

The Two Towers Playtest Packet 1.0

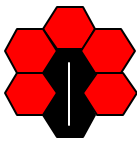
Welcome to the Two Towers Playtest cycle! This is a very important one, because this set introduces cavalry to the game. As before, please post your questions and observations in the playtester forum. This cycle ends March 17th.

Cavalry Models

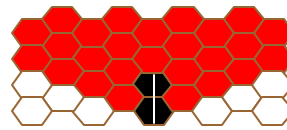
These models will be mounted on a 2-hex base. They have special movement rules as outlined in their ability description below. Furthermore, when you move a cavalry model, only use the front or "lead" hex to calculate MP cost for crossing lines. When you are done moving it, simply place the rear hex in any adjacent unoccupied hex. Both hexes must be in elevated terrain for the model to get any elevated terrain bonuses.

CV - Cavalry: These models do not have to stop moving when they enter a non-mounted kill zone, though they are still subject to free attacks for leaving enemy kill zones. They can also move through enemy non-cavalry models, but cannot end their move in an occupied hex. They are not affected by non-mounted special abilities that might restrict their movement (i.e. Stalwart.) MP Costs for crossing red and blue lines are doubled. Non-mounted models do not block LOS to or from a cavalry model.

Cavalry Kill Zone



Cavalry LOS Arc



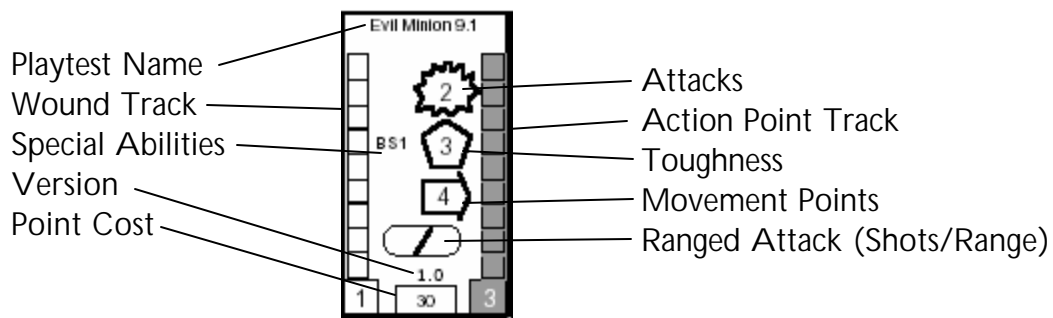
The New Special Abilities

BS - Battle Savvy: Activate after you make the combat roll for this model's combat. Re-roll up to X of your attacks. X = this model's attacks.

DA - Deadly Aim: Critical hits this model converts when shooting deal 2 wounds instead of 1. Activate after this model rolls its damage roll for shooting.

RC - Rally Cry: Your minions in this combat get +1 toughness, to a maximum of 6. Activate after your enemy makes their damage roll for this combat but before he assigns any damage dice.

RP - Repel: Activate after an enemy model moves into this model's kill zone. This model gets a free attack vs. the enemy model.



Ringwraiths

These models have "RW" in their title, and follow the normal rules for Ringwraiths.

Unique Numbers

Each Playtest counter has a number in the name, such as "Good Hero 7.1." The first number is that counter's unique number. This number is only used for this set. So, if you have "Good Hero 7.1" in your army, you cannot include "Good Hero 7.2," but you can have a base set Gandalf, whose unique number is 7. Playtest minions are not unique, so they don't follow this rule.

<p>Evil Hero 5.1</p>	<p>Evil Mounted Hero 3.1</p>	<p>Evil Hero 7.1</p>	<p>Good Hero 8.2</p>	<p>Good Mounted Hero 2.1</p>	<p>Good Mounted Hero 1.2</p>
<p>Evil Hero 5.2</p>	<p>Evil Mounted Hero 2.1 RW</p>	<p>Evil Hero 7.2</p>	<p>Good Hero 7.1</p>	<p>Good Mounted Hero 2.2</p>	<p>Good Mounted Hero 4.1</p>
<p>Evil Mounted Hero 1.1 RW</p>	<p>Evil Mounted Hero 2.2 RW</p>	<p>Evil Mounted Hero 4.1</p>	<p>Good Hero 7.2</p>	<p>Good Mounted Hero 6.1</p>	<p>Good Mounted Hero 4.2</p>
<p>Evil Mounted Hero 1.2 RW</p>	<p>Evil Hero 6.1</p>	<p>Evil Mounted Hero 4.2</p>	<p>Good Mounted Hero 3.1</p>	<p>Good Mounted Hero 6.2</p>	<p>Good Mounted Hero 5.1</p>
<p>Evil Mounted Hero 3.1</p>	<p>Evil Hero 6.2</p>	<p>Good Hero 8.1</p>	<p>Good Mounted Hero 3.2</p>	<p>Good Mounted Hero 1.1</p>	<p>Good Mounted Hero 5.2</p>

<p>Evil Minion 9.1</p>	<p>Evil Minion 6.3</p>	<p>Evil Minion 7.2</p>	<p>Evil Minion 3.1</p>	<p>Evil Minion 4.3</p>	<p>Evil Mounted Minion 2.2</p>	<p>Good Minion 8.1</p>	<p>Good Minion 3.3</p>	<p>Good Minion 4.2</p>	<p>Good Mounted Minion 2.1</p>	<p>Good Minion 7.3</p>
<p>Evil Minion 9.2</p>	<p>Evil Minion 8.1</p>	<p>Evil Minion 7.3</p>	<p>Evil Minion 3.2</p>	<p>Evil Mounted Minion 1.1</p>	<p>Evil Mounted Minion 2.3</p>	<p>Good Minion 8.2</p>	<p>Good Minion 5.1</p>	<p>Good Minion 4.3</p>	<p>Good Mounted Minion 2.2</p>	<p>Good Minion 6.1</p>
<p>Evil Minion 9.3</p>	<p>Evil Minion 8.2</p>	<p>Evil Minion 10.1</p>	<p>Evil Minion 3.3</p>	<p>Evil Mounted Minion 1.2</p>	<p>Evil Minion 5.1</p>	<p>Good Minion 8.3</p>	<p>Good Minion 5.2</p>	<p>Good Mounted Minion 1.1</p>	<p>Good Mounted Minion 2.3</p>	<p>Good Minion 6.2</p>
<p>Evil Minion 6.1</p>	<p>Evil Minion 8.3</p>	<p>Evil Minion 10.2</p>	<p>Evil Minion 4.1</p>	<p>Evil Mounted Minion 1.3</p>	<p>Evil Minion 5.2</p>	<p>Good Minion 3.1</p>	<p>Good Minion 5.3</p>	<p>Good Mounted Minion 1.2</p>	<p>Good Minion 7.1</p>	<p>Good Minion 6.3</p>
<p>Evil Minion 6.2</p>	<p>Evil Minion 7.1</p>	<p>Evil Minion 10.3</p>	<p>Evil Minion 4.2</p>	<p>Evil Mounted Minion 2.1</p>	<p>Evil Minion 5.3</p>	<p>Good Minion 3.2</p>	<p>Good Minion 4.1</p>	<p>Good Mounted Minion 1.3</p>	<p>Good Minion 7.2</p>	