

One of the most impressive of The Two Towers releases is Trish Morrison and Michael Perry's Treebeard miniature. We asked 'Eavy Metal's Mark Jones to take us through the painting process for this wonderful model.

PAINTING MASTERCLASS

Treebeard, with Merry & Pippin

Painted by Mark Jones and Tammy Haye

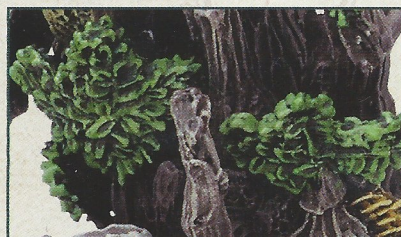


were then applied as a first stage highlight. The model was given subsequent highlights with more Bleached Bone added to the mix for each successive highlight stage.



A mix of 50% Chaos Black and 50% Camo Green was drybrushed on to the mossy areas of the model. This was then highlighted by mixing an equal amount of Bleached Bone to the basecoat mix, and adding more Bleached Bone for subsequent highlights.

The leaves were drybrushed with Dark Angels Green and subsequent highlights of Goblin Green were used to pick out the raised areas. Final highlights were then applied with a mix of 50% Goblin Green and 50% Bleached Bone.

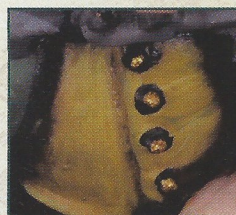


The skin of both Hobbits was given a basecoat mix of 50% Bestial Brown and 50% Dwarf Flesh. It was then highlighted, first with Dwarf Flesh and followed by a highlight of Elf Flesh. To finish, a glaze of Flesh Wash, thinned with four parts water, was applied.

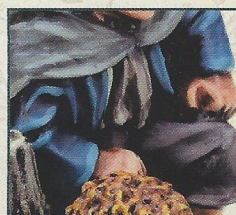


Merry's jacket was given a basecoat of Dark Angels Green and then highlighted with a mix of 50% Dark Angels Green and 50% Bleached Bone.

A mix of 50% Vomit Brown and 50% Bubonic Brown was applied to Merry's vest. Subsequent highlights were then applied by adding increasing amounts of



Bubonic Brown and Bleached Bone to the mix. Finally, the vest was given a thin wash of watered-down Vermin Brown.



Pippin's jacket was given a basecoat of Regal Blue and highlights were then applied using

ASSEMBLING THE MODEL

The model was first put together in a dry run assembly. The joints were pinned for extra strength and any small gaps were filled with Green Stuff before being given an undercoat of Chaos Black spray. Any parts of the model where the spray had failed to catch were then painted with a thinned-down coat of Chaos Black.

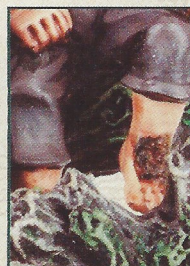
TREEBEARD



To give the body of the model a rugged, bark-like appearance, it was first given a heavy drybrush of a mix of 50% Chaos Black and 50% Scorched Brown. Equal parts of Chaos Black, Scorched Brown, and Bleached Bone

MERRY AND PIPPIN

The trousers on both Hobbits were basecoated with a mix of 50% Scorched Brown and 50% Chaos Black. Bleached Bone was added to the basecoat mix in subsequent highlights.



a mix of Regal Blue and Fortress Grey in equal parts. Final highlights were applied with a small amount of Bleached Bone added to the mix.

The Elven cloaks were first given a basecoat of a mix of 50% Chaos Black and 50% Scorched Brown with a very small amount of Goblin Green. Highlights were then applied by adding Bleached Bone to the basecoat mix.



Pippin's scarf was painted using the same method as on the cloaks with the exception that a small amount of Bleached Bone was added to the mix for the final highlights.

FINE DETAIL



Treebeard's beard was painted using the same method as his body, with the exception of the final stage of highlights – several strands in the beard were highlighted with a mix of 50% Goblin Green and 50% Bleached Bone.

Merry's hair was given a basecoat of Scorched Brown. Highlights were then applied by mixing Scorched Brown and Bleached Bone in equal quantities. Further highlights were applied by adding more Bleached Bone to the mix. Finally, a wash of Scorched Brown thinned with 5 parts water was applied.



Pippin's hair and the hairy feet of both Hobbits were painted in a basecoat of Scorched Brown. This was highlighted with a mix of 50% Bronzed Flesh and 50% Bleached Bone. They were then given a wash of equal parts of Scorched Brown and Brown Ink.



The buttons on Merry's jacket were initially painted with Chaos Black and then carefully picked out in Shining Gold.

FINISHING TOUCHES



The areas of fungus were initially picked out with Snakebite Leather and then highlighted with Bubonic Brown.

To complete Treebeard, a number of small roots and twigs were carefully picked out in Bestial Brown.



Treebeard escorts Merry and Pippin through the forest

Matthew Ward, inspired by The Two Towers movie, has decided to create his very own army of Ents. So impressed were we with the finished results, we asked him to talk us through their construction.

I've always loved the Ents in The Lord of The Rings and because of this they were one of the things I was really looking forward to in The Two Towers. Would they look right? Would they act right? Just as importantly, would they knock the stuffing out of Saruman's legions of Orcs?

I needn't have worried. From the moment Treebeard stepped onto the screen, I was hooked. As yet more Ents came into view I was determined that my force would not be complete without at least half a dozen Ents to march within it. Of course, by the time I'd seen the Ents in action at Isengard there was no going back. When I saw the film the second time that day I was already making mental notes about how I was going to muster an army of my own Ents.

This red haze settled somewhat when I left the cinema gone ten o' clock that evening (a fortunate turn of events as my desk too often groans under the weight of unfinished painting and modelling projects) and I had more realistically taken the view that perhaps two or three Ents would suffice (at least for now).

GETTING UNDERWAY

Keen as I was, there was no way I could justify creating Ents of my own without first painting up a Treebeard to lead them to war. Now, I'm terrible for buying a perfectly good miniature and changing it without provocation. This being the case, when I came to take Treebeard out of the box, I started to think about the possible alterations I could make to the model to individualise it. To give the model a more dynamic pose I bent the right leg at the knee, working Green Stuff into the resulting gap and sculpting it to match the contours of the surrounding bark and beard. Taking the armless and branchless model, I now worked on how to attach it to the base.

In a flash of inspiration, I decided to turn the model into a mini-diorama piece that depicted the sack of Isengard, with Treebeard engaged in combat with one or two of Saruman's denizens. With this in mind, it made sense for Treebeard's leg to be resting on some fallen stone – possibly part of the walls that he had just torn down. Taking some pink foam, I cut it into four rough blocks, which I then glued to the base, creating a perfect platform to which to attach Treebeard. Casting around for suitable victims to form part of the diorama, I was struck by how suitable the poses of

TO ISENGARD WITH DOOM WE COME

Converting Ents for The Lord of The Rings



some of the plastic Uruk-hai were. Without ado, I clipped two Uruk-hai from the frame – one was glued onto the collapsed wall directly in line with Treebeard's gaze. The second unfortunate Uruk-hai had its feet chopped off and then reattached at a more suitable angle. He then had the fingers of Treebeard's left hand twisted about his torso in a tight grip (so tight, in fact, that I didn't bother gluing it into position). Both of Treebeard's arms were then attached in slightly different positions to their standard fit by reshaping the existing sockets with Green Stuff and then gluing the limbs into their new poses.

Treebeard was now starting to take shape with arms, legs and antagonists all in place – all that remained was to add the branch and leaf sections. Mainly because some of the positions would look decidedly odd now I'd altered the position of the right leg, I decided to ignore the construction diagram, instead attached the various components to suit the appearance of the model. Finally, as I looked over the completed model I noticed that if I adjusted the pose of the right arm just slightly, it would appear that Treebeard was reaching out for the Uruk-hai on the wall, so I bent the arm inwards to complete this effect. With a little bit of filling and sculpting with Green Stuff, Treebeard was ready for painting.



PAINTING TREEBEARD

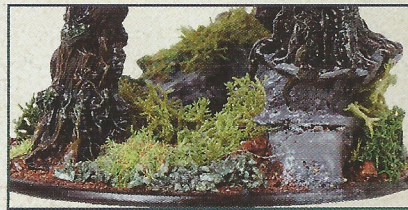
I gave the bark areas a heavy drybrush of Scorched Brown, over the obligatory Chaos Black undercoat, grading the highlights by adding Bestial Brown and finally Bleached Bone to the mix as I proceeded. The beard and mossy areas were given a basecoat of Dark Angels Green before being highlighted with an equal parts mix of Dark Angels Green and Codex Grey. The leaves were painted with Dark Angels Green and then drybrushed with Goblin Green. The bracket fungi were picked out with Bubonic Brown and then highlighted with Bleached Bone.

The whole model was then given a wash of Brown Ink and Chaos Black mixed equally and thinned with water, with selected highlights being drybrushed on when this was dry. As a final touch, the eyes were picked out with Red Gore and Bleached Bone.

For texturing bases I tend to keep a small plastic tray with a mix of sand and small pebbles which I then PVA onto the base of a model. I applied this mixture onto the clear areas of Treebeard's base, careful not to get any excess glue onto the Uruk-hai or the stone sections. When this was dry I painted the stones Codex Grey, highlighting them

by adding a little Bleached Bone. The Uruk-hai were painted with a very straightforward method, a Boltgun Metal basecoat on the armour and sword, Dark Flesh on the skin, and Scorched Brown on the hair and clothing. They were then given a wash of thinned Chaos Black before drybrushing the armour with Chainmail.

The base itself was painted Scorched Brown, and then given a gentle highlight with Snakebite Leather. To add a little more depth to this base, and to ensure Treebeard stood out from the other Ents I planned to make, I added small pieces of lichen here and there on the base, where possible



concealing ugly joins between the stones and other elements. The finishing touches were to apply patches of Static Grass and granite chippings. The whole model was then given a drybrush with Codex Grey, applied more heavily on key areas, such as the face and the extremities of the branches.



Treebeard leads the march of the Ents.

THE ENTMOOT GROWS

As Treebeard was now complete I was free to move on to Ents of my own. To get me started I decided to work on a fairly straightforward design with only a small amount of modelling (my sculpting technique with Green Stuff does leave a little to be desired). I also wanted to try and fabricate an Ent that was a little slimmer than Treebeard. Taking this onboard, I chose to abandon Treebeard's main torso (snipping off the leg and extraneous branches before I did so) and instead use a leg for the main body of this Ent.

First of all, I attached the two legs (the loose one and the one I had earlier snipped off the torso) onto the scenic base to give added stability. While this was drying I took a third leg and chopped the foot off with a hacksaw. I inverted the leg and attached it to the now dry disembodied legs, and a

torso was born! To help make the model distinct from Treebeard, I curled the fingers into fists before attaching the arms halfway up the new 'body' with help from a little Green Stuff. I split the branches (both those from the kit and those I had earlier cut off the body) into two groups. The first group was affixed around the crown of the head (where the foot had been cut off) while the second was affixed into a plug of Green Stuff that I had attached to the back of the Ent (the Green Stuff allowed me to experiment with different poses and positioning without committing myself to a solid fix). When I was happy with the positioning I glued the branches into place and applied more Green Stuff about the joins, which I sculpted into bark-like and moss-like contours. With the bulk of the Ent completed I then began to sculpt Green Stuff into the joins in the model, finishing by sculpting the face and beard.

To give this Ent a different tone I chose to apply a basecoat of pure Scorched Brown which I then drybrushed with Bestial Brown. The areas of foliage were given basecoats of Goblin Green mixed in equal parts with Dark Angels Green before being drybrushed with pure Goblin Green and then washed with thinned down Dark Green Ink. No wash was applied to the skin of the Ent simply to keep it lighter in colour than Treebeard but the eyes and bracket fungi were painted in exactly the same way.

To paint the base of the Ent I applied my sand/pebble mix around the edge of the scenic base with PVA glue before painting the whole base with Scorched Brown and drybrushing it with Snakebite Leather. For finishing touches I glued patches of Static Grass to the base before drybrushing the whole model with Codex Grey.

Matthew used the leg of Treebeard and a quantity of Green Stuff to create the body of this generic Ent.



FROM ACORN TO ENT

With my first Ent completed, I decided that I wanted to construct one that was based more closely on an Ent from the film. Choosing which one was simplicity itself, because of all the highly enjoyable moments of the Ents taking the war to the Orcs, the one that stood out most in my mind was of the Oak Ent smashing two Orcs together (it is, after all, the simple things in life that you treasure). An Oak Ent it would therefore be. Advantageously, from a modelling point of view, the Oak Ent was considerably larger in scale and would allow me to make an Ent that was very distinct from the other two.

The main body of this Ent was made from two Treebeard torsos. I had trimmed the legs from the torsos, with the intention of reattaching them into more suitable locations, but then my first problem arose – I discovered they were going to be too short. Looking for a solution, and after toying with several options (including lengthening the legs by taking segments out of a spare leg), I came upon my favourite solution. I decided to create a new hip section out of Green Stuff, first by roughly shaping some putty to fit and then later adding a fine layer of Green Stuff into which I sculpted the detail when the ‘hip’ was set. The arms were attached by creating a ‘socket’ with Green Stuff onto which I could then superglue the arms. While this was drying I took the crown section of Treebeard and began to sculpt a face below it, adding in two offcut branch sections I’d earlier snipped off various other components. Later, when the main body had set, I attached the face section I had created to the upper torso, careful to position it so that it matched the pose of the arms and legs. As I had intended the resulting rough stage was quite asymmetrical and while not a close match to any specific Ent, looked like it could be one of them.

With the general pose of my Oak Ent completed, I moved onto the branches on its back and shoulders. Now, the Oak Ent in the film has a very large number of quite substantial branches, fortunately I had a large number of branches to hand, and by the time I had trimmed off the spare parts from the spare arms and other pieces I wasn’t using in this conversion I had more than enough. As with the first Ent, I began by roughly anchoring the branches into position with Green Stuff. Then, when I was happy with the way they looked I anchored them in place by applying a layer of Green Stuff and a film of superglue.

With the branches in place, the modelling work was nearly complete with only three things remaining to be done. The first was to go over the model and sculpt detail onto the Green Stuff components of the model – this made more time consuming on this Ent because of the larger surface area. Looking at the skin on the Oak Ent in the

For this Oak Ent, Matthew used two Treebeard bodies, even more Green Stuff and a selection of lichen to create a very characterful model.



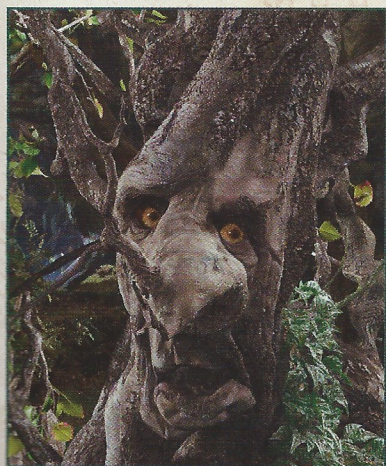
film it did appear to be much less gnarled and rough than that of Treebeard, and with this in mind I made the detail a lot smoother. The second thing was to construct the beard and as this was clearly far too thin and fragile to be made from Green Stuff I had to use another method. I sculpted a lower jaw onto the face and to this I attached small pieces of lichen which gave exactly the right texture and bristling appearance. I was so impressed by this effect that I also attached small pieces of lichen at the knees and shoulders of the Ent that I could later paint as twigs and small branches. The overall effect made this Ent look very distinctive indeed.

Like Treebeard, this Ent was given a Chaos Black undercoat, followed by a basecoat of Scorched Brown mixed with equal parts Chaos Black. I decided to apply the highlights in a slightly different tone and so drybrushed the skin with an equal parts mix of Scorched Brown, Bubonic Brown and Snakebite Leather, with small amounts of Bubonic Brown added for successive highlights. The skins areas were then given a wash with thinned-down Brown Ink. The leafy and mossy areas were painted Dark Angels Green before being drybrushed with

Goblin Green. A wash of thinned-down Dark Green Ink followed this, with the highlights subsequently reapplied with a Goblin Green drybrush. The beard and the other ‘twiggy’ areas were painted with an equal parts mix of Scorched Brown and Chaos Black before being given subtle highlights with Scorched Brown. The base was then textured and painted in exactly the same way as that of the first Ent. Finally, the entire model was given a drybrush with Codex Grey.

IN THE FUTURE

Having run out of Treebeard kits for the moment my Ent collection is paused at a respectable total of three. I’m very pleased with how the conversions have turned out, not least because I’ve been able to expand both my modelling and painting techniques as I have gone along. Although the mad burst of enthusiasm has passed, I’m now looking forward to expanding the range further with other Ents (the Fir and Willow Ents almost certainly). With a bit of luck I’ve given you a few ideas as to how to go about making your own, and hopefully it can only be a matter of time before yet more of the tree shepherds of Fangorn march to war!



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**.