin on the ground behind the gates. The rest of the Good side can be placed either on the walls or with Theoden.

The Evil models are placed at least 24" away from the walls as marked on the map.

Objective

The Good models must keep the Evil force from occupying the walls or gaining access to the grounds beyond the gate. If the Good side can hold out for 10 Turns, it will buy time for reinforcements to arrive and save the day.

The Evil side must get at least 15 Evil models on the walls or on the ground beyond the gates. If all the Good Heroes are

killed, the Evil side will also win.

If the Good side keeps the Evil forces from occupying the walls or grounds beyond the gate but loses two or more Good Heroes, then the game is a draw.

Special Rules

If the Uruk-hai win, you can combine this scenario with the Scouring the Westfold scenario to show how the foul armies of Saruman burn their way through Edoras up to the steps of the Golden Hall!

Good side starts here

24"

Evil side starts here
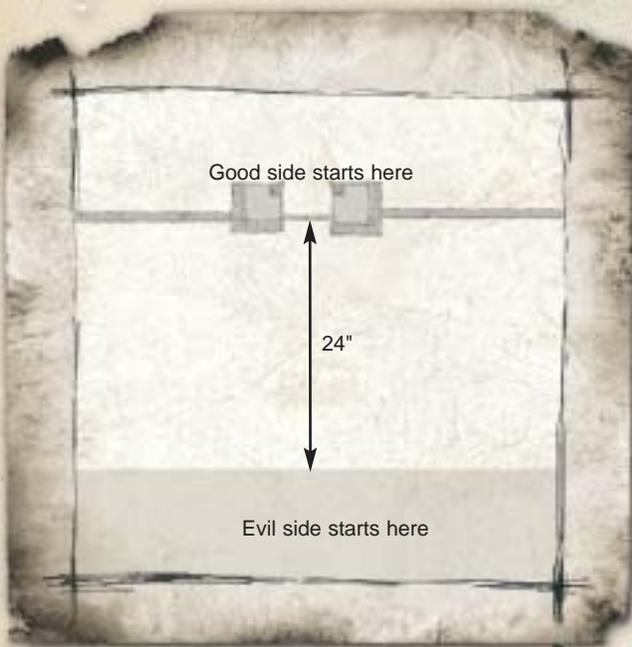
SCENERY PROJECT - ROHAN HOUSES

Keep an eye out for *White Dwarf 279*, which will contain a more detailed account of how to construct your Rohan houses. Those of you who love to make scenery can launch straight into the task at hand. Mark Jones, resident scenery guru on the 'Eavy Metal team, put together this cool Rohan House. Here are a few of the steps he used to build it.

Step 1: Make photocopies of the templates on the page opposite and glue 2 side wall sections, front wall, back wall, front porch, roof section, and 2 roof supports to a piece of stiff cardboard.

Step 2: Cut out each of the sections and trial-fit the wall sections to make the rough square of the building. Fold the front porch section to 90 degrees and trial fit with tape.

Step 3: Once you are happy with the look of the building, apply glue to the inside of the joins. Now you can set the assembly to one side to dry.

Step 4: Next, it is time to make the wooden texture for the walls. Get your sheet of balsa wood, and with a pencil and a ruler, score planking lines onto the surface 1/5" apart from each other. Score the entire sheet in this manner.

Step 5: Using the templates you made for the walls and porch, mark out each section with a pencil. Don't forget to mark the windows on the side and back wall sections.

Step 6: Now cut out each section including the windows.

Step 7: It is now time to stick the balsa planking to the walls. Take care to line up the windows and the door. Using some of the balsa wood, cut out lengths of plank 1/5" wide. This planking will add vertical detail to the corners and wall sections of the building. Glue in place covering the corners and on the wall sections as shown on the picture (at left).

STEP 7
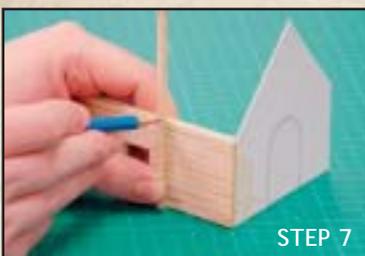
Step 8: Mount the balsa planking doors and windows to oversized pieces of card and then glue into place. Detail can be added to the door and windows at this stage.

Step 9: Cut out the roof template and score down the fold line. Fold the roof section and tape in the roof supports.

Step 10: To start the thatch, cut two pieces of fake fur (available from most good fabric stores), each big enough to overlap the ends and bottom of the roof section slightly. Glue these into position on the roof and leave to dry.

STEP 10

Step 11: Matting down the fur completes the thatch effect. Mix some white glue with water (approximately 1:1 ratio). Use an old toothbrush to apply the mixed glue. Brush first against the lay of the fur. Once it is thoroughly wet, brush downward to reduce the volume and create the thatch effect. Once the glue has hardened, cut a piece of fur about 1" wide and stick it to the ridge of the roof. Repeat the matting procedure on the ridge. When the whole roof is dry,
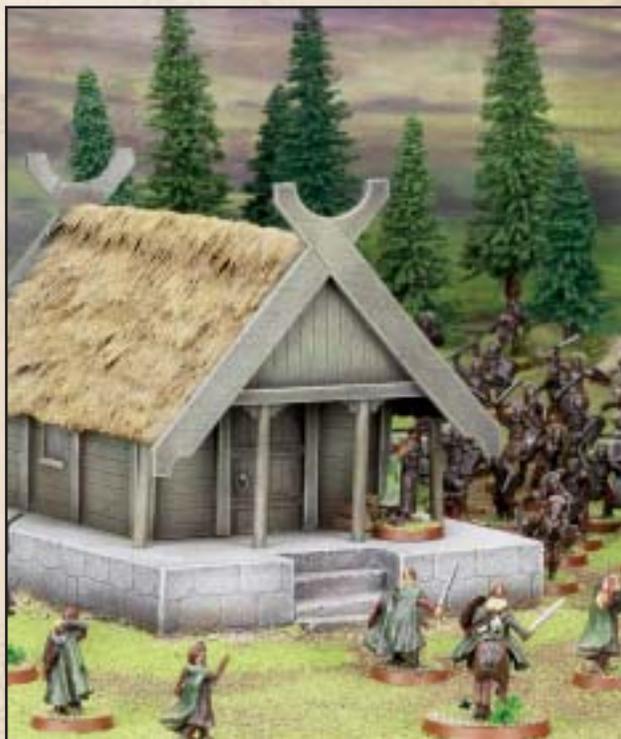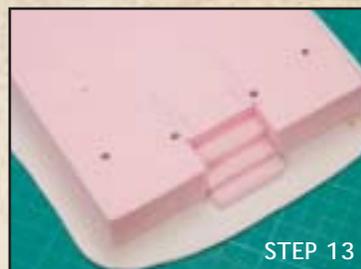
trim the ends and bottom of the roof section and leave a rough edge to the bottom of the roof.

STEP 12

Step 12: The gable ends of the roof are finished off with the roof detail pieces. Use the roof detail template from the plans to cut out two roof ends from your balsa wood sheet. Glue these into place on the ends of the roof.
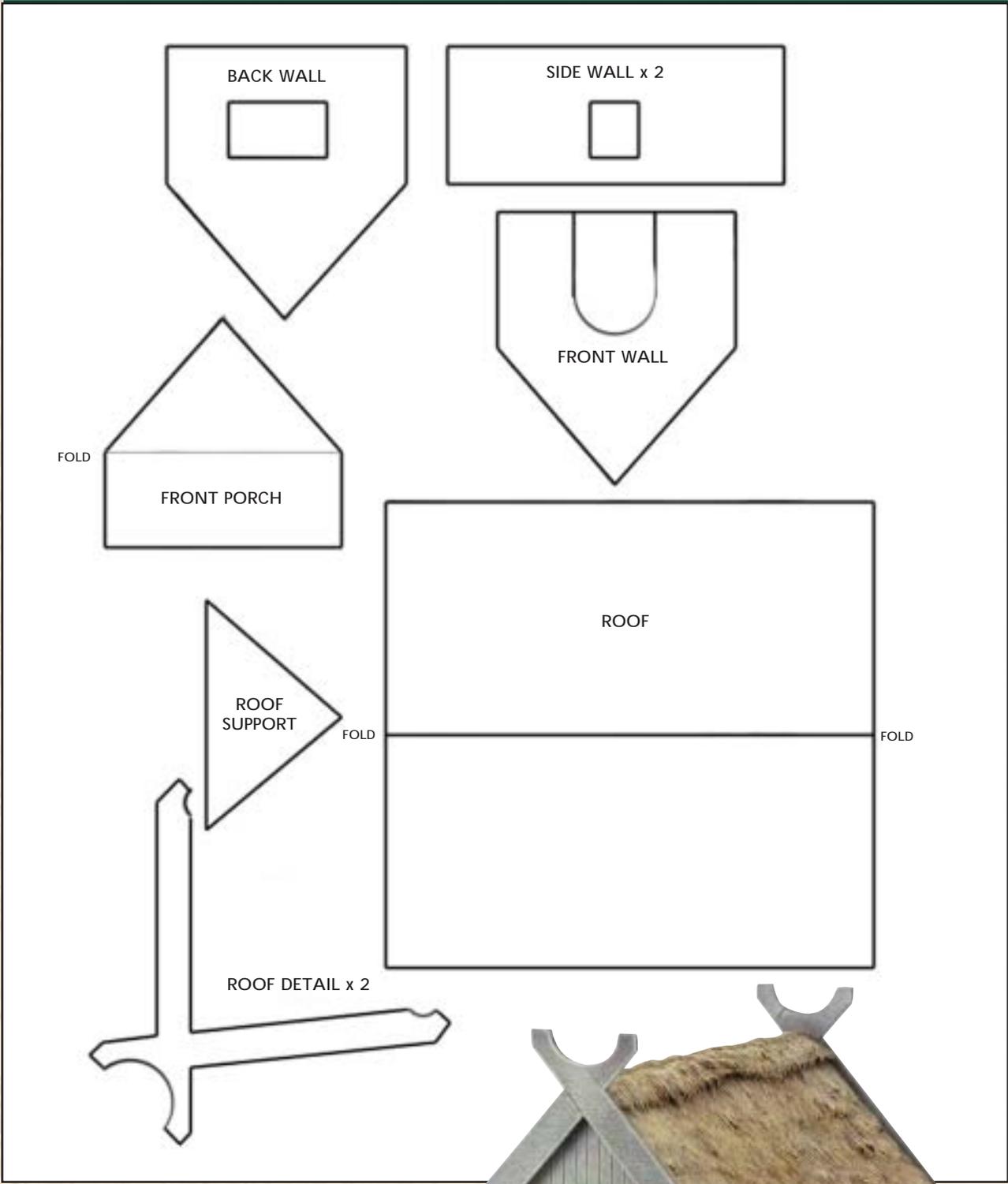
Step 13: Finish off the building by attaching it to some kind of base. We used a block of insulation foam as our "stone" base.

STEP 13

Step 14: The house is now built (if still in pieces) and ready to paint. Our house was undercoated black. The weathered painting effect on the building was achieved by drybrushing each section of the building. The stone base was painted with successively lighter mixtures of Chaos Black and Codex Grey and then Codex Grey and Skull White. The woodwork finish on the building has is achieved by mixing Chaos Black, Scorched Brown, Codex Grey, and Bleached Bone into a number of lighter coats. The thatch adds Snakebite Leather and Vomit Brown to the mix.

Above: Men of Rohan defend their homes from the Uruk-hai.

BACK WALL

SIDE WALL x 2

FRONT WALL

FOLD

FRONT PORCH

ROOF

ROOF
SUPPORT

FOLD

FOLD

ROOF DETAIL x 2

Above: Feel free to photocopy the templates here for your own use. To make a building similar in size to the one shown here, double the size of the photocopy. For larger buildings (like the Golden Hall) you may wish to enlarge it further.

WRATH OF ROHAN

As the forces of the White Hand push further into the fields of Rohan, Gandalf, Aragorn, Gimli, and Legolas arrive at Edoras. Gandalf breaks Saruman's hold over Theoden and rallies the defense of Rohan. After casting out Grima, the foul servant of Saruman, Theoden decides to defend his lands from the safety of the fortress of Helm's Deep. The fortress has never fallen to any enemy while defended by Men of the Rohirrim. He orders the populace of Edoras to make the long and dangerous trek to Helm's Deep, and the handful of Warriors that remain accompany the people of Rohan. The perils of traveling across the open plain and rocky hillside await.

In preparation for the assault that is bound to fall on Helm's Deep, you can use the scenarios described here as well as The Wrath of Rohan and When Wargs Attack! scenarios (see pp. 96 and 98 of The Lord of The Rings: The Two Towers rulebook). To fight "Points Match" battles during the Wrath of Rohan period, the forces of Good should include Riders and Warriors of Rohan as well as a few of the named Rohan characters, while the forces of Evil should concentrate on Warg Riders, Uruk-hai, and Wildmen of Dunland. You could even link these scenarios together, by having the outcome of each battle affect the next, determining either the scenario you play or the forces you may use. Think about some other scenarios you could create with the guidelines presented in *White Dwarf 278*. For example, did Haldir's Elves make it through to Helm's Deep unmolested, or were they attacked by Uruk-hai on the way? The most important things are to have fun and be creative.

PROTECT THE CHILDREN

Description
The Riders of Rohan have been drawn away by a band of Warg Riders, leaving Eowyn and a handful of warriors to protect the fleeing inhabitants of Edoras. More Warg Riders attack to carry off the villagers and return to Isengard with slaves

Participants
On the Good side, there are Eowyn and 6 Warriors of Rohan (3 with bows, 3 with throwing spears, all with shields).
On the Evil side, there are 1 Warg Rider Captain (use the stats for Sharku) and 4 Warg Riders (1 with a bow).

Layout
This scenario is played over a 3' x 2' area. There is a well worn path through rocky, mountainous terrain. Movement through the rocky terrain is reduced by 2".

Starting Positions
The Good models along with 15 villagers (or counters representing villagers) are placed on the eastern third of the path.
The Evil models are deployed on the northern table edge at least 18" from the Good models.

Objectives
The Good side wins if it manages to get 10 villagers and Eowyn off the western table edge by the end of Turn 8.
The Evil side wins if it gets 3 villagers to the northern table edge by the end of Turn 8.

Special Rules
Villagers - The villagers are unarmed and badly traumatized. While they remain on the road, they

travel 6" per turn. If they have been captured by a Warg Rider, they have been knocked unconscious (or have fainted) and become burdens - they can't be shot at or fought and are effectively ignored except as playing pieces.
To pick up a villager, a Warg Rider must finish his move touching the villager (or counter). If the Rider is not engaged in combat by Eowyn or one of the Warriors, he may automatically drag the villager onto his Warg. To deliver the captive to the board edge, the Warg Rider must end his move at the board edge and simply drops off the unconscious model. A Rider may carry only one model at a time, and Riders cannot transfer villagers to one another.
If a Warg Rider is slain or dismounted while carrying a villager, then the villager becomes a casualty.
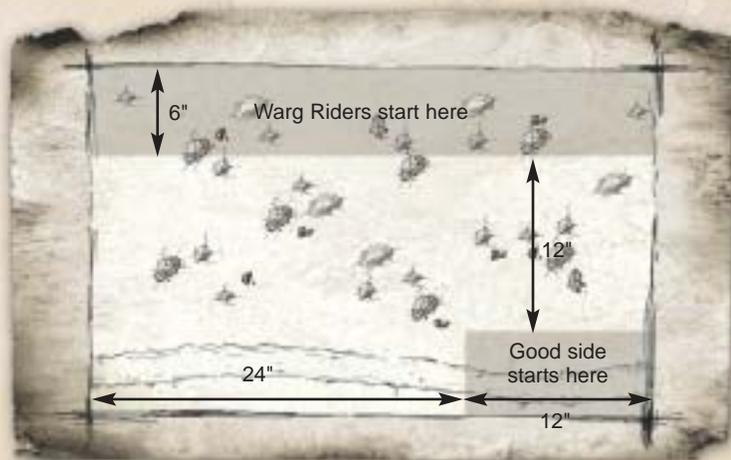
"YOU'RE LATE!"

Description

Aragorn has regained consciousness and has climbed back on his faithful horse. The long ride to rejoin his friends at Helm's Deep will not be without its perils.

Participants

On the Good side, there are Aragorn and his horse. He is battered and bruised and thus counts as having no store of Might or Fate points. Aragorn may still use his *Mighty Hero* special rule. On the Evil side, there are 15 Wildmen of Dunland.

Layout

This scenario is played over a 4' x 2' area, representing the rolling, yet rocky, plains of Rohan.

Starting Positions

Aragorn begins on the eastern table edge.
The Evil models are deployed in three groups of 5 Wildmen within 2" of the points shown on the map.

Objectives

The Good side wins if Aragorn manages to leave by the western table edge by the end of Turn 12.
The Evil side wins if it kills Aragorn or prevents him from leaving the table by the end of Turn 12.

Map labels: 24", 6", 6", 6", 18", 6", Wildmen start here, Aragorn starts here
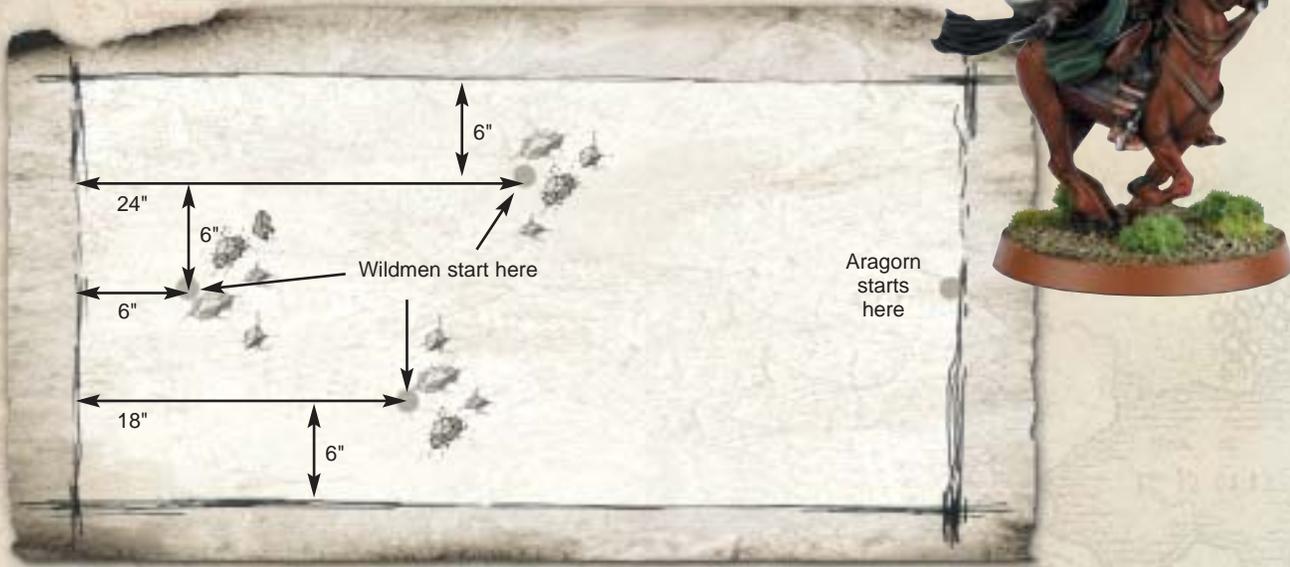
THE GLITTERING CAVES

Description

Charged with defending the women and children of Rohan in the caves behind the fortress of Helm's Deep, Eowyn must respond to an attack from infiltrating Uruk-hai and Wildmen intent on destruction.

Participants

On the Good side, there are Eowyn and 6 Rohan Warriors armed hand weapons.
On the Evil side, there are 6 Wildmen and 6 Uruk-hai with swords.

Layout

Set up as many rock formations as you can to make the game table suitably cavern-like. You may even want to place an underground lake at the corner of the board.

Starting Positions

The Good models are placed first, within 2" of the center.
The Evil models are randomly placed around each edge of the board. Every board edge must contain at least two Evil models.

Objective

The Good models must kill all the Uruk-hai and Wildmen.
The Evil side must kill Eowyn and the Warriors of Rohan. No mercy will be shown!

Special Rules

Just Around the Corner - Evil models must have line of sight to the Good models in order to Charge them. However, Good models do not need line of sight to charge Evil models in this scenario. This rule represents the Good models sneaking about the familiar caves and hunting down the vile Uruk-hai and Wildmen in ambushes.

Last Stand - The Good side will not give ground. The Warriors are protecting their women and children and do not have to make any Courage Tests.

Map label: Good side starts here

BATTLE OF HELM'S DEEP

The people of Rohan have sought refuge in Helm's Deep, a mountain fortress that has always held against the enemies of Rohan. This time, however, the Rohirrim must contend with the might of Saruman and his legions of fighting Uruk-hai. Never before have the people of Rohan experienced war on this scale. In fact, it has been an age since Middle-earth has seen an army the size of the forces of Saruman.

A great series of four scenarios is presented in The Lord of The Rings: The Two Towers rulebook (pp. 102-109). These scenarios re-create the drama and tension of the Attack on Helm's Deep. The first two (The Deeping Wall and The Gateway) can be played as linked scenarios, and the last two (Theoden Rides Out and The Relief of Helm's Deep) can also be played as linked games.

All four of these games are fun to play with one or two players per side, but if you really want to go crazy, why not try the Helm's Deep Mega-Battle scenario? This game can be lots of fun with multiple players on each side controlling 20-30 models each. To re-create the battle in this way requires quite a bit of planning, a lot of painting, and lots of fun building the Helm's Deep fortress. Take a look on our web site (www.games-workshop.com) for loads of ideas on how to build this monster.

If you're a member of a club or part of a regular gaming group at one of the hundreds of Rogue Trader stores across the country, why not talk about running this huge event?

A full day of assaulting the walls is just what your Uruk-hai need to prove themselves in battle!

Left: Thousands of fighting Uruk-hai swarm the outer walls of Helm's Deep.
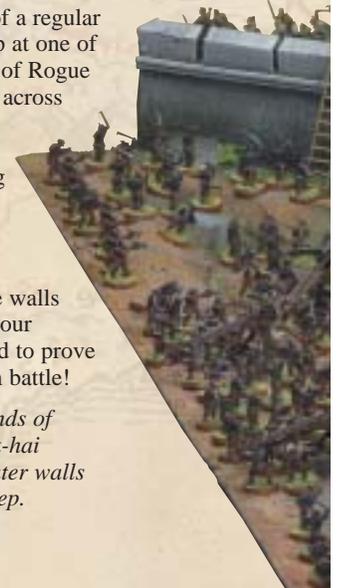
HELM'S DEEP MEGA-BATTLE

Description

A force of Uruk-hai, 10,000 strong, has come to assault Helm's Deep and kill every man, woman, and child.

Participants

On the Good side, there are Aragorn with armor and Elven cloak; Gimli with Elven cloak; Legolas with Elven cloak and armor; Theoden with shield; Eowyn; Haldir with Elven Cloak, armor, and Elven bow; Gamling with Royal Standard of Rohan; 300 Rohan Warriors armed with bows, shields, and spears; and 60 Wood Elf Warriors with two-handed swords or spears, Elf bows, and shields.

On the Evil side, there are 10 Uruk-hai Captains with shields and 10,000 Uruk-hai Warriors (see special rules) armed with swords and shields or pikes; up to 20 may be armed with crossbows. In addition, there are 20 Uruk-hai Berserkers. The Uruk-hai can carry 15 ladders and 2 battering rams and may include 6 Uruk-hai bomb teams.

Layout

On a long board (10-12'), lay out the full set-up of Helm's Deep, including the Citadel and the Deeping Wall.

Right: The fantastic Helm's Deep table built by Dave Andrews and Mark Jones. With a lot of help from your gaming buddies, you too can build such an amazing piece of gaming terrain. For details on how to do it, take a look at White Dwarf 275 *and* 276, *or visit our web site: www.games-workshop.com.*

Starting Positions

The Good models are placed behind the walls, as desired by the Good players.

The Evil models are placed behind the line as indicated on the map, at least 24" from the Deeping Wall.

Objective

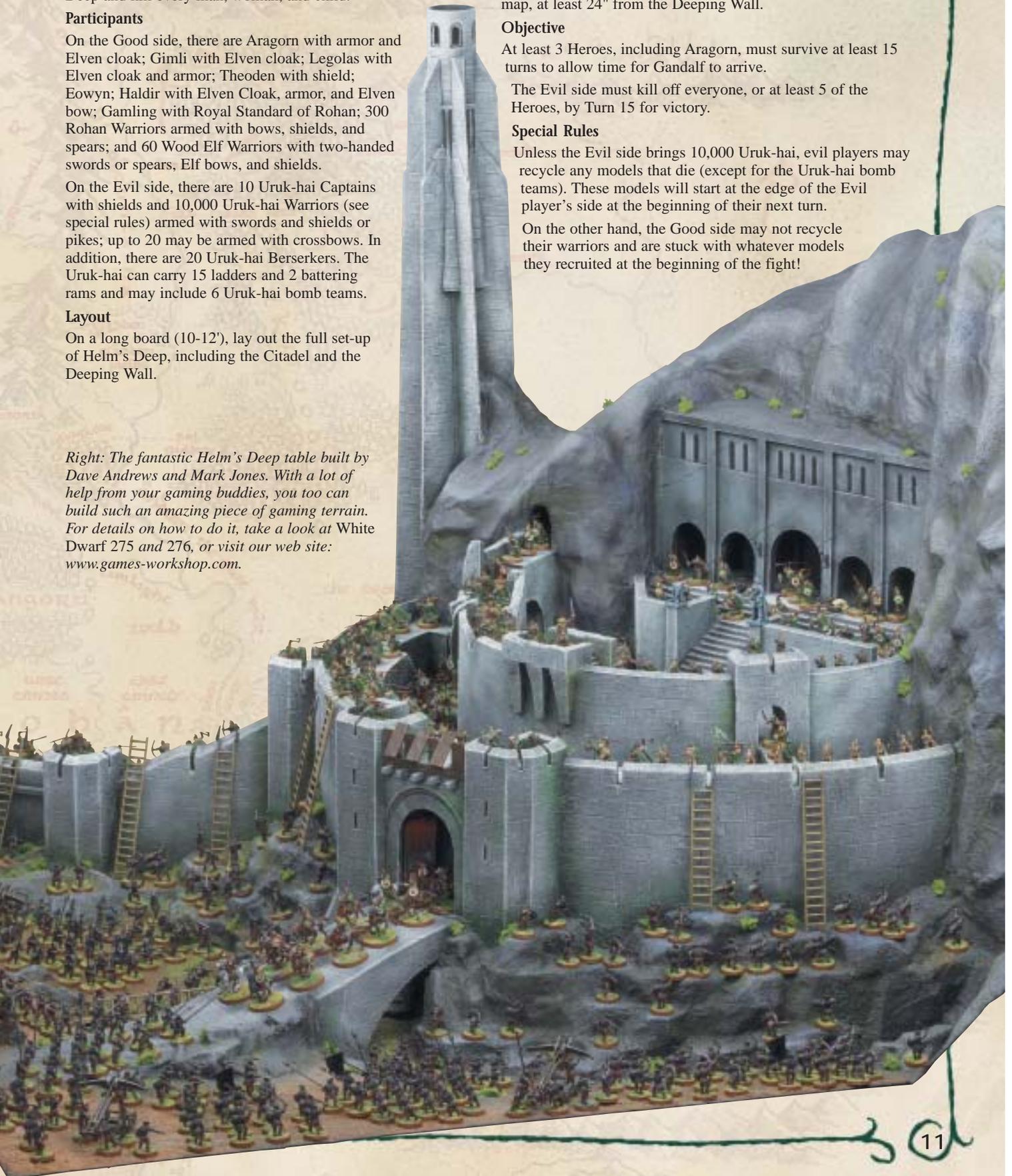At least 3 Heroes, including Aragorn, must survive at least 15 turns to allow time for Gandalf to arrive.

The Evil side must kill off everyone, or at least 5 of the Heroes, by Turn 15 for victory.

Special Rules

Unless the Evil side brings 10,000 Uruk-hai, evil players may recycle any models that die (except for the Uruk-hai bomb teams). These models will start at the edge of the Evil player's side at the beginning of their next turn.

On the other hand, the Good side may not recycle their warriors and are stuck with whatever models they recruited at the beginning of the fight!

WHAT'S GOING ON?

Games Workshop Hobby Centers, Rogue Trader stores, and gaming clubs across North America will be running events throughout the spring leading up to hundreds of climactic battles, involving thousands of miniatures!

How can you be involved?

There are many different ways you can get in on the action, but the best way is to gather your friends together, choose sides, build your forces, and fight the battles!

Hobby Centers and stores will be running terrain building and miniature painting classes, scenario-driven gaming, and a massive Helm's Deep battle in June. Ask store staff for details of events run in your local shop, some of which may run on the days listed below. The most important thing is not when the events are run but that everybody joins in the fun.

Keep an eye on our web site for cool information on:
• The Scouring of the Westfold events - March 15
• The Wrath of Rohan events - April 12
• The Battle of Helm's Deep events - June 14
• More new scenarios!
• Cool battle reports!
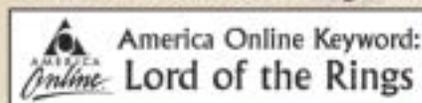• Loads of excellent hobby material!

Muster those forces at have fun!

Above: Men of Rohan fall back to the keep, fighting as they go.

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