

Treebeard



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17



Ents



	1	2	3	4	
--	---	---	---	---	--



	1	2	3	4	
--	---	---	---	---	--

 <p>Attack 5</p> <p>Treebeard</p> <p>LAST MARCH</p> <p>Play when Treebeard is attacking. After attacking, you may move Treebeard up to 4 spaces. Then move Ent Number 1 up to 4 spaces. Then move Ent Number 2 up to 4 spaces.</p>	 <p>Attack 5</p> <p>Treebeard</p> <p>LAST MARCH</p> <p>Play when Treebeard is attacking. After attacking, you may move Treebeard up to 4 spaces. Then move Ent Number 1 up to 4 spaces. Then move Ent Number 2 up to 4 spaces.</p>	 <p>Attack 5</p> <p>Treebeard</p> <p>LAST MARCH</p> <p>Play when Treebeard is attacking. After attacking, you may move Treebeard up to 4 spaces. Then move Ent Number 1 up to 4 spaces. Then move Ent Number 2 up to 4 spaces.</p>
 <p>Attack 4*</p> <p>Treebeard</p> <p>NASTY LITTLE ORC</p> <p>Play when Treebeard is attacking. *If Treebeard did not move this turn, then the attack value is 8.</p>	 <p>Attack 4*</p> <p>Treebeard</p> <p>NASTY LITTLE ORC</p> <p>Play when Treebeard is attacking. *If Treebeard did not move this turn, then the attack value is 8.</p>	 <p>Attack 6</p> <p>Treebeard</p> <p>FURIOUS KICK</p> <p>Play when Treebeard is attacking. Move the defender up to 1 space for each point of damage from FURIOUS KICK.</p>
 <p>Attack 6</p> <p>Treebeard</p> <p>FURIOUS KICK</p> <p>Play when Treebeard is attacking. Move the defender up to 1 space for each point of damage from FURIOUS KICK.</p>	<p>SPECIAL</p>  <p>Treebeard</p> <p>BOULDER TOSS</p> <p>Play anytime on your turn. Treebeard or an Ent may do 2 damage to a character he could attack at range. The affected character may not move on their controller's next turn.</p>	<p>SPECIAL</p>  <p>Treebeard</p> <p>BOULDER TOSS</p> <p>Play anytime on your turn. Treebeard or an Ent may do 2 damage to a character he could attack at range. The affected character may not move on their controller's next turn.</p>

SPECIAL



Treebeard

ENTMOOT

Play anytime on your turn.
 Draw 4 cards. For every space Treebeard has moved this turn, draw 1 less card.

SPECIAL



Treebeard

ENTMOOT

Play anytime on your turn.
 Draw 4 cards. For every space Treebeard has moved this turn, draw 1 less card.

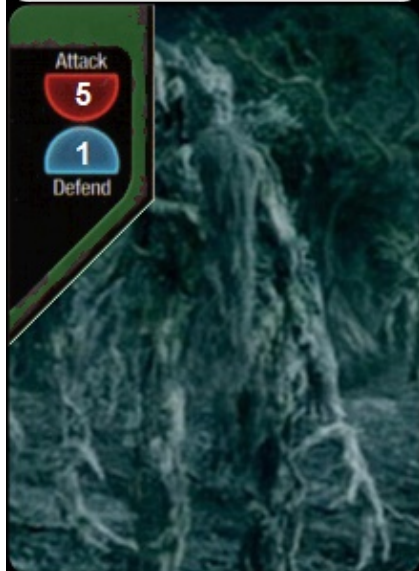
SPECIAL



Treebeard

RELEASE THE RIVER

Play anytime on your turn.
 Choose a straight line away from Treebeard. All characters in that line receive 4 damage. Treebeard may not move the rest of this turn or on his next dice roll.



Attack
5

Defend
1



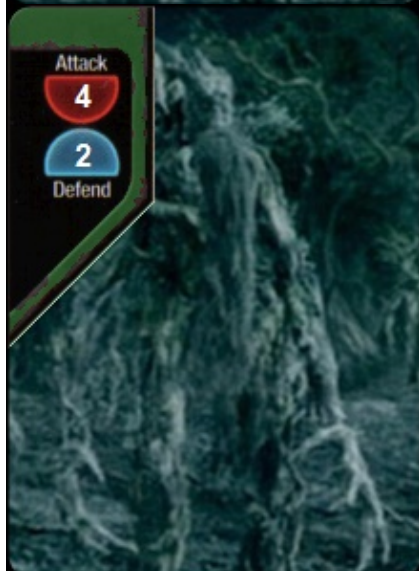
Attack
5

Defend
1



Attack
4

Defend
1



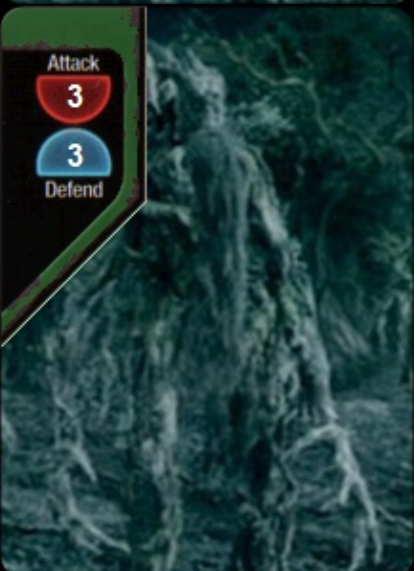
Attack
4

Defend
2



Attack
4

Defend
2



Attack
3

Defend
3

