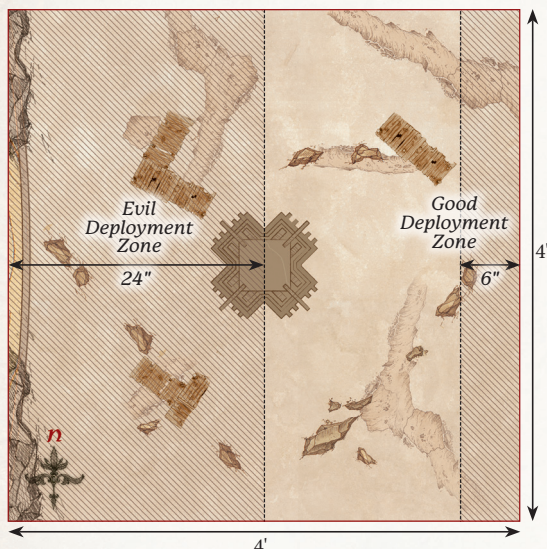


LAST MARCH OF THE ENTS™



PARTICIPANTS

Good: Treebeard with Merry & Pippin; Birchseed; Beechbone; 3 Ents.

Evil: 4 Isengard Orc Captains; 48 Isengard Orc Warriors: 16 with shield, 16 with spear, 8 with two-handed weapon, 8 with Orc bow.

LAYOUT

The board represents the area around the Tower of Orthanc, which stands in the centre of the board. The rest of the board should be dotted with a variety of scaffolding and pits to represent the industrial heart of Isengard. In the centre of the western board edge should be the dam holding back the River Isen.

STARTING POSITIONS

The Good player deploys their models wholly within 6" of the eastern board edge. The Evil player then deploys their models wholly within the western board half, or atop any piece of scaffolding on the board.

OBJECTIVES

The Ents can only wash away the filth of Saruman from Isengard by breaking the dam and releasing the River Isen. Should they fail to accomplish their task, the legions of the White Hand will become a force to be reckoned with in Middle-earth.

The game lasts until one side has completed their objective. The Good player wins if the dam is destroyed. The Evil player wins if all Good models are slain.

SPECIAL RULES

Flaming Arrows – *The Ents of Fangorn are highly susceptible to fire, a fact that the Orcs of Isengard will use to their advantage by setting their arrows alight before unleashing them upon their foe.*

If an Orc makes a shooting attack against an Ent and scores a natural 6 To Hit, and then subsequently Wounds their target, then the Ent will suffer 2 Wounds rather than 1 and will immediately become Set Ablaze.

"Bring them down!" – *By utilising ropes and their weight of numbers, the Orcs can topple the Ents, allowing for their comrades to set upon them from ground level.*

If an Ent loses a Combat against at least 3 Evil models, then the Evil player may choose to have the Orcs try and bring down the Ent instead of making Strikes. If they do, then no Strikes are made against the Ent. Instead, the Evil player rolls a D6 for each of their models that was Engaged in Combat with the Ent. If any natural 6's are rolled, then the Ent is immediately knocked Prone.

"Release the River!" – *Only by breaking the dam can the Ents flood the factories of Isengard, inflicting defeat upon the White Wizard.*

The dam has a Defence of 10 and 5 Wounds, and can only be harmed in Combat.