

TREEFOLK ARMY

NORMAL ACTION ICONS



Buried Unit Area

Summoning Pool

Dead Unit Area

SPECIAL ACTION ICONS



Cantrip: Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance) During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.

Choke: Delayed Special (melee attack) During a melee attack, after the defending army rolls for saves but before they apply any unique or special resolution SAIs, choose up to four health-worth of units in the defending army that rolled an ID icon to immediately be killed.

Confuse: Delayed Special (melee attack or missile action) During a melee attack or missile action, after the defending army rolls for saves but before they apply any unique or special resolution SAIs, choose up to four health-worth of units in the defending army and force them to roll again. Selected units ignore their original roll and apply the new roll.

Counter: Normal (melee, save, and dragon attack); Special and Normal (save against melee attack) During a melee attack or melee avoidance roll, Counter generates melee results. During a save roll, Counter generates save results. During a save roll in a melee attack, Counter immediately generates both save results and melee results upon the attacking army or unit. Only magical saves protect against this damage. During a dragon attack, Counter generates save and melee results.

Dispel Magic: Conditional (see text) Whenever any magic targets this unit, the army containing this unit and/or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon comes up, immediately negate all unresolved magic that applies to the target(s). Only one dispel attempt is made per unit and, if it fails, then all the spell(s) are resolved normal.

Double Strike: Instant Normal (melee) During a melee attack or melee avoidance roll, Double Strike generates melee results; roll this unit again and apply the new result as well.

Rend: Normal (maneuver); Instant Normal (melee) During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.

Sleep: Special (melee attack); choose one unit in an opposing army to be immediately put to sleep, with no save possible. The target unit cannot be rolled until the end of your next turn.

Smite: Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results.

Smother: Special (melee attack) During a melee attack, choose up to four health-worth of units in the defending army to immediately roll a maneuver result individually or be killed.

Surprise: Late Special (melee action) During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.

Teleport: Normal (maneuver); Special (any action or non-maneuver avoidance roll) During a maneuver or maneuver avoidance roll, Teleport generates maneuver results. During any action or non-maneuver avoidance roll, the teleporting unit may immediately move itself and up to three health-worth of units in the army containing this unit to any terrain.

Trample: Normal (any) During any roll, each Trample result generates one maneuver or one melee result.

Volley: Normal (missile, save, or dragon attack); Normal and Special (save against missile) During a missile action or missile avoidance roll, Volley generates missile results. During a save roll, Volley generates save results. During a save roll in a missile action, Volley generates both save results and immediate missile results upon the attacking army. Only magical saves protect against this damage. During a dragon attack, Volley generates save and missile results.

Wild Growth: Normal or Special (any non-maneuver) During any non-maneuver roll, each Wild Growth result generates one save result or may immediately promote one unit in the army containing this unit.

RACIAL ABILITIES

Double Maneuvers

Treefolk may, when at any terrain, double their maneuver results during a counter-maneuver roll.

Replanting

Treefolk may, when at any terrain during a march, after the maneuver attempt but before any action, exchange any number of Treefolk units in that army for an equal health value of Treefolk units from your dead unit area.

ID ICONS

ID's count for whatever result is being rolled for, generating 1 result per health point.

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	Oaking	Oak	Oak Lord	Darktree
Light Melee	Willowling	Willow	Noble Willow	Redwood
Cavalry	Nymph	Naiad	Lady Nereid	Satyr
Missile	Pineling	Pine	Pine Prince	Strangle Vine
Magic	Hamadryad	Dryad	Eldar Dryad	Unicorn

Magic Doubling

When rolling for Magic, ID results which match the terrain color are doubled.

RACIAL SPELLS

Camouflage Casting Cost: 2 Gold

Target one health-worth of your units. Until the beginning of your next turn, only melee effects can affect the target unit and only melee damage can kill a camouflaged unit. The target unit cannot be promoted. Multiple castings increase the number of health affected.

Water of Life Casting Cost: 3 Green

Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Call Water Casting Cost: 5 Green

Target any terrain. Until the terrain face is changed, add the water (green) element to the target terrain. Multiple cast-ings target multiple terrains.

Leaving Casting Cost: 8 Gold Target all of your

armies. Until the beginning of your next turn, for any army-targeting effect that causes damage to a target army, any units taken as casualties immediately go to any other of your armies at a terrain rather than the DUA. This spell can be cast only once per magic action.

Wall of Thorns Casting Cost: 8 Green

Target any terrain not already under the effects of a Wall of Thorns spell or currently at the 8th face. Until the end of your next turn, any army making a maneuver attempt that results in changing the terrain face causes damage to itself equal to the total health-worth of units in the army. Roll the army; each melee result reduces the damage by one point. Multiple castings target multiple terrains.