

ARMY OF THE ENTS & HUORNS; TREEBEARD THE ENT; BATTLE NAME; MONTH YEAR @ 50:1 V3

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
TURN																				
FIRING																				
OTHER																				

Treebeard is a **HERO - Hard to Kill Pathfinder (Woodland), Terror, Very Hard to Kill. Ent Charge** - During a turn in which **Treebeard** calls a **Heroic Charge**, all friendly Ents within 2BW (whether they are Heroes or not) must declare a Heroic Charge These extra Heroic Charges do not cost any Might
Ents are **Hard to Kill Pathfinder (Woodland), Terror**
Tree Slumber – Ents can use the Ambushers Special Rule, but only in woods or forests

	Race Type	Wounds/Company						M BW	F/Sh D6 & Shoot	Strength Weapons	Defence Armour (Shield)	Attack	Resilience Wounds	Courage	Might Will Fate	Wargear Type	Wargear Weapons	Magic	No. of Creatures
		1	2	3	4	5	6	Ride/Walk	Dice	Factor	Factor	Dice	Factor	Factor	Factor	Factor	Factor	Factor	Factor
Treebeard	Monster Ent							4/0	9/4+	9	10	3	12	5	3	SHI	Fists, Stones	-	1
Leaflock	Monster Ent							4/0	8/4+	8	8	3	12	5	-	SHI	Fists, Stones	-	1
Skinbark	Monster Ent							4/0	8/4+	8	8	3	12	5	-	SHI	Fists, Stones	-	1
Beechbone	Monster Ent							4/0	8/4+	8	8	3	12	5	-	SHI	Fists, Stones	-	1
Ents Group 1	Monster Ent							4/0	8/4+	10	10	6	24	5	-	SHI	Fists, Stones	-	10
Ents Group 2	Monster Ent							4/0	8/4+	10	10	6	24	5	-	SHI	Fists, Stones	-	10
Huorns Forest 1	Monster Trees							1/0	8/0	8	8	3	18	5	-	SHI	Root & Branch	-	10000
Huorns Forest 2	Monster Trees							1/0	8/0	8	8	3	18	5	-	SHI	Root & Branch	-	10000
TOTAL ARMY SIZE																			20024

Strategy & Objectives	
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