

Having created his very own army of Ents, Matthew Ward's next desire was to take them into battle against the forces of evil. All he need to do now was to create a set of rules to cover these awesome warriors.

If you've read my article on converting Ents (and if you haven't, then shame on you) I'm sure you can imagine that by the time I'd finished converting my Ents I was itching to get use out of them on the gaming table. There was just one problem though – no rules.

Well, perhaps not that much of a problem, but it meant I had to write some.



## HEROES

*Treebeard is the greatest of all the ancient race of Ents that roamed the forests of Middle-earth before even the Elves came and made their homes. Ents are giants that resemble nothing so much as trees, having lived for so many years in the groves they have become rather like the trees that they love. Ents care little for the world that is beyond the realm of Fangorn but the destruction of their beloved woodlands drives them into a raging fury of destruction.*

# THE LAST MARCH OF THE ENTs

## Rules for Ents in The Lord of The Rings Strategy Battle Game

As well as including rules for basic Ents (for want of a better term – we all know that there is no such thing as a 'basic' Ent), I've included rules for limited customisation of your Ents. Better yet, as an additional treat for all the Ent-huggers out there I've also managed to wrest the new rules for Treebeard away from Alessio (who at this precise moment in time is busy writing The Return of The King rules manual). You'll notice that the

chief change in Treebeard is the increase in his Fight value - after watching The Two Towers we simply could not allow this mighty Ent to lose drawn combats to a Cave Troll and we changed him accordingly.

As usual, all these rules are still work in progress so you will also need to agree with your opponent about using Ents before the battle.



## Treebeard (Ent)

Points Value: 170

	F	S	D	A	W	C	Might	Will	Fate
Treebeard	8/4+	8	8	3	3	7	3	6	3

## WARGEAR

None required.

## SPECIAL RULES

**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, Treebeard counts his Strength as 10 and Attacks as 6.

**Terror.** In their fury the Ents are a truly terrifying sight. Treebeard evokes terror in the enemy, as described in the Courage section of the rules.

**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.





## WARRIORS

*Ents are the shepherds of the trees, and once roamed in all the great forests in Middle-earth. Nowadays their numbers are dwindling and they are a much scarcer sight, seen only in the depths of Fangorn forest, hard on the east slopes of the Misty Mountains. Untroubled by the wider world, it is rare for the Ents to interfere with affairs in the lands outside their forest.*

## Ent

### Ent

F	S	D	A	W	C
7/4+	8	8	3	3	6

Points Value: 100

## WARGEAR

None required.

## SPECIAL RULES

**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.** An enraged Ent is a truly terrifying sight. Ents cause terror as described in the Courage section of the rules.

**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.

**Tree-ish.** Ents are slow to act in the affairs of others and are difficult to rouse until a threat becomes clear. To represent this, at the start of each turn the Good player must roll a dice to see if the Ent has become sufficiently roused to act. If the dice roll is less than the current turn number, then the Ent has awoken and may act as normal from that turn onwards. For example, to awaken an Ent at the start of Turn 2, the Good player must roll a '1' on the dice. If the Ent does not awaken, the Good player would need to roll a '1' or a '2' in the following turn, and so on. If the Ent does not awaken it may take no action, although it will still fight if attacked in close combat. An Ent will automatically awaken if it is attacked, whether in close combat, through missile fire or spellcasting.

## ADVANCED RULES - DIFFERENT SPECIES OF ENTS

The profile given above is for a generic Ent of no particular tree family, however you can customise your Ent if you wish. Each type of Ent has its own different advantages and, in some cases, disadvantages – they also have an additional points cost to be paid. If you want to customise your Ents, simply pay the additional points and make the appropriate changes to your roster. You may only choose one of the following upgrades for each Ent.

For example: an Oak Ent would cost 25 points more, but has his Strength and Defence increased to 9. As no other changes to his profile are listed, the other characteristics stay the same. Finally, you should make a record in the 'Notes' section of your roster that he can fight as if he had a two-handed sword. With the changes to your roster made, you're ready to go!

### Birch

+10 points

Hailing from the parts of Fangorn worst affected by Saruman's machinations, Birch Ents burn with hatred for the tree-killers and are already roused into a fierce rage. This rage can often prove to be self-destructive, for Birch Ents will often charge off in pursuit of an enemy giving no thought to their own safety.

Birch Ents ignore the Tree-ish special rule – they are already fighting mad. In addition, Birch Ents must always charge an enemy model if they are able to do so.

### Hawthorn

+20 points

Though not particularly tall, Hawthorn Ents are covered with sharp, bristling thorns which can make striking them a very painful proposition!

Hawthorn Ents have a Fight value of 6. In addition, any model striking a Hawthorn Ent in close combat takes a single Strength 4 hit (regardless of the number of strikes it makes on the Ent) to represent the chance of the Ent enveloping it within his thorny boughs. Resolve the hit against the Ent as normal regardless of whether or not the striking model is slain.

### Fir

+10 points

Living in the harsher climates, Fir Ents are incredibly hardy and can tolerate levels of pain that would kill another.

Whenever a Fir Ent takes a wound the Good player may roll a dice. On the roll of a 6, the wound is discounted as if the Ent had expended a point of Fate. In addition, Fir Ents may elect to shield in combat.

### Willow

+20 points

Willow Ents are not overly strong, but are covered in a large mass of lash-like branches. As the Ent fights these branches whip about his opponents, flaying through exposed flesh and bone.

When a Willow Ent wins a fight he may make his three strikes as normal, or he may make a single Strength 6 attack on every enemy model involved in the same fight (including spearmen or pikemen who are fighting through other models).

### Beech

+10 points

Incredibly lithe and swift, Beech Ents are able to cover great distance at speed. They are less robust than other Ents but make up for their slighter stature with their heightened agility.

Beech Ents move 8"/18cm and have a Fight value of 8. However, they are frailer than other Ents and so only have Strength and Defence of 7.

### Oak

+25 points

Oak Ents are stronger than the average, able to pulverise a foe in a single mighty blow, however due to their large bulk they are not as dextrous as other Ents.

Oak Ents have a Strength and Defence of 9. In addition, Oak Ents favour fighting with huge swinging blows. To represent this in game terms an Oak Ent may choose to fight as if he has a two-handed weapon (with all the usual bonuses and penalties that apply). He may not choose to fight in both single-handed manner and a two-handed manner in the same Combat phase, he must use one or the other.

### Ash

+15 points

Whether due to a stronger will than other Ents or some obscure benefit of their heritage, Ash Ents are unusually resistant to magic, weathering the effects of hostile sorcery as they do the change of the seasons.

Every time an Ash Ent is the target of an enemy magical power he may always resist as if he had 2 points of Will.

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