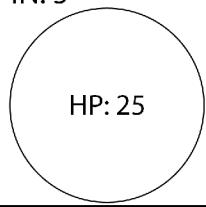
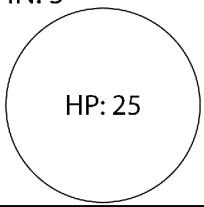
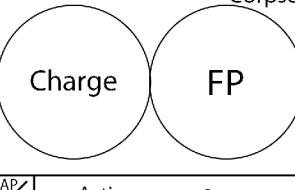
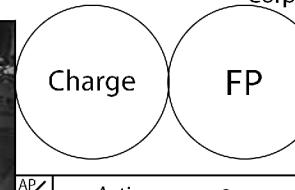
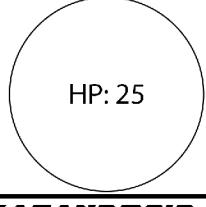
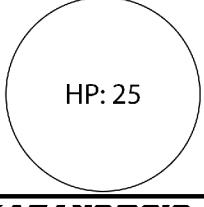
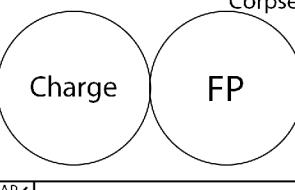
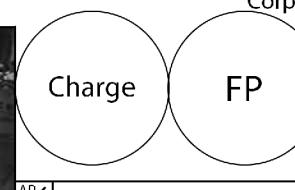
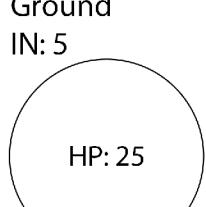
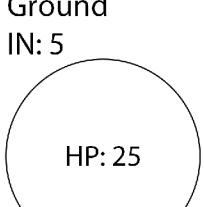
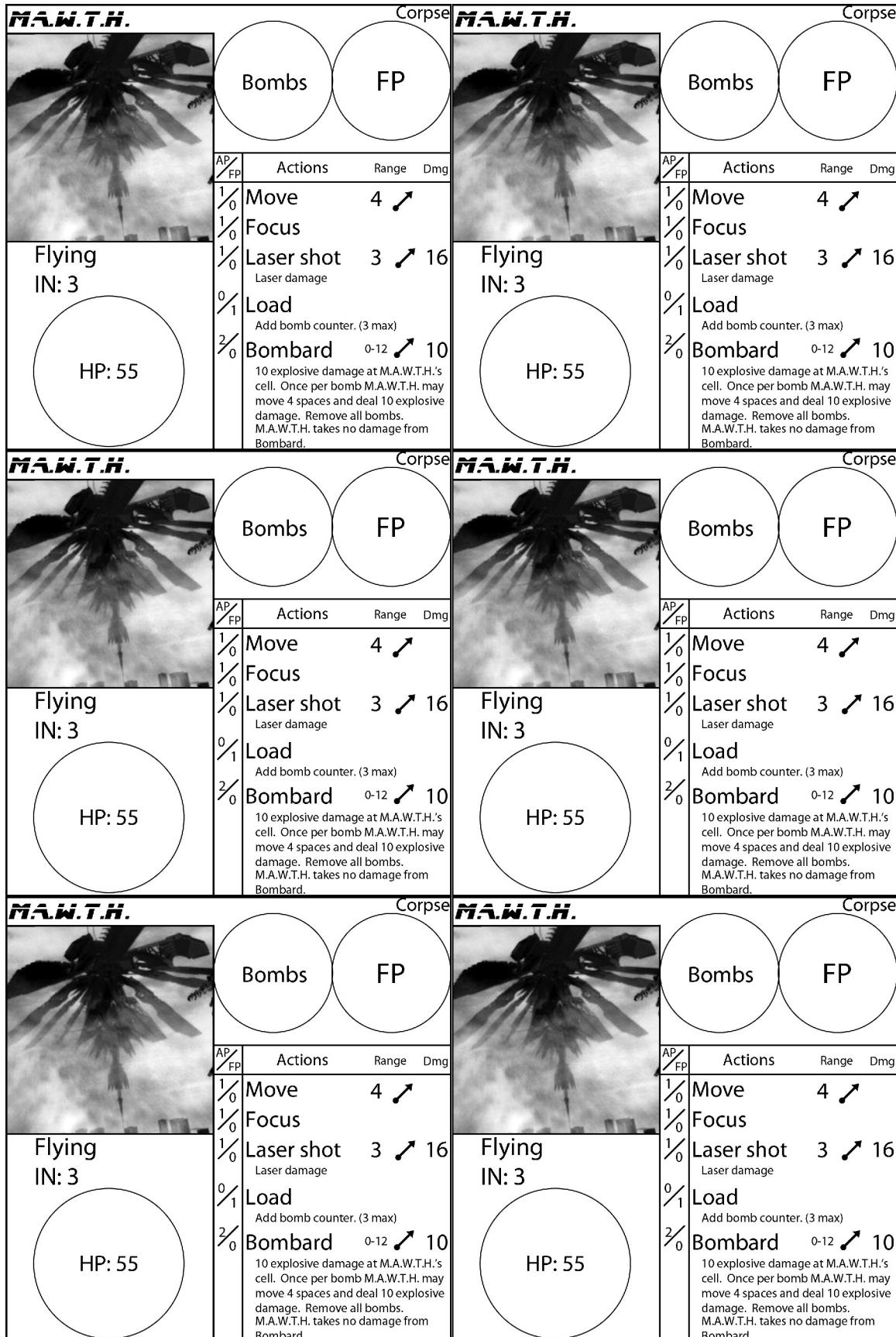
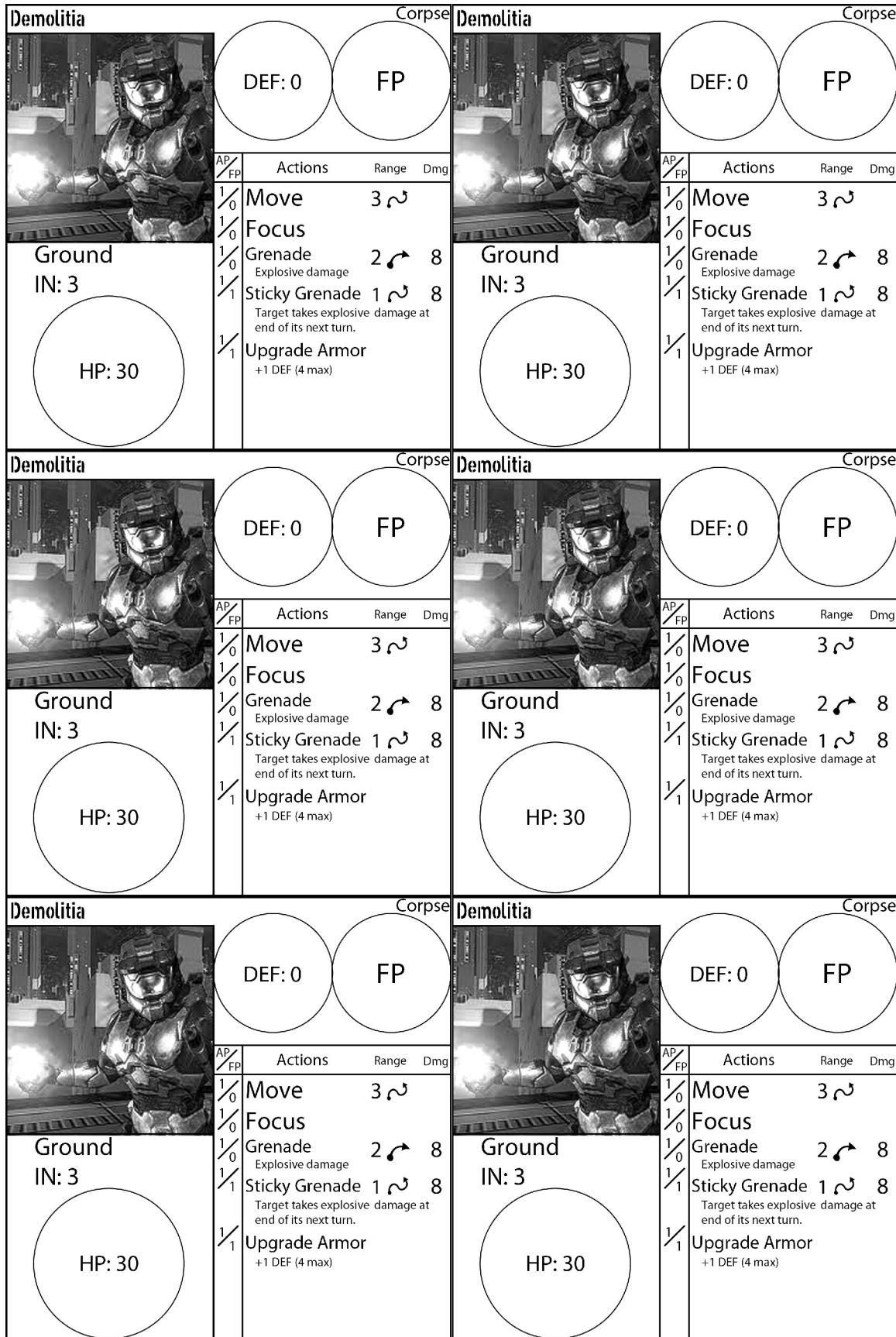


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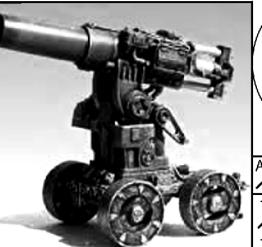
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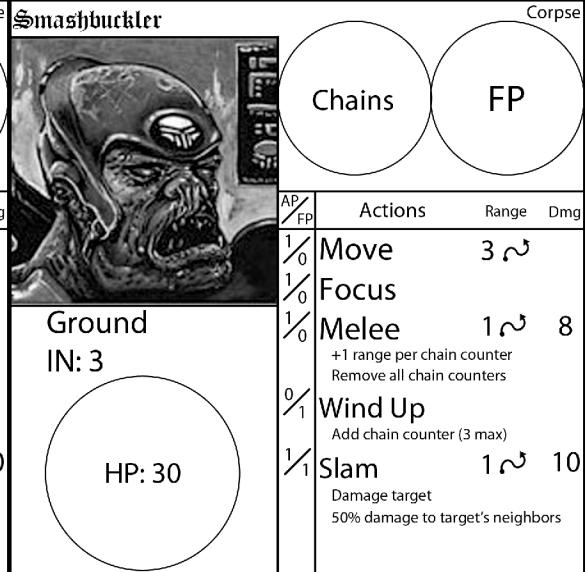
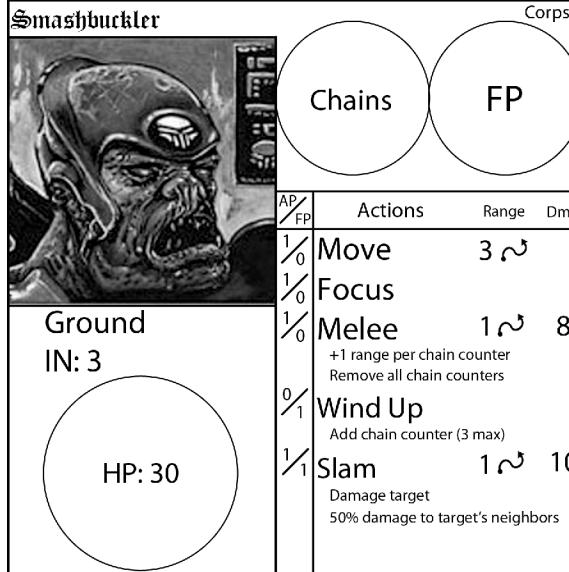
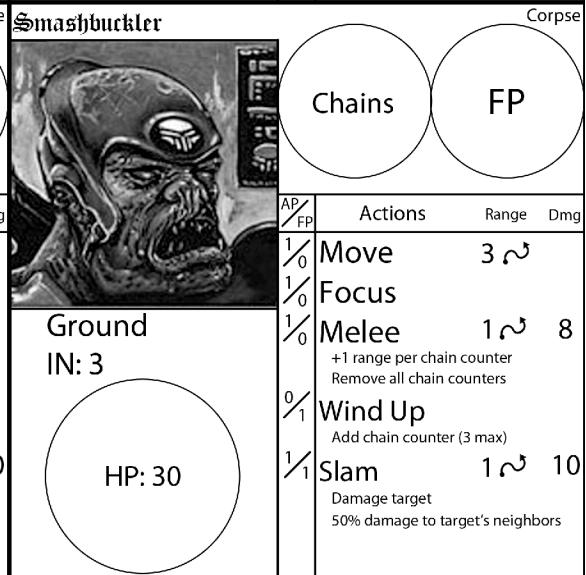
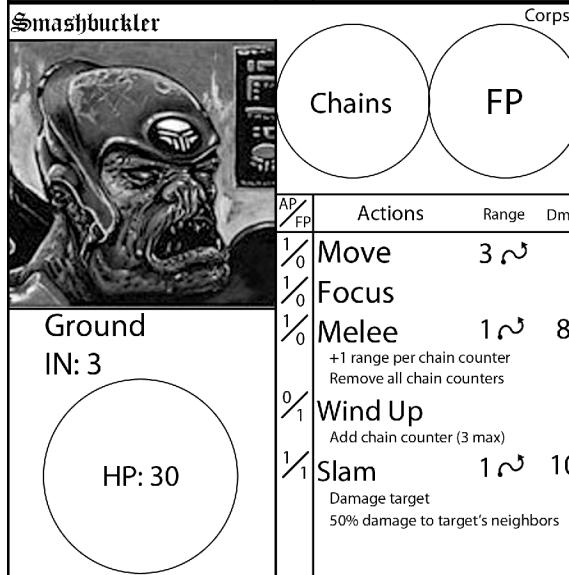
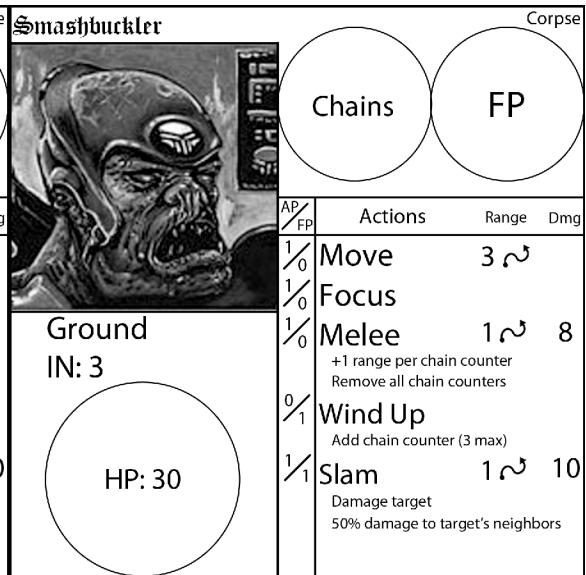
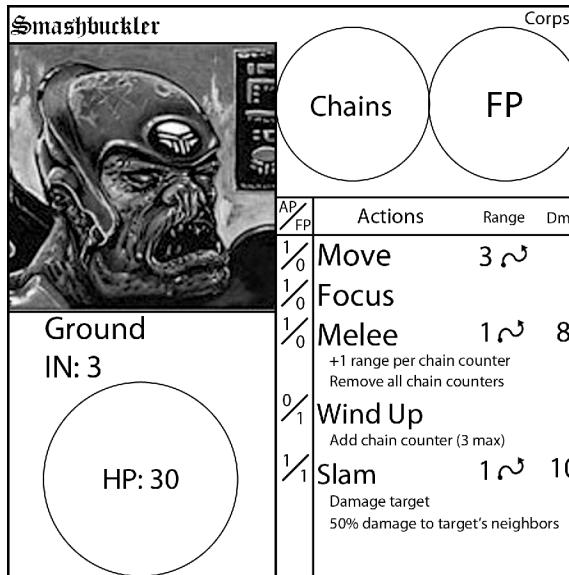


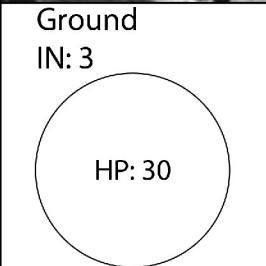
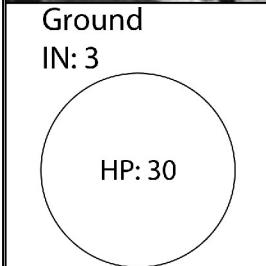
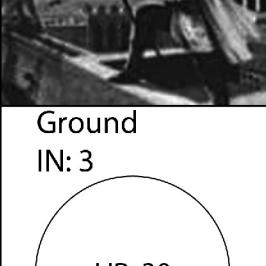
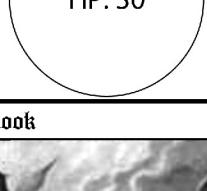
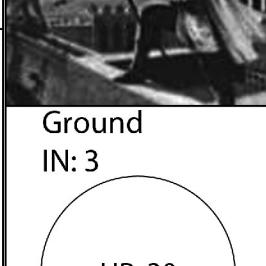
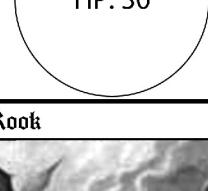
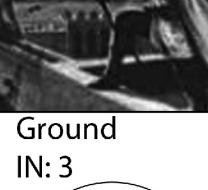


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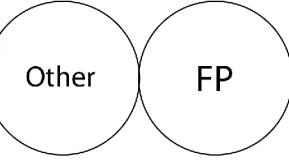
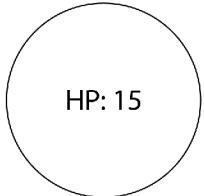
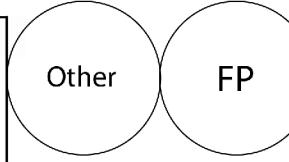
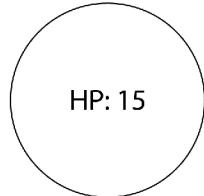
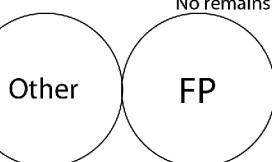
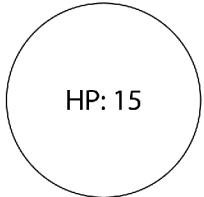
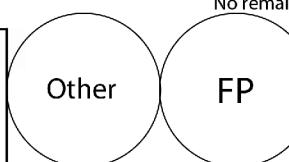
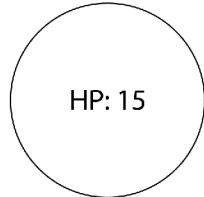


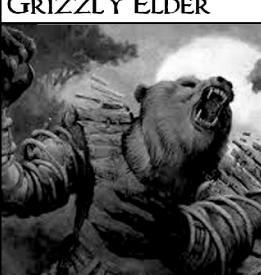
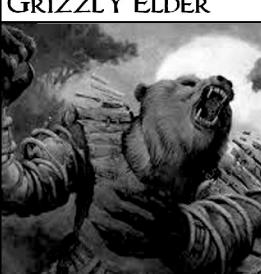
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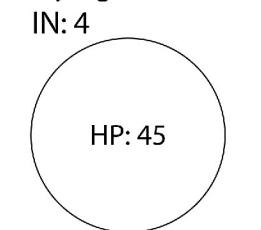
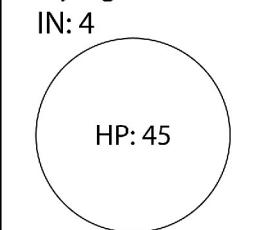
  

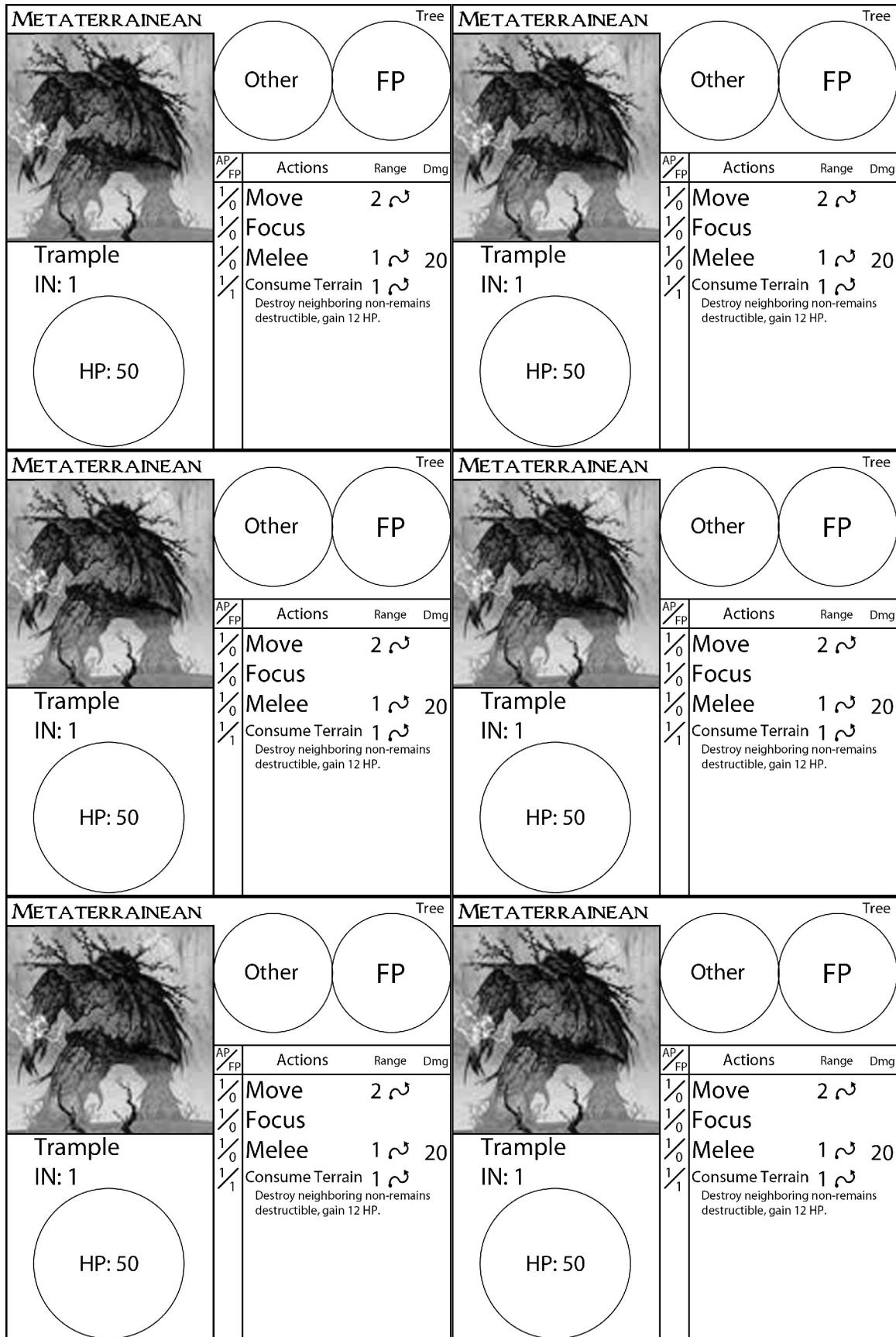
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**REVOLVING TOM**Ground  
IN: 4

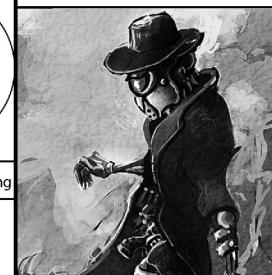
HP: 30

Bullets

FP

Corpse

AP/ FP	Actions	Range	Dmg
1/0	Move	3 ↘	
1/0	Focus		
1/0	Shoot	2 ⚡ 6	
0/1	Load		
1/1	Quickdraw	2 ⚡ 6	
	Attack once per bullet counter. Remove all bullet counters.		

**REVOLVING TOM**Ground  
IN: 4

HP: 30

Bullets

FP

Corpse

AP/ FP	Actions	Range	Dmg
1/0	Move	3 ↘	
1/0	Focus		
1/0	Shoot	2 ⚡ 6	
0/1	Load		
1/1	Quickdraw	2 ⚡ 6	
	Add bullet counter (6 max) Attack once per bullet counter. Remove all bullet counters.		

**REVOLVING TOM**Ground  
IN: 4

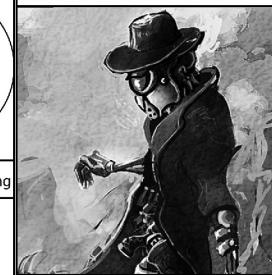
HP: 30

Bullets

FP

Corpse

AP/ FP	Actions	Range	Dmg
1/0	Move	3 ↘	
1/0	Focus		
1/0	Shoot	2 ⚡ 6	
0/1	Load		
1/1	Quickdraw	2 ⚡ 6	
	Add bullet counter (6 max) Attack once per bullet counter. Remove all bullet counters.		

**REVOLVING TOM**Ground  
IN: 4

HP: 30

Bullets

FP

Corpse

AP/ FP	Actions	Range	Dmg
1/0	Move	3 ↘	
1/0	Focus		
1/0	Shoot	2 ⚡ 6	
0/1	Load		
1/1	Quickdraw	2 ⚡ 6	
	Add bullet counter (6 max) Attack once per bullet counter. Remove all bullet counters.		

**REVOLVING TOM**Ground  
IN: 4

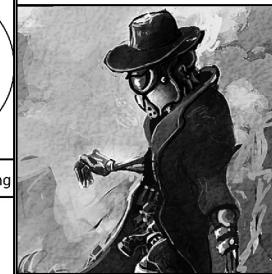
HP: 30

Bullets

FP

Corpse

AP/ FP	Actions	Range	Dmg
1/0	Move	3 ↘	
1/0	Focus		
1/0	Shoot	2 ⚡ 6	
0/1	Load		
1/1	Quickdraw	2 ⚡ 6	
	Add bullet counter (6 max) Attack once per bullet counter. Remove all bullet counters.		

**REVOLVING TOM**Ground  
IN: 4

HP: 30

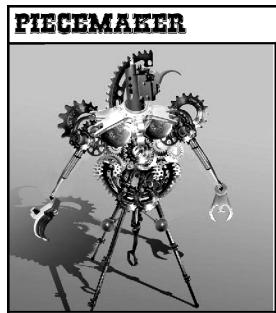
Bullets

FP

Corpse

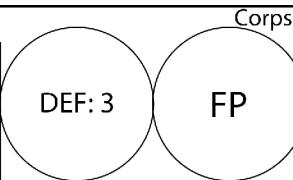
AP/ FP	Actions	Range	Dmg
1/0	Move	3 ↘	
1/0	Focus		
1/0	Shoot	2 ⚡ 6	
0/1	Load		
1/1	Quickdraw	2 ⚡ 6	
	Add bullet counter (6 max) Attack once per bullet counter. Remove all bullet counters.		



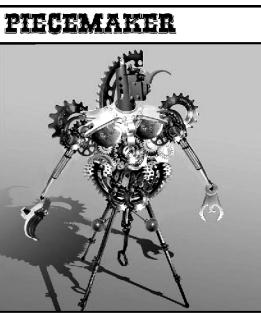


Ground  
IN: 1

HP: 35

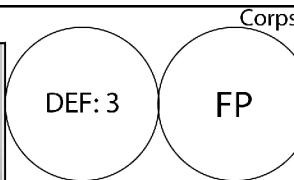


AP/ FP	Actions	Range	Dm
1 0	Move	4 ↗	
1 0	Focus		
1 0	Melee	1 ↗	10
0 2	Heal Self or other unit	2 ↙ -10	
1 1	Create Aperture	2 ↘	

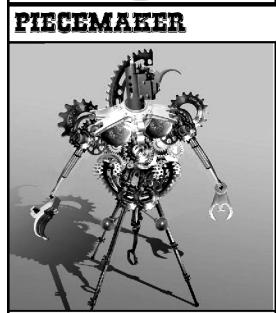


Ground  
IN: 1

HP: 35

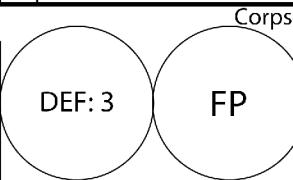


AP/ FP	Actions	Range	Dm
1 0	Move	4 ↗	
1 0	Focus		
1 0	Melee	1 ↗	10
0 2	Heal Self or other unit	2 ↘ ↛	-1
1 1	Create Aperture	2 ↘	

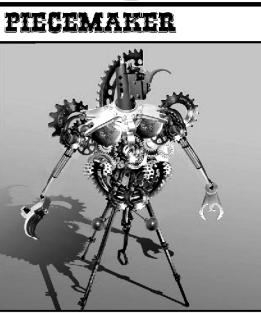


Ground  
IN: 1

HP: 35

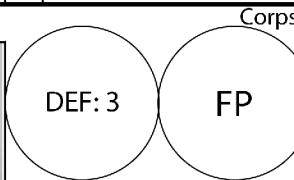


AP/ FP	Actions	Range	Dm
1 0	Move	4 ↗	
1 0	Focus		
1 0	Melee	1 ↗	10
0 2	Heal Self or other unit	2 ↙ -10	
1 1	Create Aperture	2 ↘	

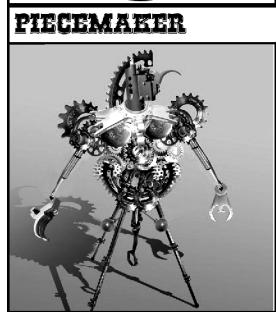


Ground  
IN: 1

HP: 35

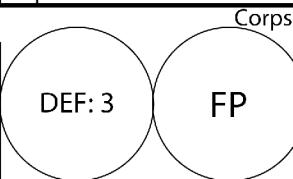


AP/ FP	Actions	Range	Dm
1 0	Move	4 ↗	
1 0	Focus		
1 0	Melee	1 ↗	10
0 2	Heal Self or other unit	2 ↘ ↛	-1
1 1	Create Aperture	2 ↘	



Ground  
IN: 1

HP: 35

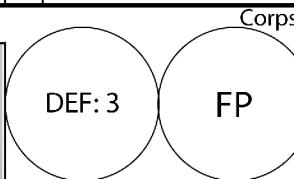


	Actions	Range	Dm
1/0	Move	4 ↗	
1/0	Focus		
1/0	Melee	1 ↗	10
0/2	Heal Self or other unit	2 ↙	-10
1/1	Create Aperture	2 ↘	



Ground  
IN: 1

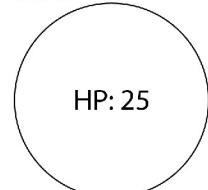
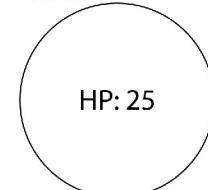
HP: 35

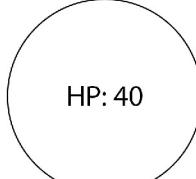
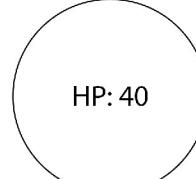
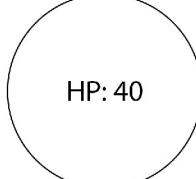
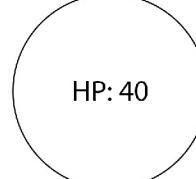
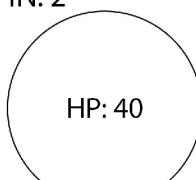
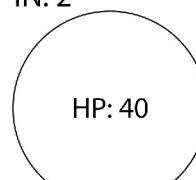


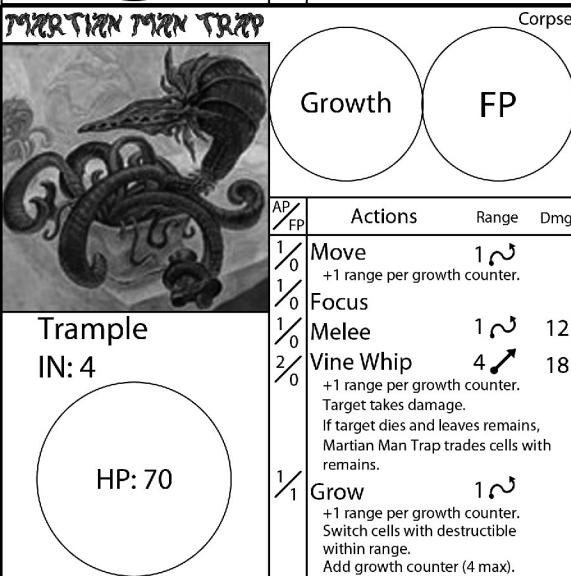
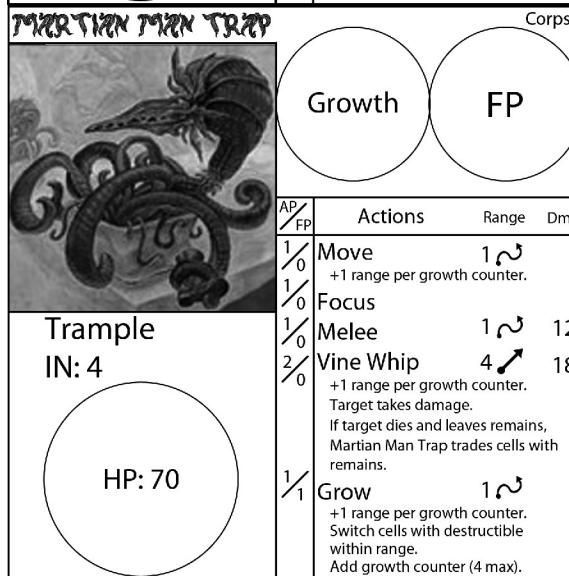
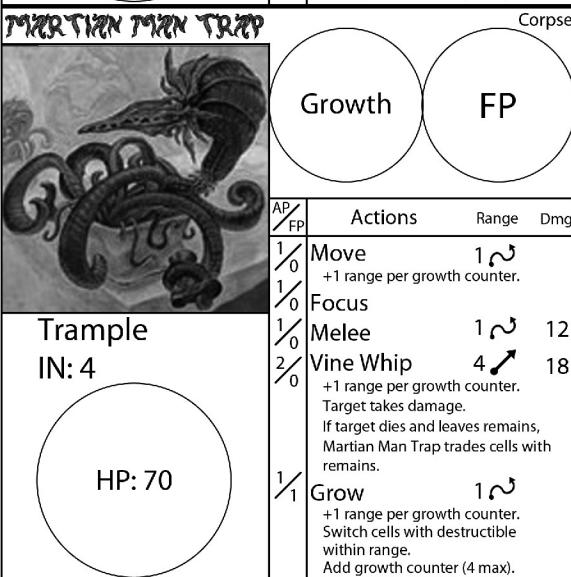
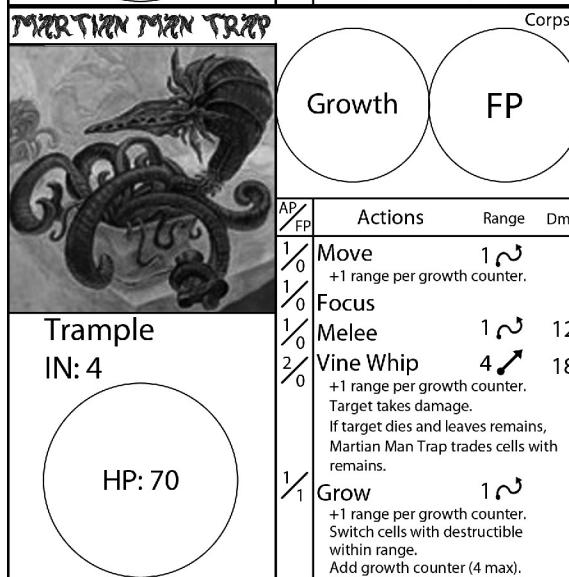
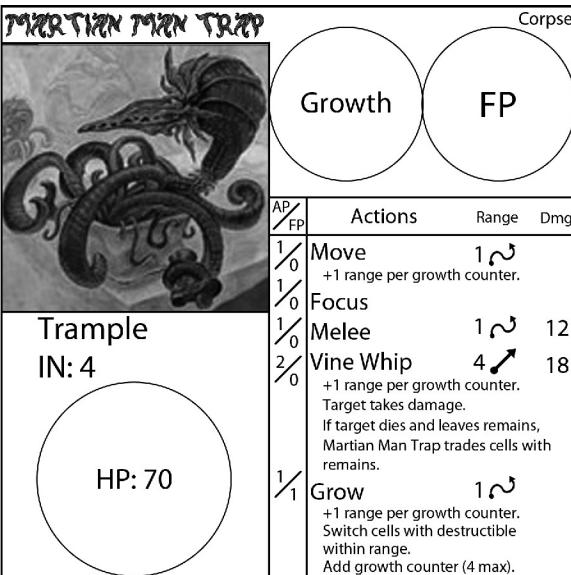
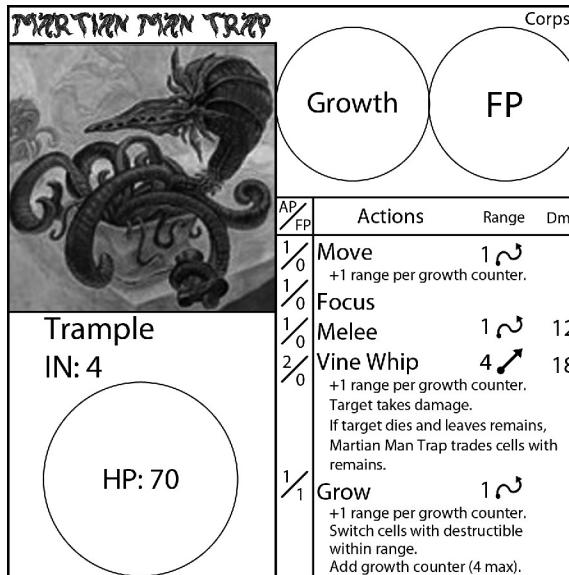
AP FP	Actions	Range	Dm
1 0	Move	4 ↗	
1 0	Focus		
1 0	Melee	1 ↗	10
0 2	Heal Self or other unit	2 ↘	-1
1 1	Create Aperture	2 ↘	

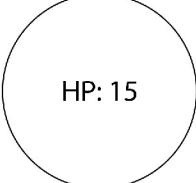
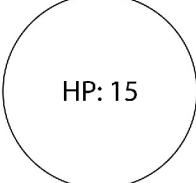
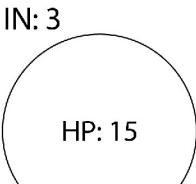
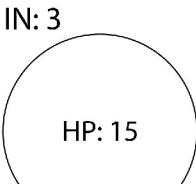
<b>REPROSPECTOR</b>	Corpse	Corpse
Corpse	Other	FP
Corpse	Other	FP
<b>Ground IN: 2</b>		
HP: 55		
<b>Actions</b>	<b>Range</b>	<b>Dmg</b>
$\frac{1}{0}$ /FP		
Move	3 ↕	
Focus		
$\frac{1}{0}$ /0		
Grenade	2 ↗ 10	
	Explosive damage	
$\frac{1}{1}$ /1		
Time Bomb	2 ↗ 10	
	Explosive damage	
	Target -2 IN until end of its next turn	
	Target's neighbors -1 IN until end of their next turn	
$\frac{1}{1}$ /1		
Time Slam	1 ↕ 15	
	Knockback 2	
	Target -2 IN until end of its next turn	
<b>REPROSPECTOR</b>	Corpse	Corpse
Corpse	Other	FP
Corpse	Other	FP
<b>Ground IN: 2</b>		
HP: 55		
<b>Actions</b>	<b>Range</b>	<b>Dmg</b>
$\frac{1}{0}$ /FP		
Move	3 ↕	
Focus		
$\frac{1}{0}$ /0		
Grenade	2 ↗ 10	
	Explosive damage	
$\frac{1}{1}$ /1		
Time Bomb	2 ↗ 10	
	Explosive damage	
	Target -2 IN until end of its next turn	
	Target's neighbors -1 IN until end of their next turn	
$\frac{1}{1}$ /1		
Time Slam	1 ↕ 15	
	Knockback 2	
	Target -2 IN until end of its next turn	
<b>REPROSPECTOR</b>	Corpse	Corpse
Corpse	Other	FP
Corpse	Other	FP
<b>Ground IN: 2</b>		
HP: 55		
<b>Actions</b>	<b>Range</b>	<b>Dmg</b>
$\frac{1}{0}$ /FP		
Move	3 ↕	
Focus		
$\frac{1}{0}$ /0		
Grenade	2 ↗ 10	
	Explosive damage	
$\frac{1}{1}$ /1		
Time Bomb	2 ↗ 10	
	Explosive damage	
	Target -2 IN until end of its next turn	
	Target's neighbors -1 IN until end of their next turn	
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Time Slam	1 ↕ 15	
	Knockback 2	
	Target -2 IN until end of its next turn	
<b>REPROSPECTOR</b>	Corpse	Corpse
Corpse	Other	FP
Corpse	Other	FP
<b>Ground IN: 2</b>		
HP: 55		
<b>Actions</b>	<b>Range</b>	<b>Dmg</b>
$\frac{1}{0}$ /FP		
Move	3 ↕	
Focus		
$\frac{1}{0}$ /0		
Grenade	2 ↗ 10	
	Explosive damage	
$\frac{1}{1}$ /1		
Time Bomb	2 ↗ 10	
	Explosive damage	
	Target -2 IN until end of its next turn	
	Target's neighbors -1 IN until end of their next turn	
$\frac{1}{1}$ /1		
Time Slam	1 ↕ 15	
	Knockback 2	
	Target -2 IN until end of its next turn	

<b>LICHENTHROPE</b>		No remains	
	Other	FP	
Ground IN: 3			
HP: 15			
<b>LICHENTHROPE</b>		No remains	
	Other	FP	
Ground IN: 3			
HP: 15			
<b>LICHENTHROPE</b>		No remains	
	Other	FP	
Ground IN: 3			
HP: 15			
<b>LICHENTHROPE</b>		No remains	
	Other	FP	
Ground IN: 3			
HP: 15			
<b>LICHENTHROPE</b>		No remains	
	Other	FP	
Ground IN: 3			
HP: 15			
<b>LICHENTHROPE</b>		No remains	
	Other	FP	
Ground IN: 3			
HP: 15			

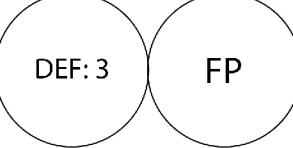
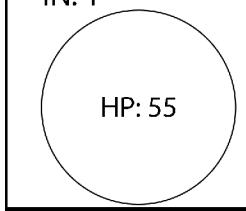
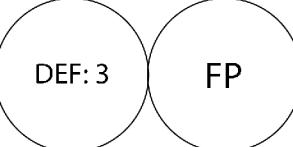
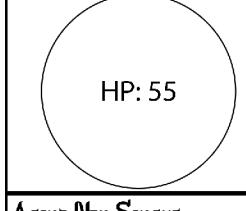
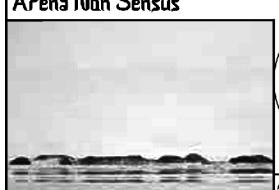
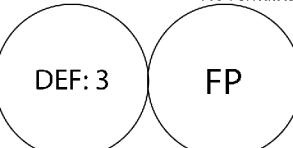
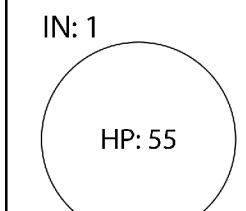
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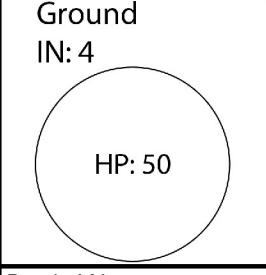
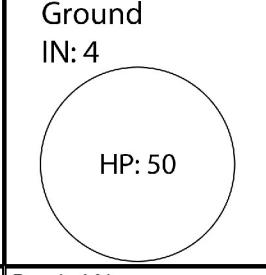
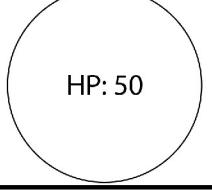
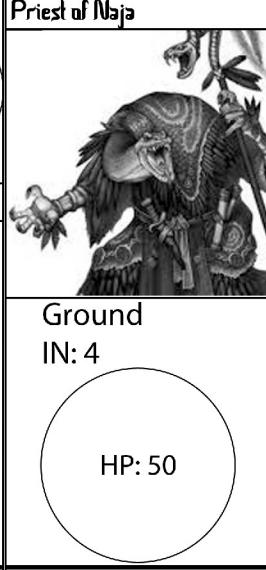
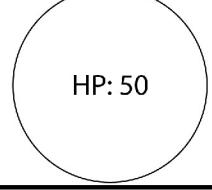
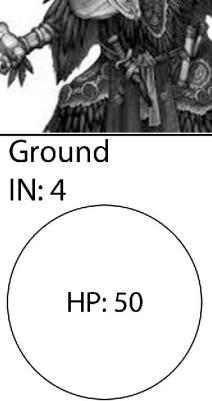
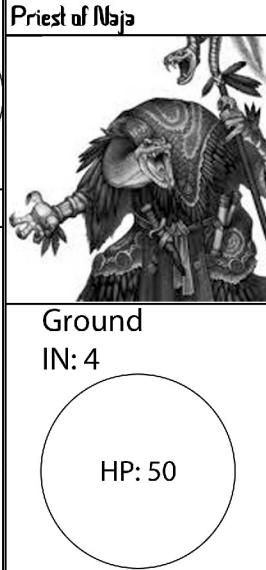
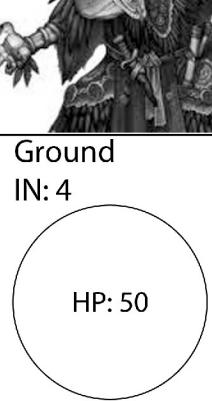
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AP/ FP	Actions	Range	Dmg
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	Gain HP equal to damage dealt.		
1/0	Exhume	1~	
	Turn neighboring remains into Recyclops.		
Ground	IN: 4		
	A circle representing 30 hit points.		

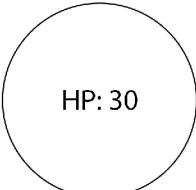
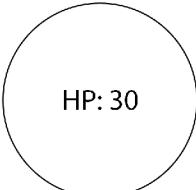
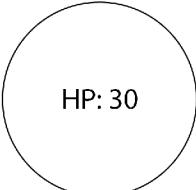
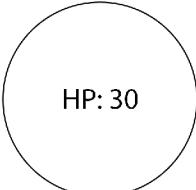
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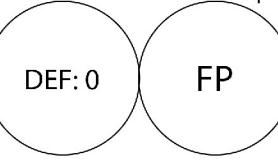
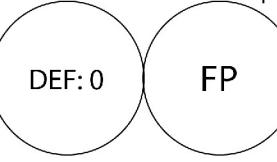
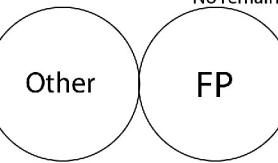
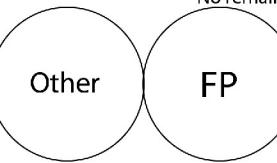
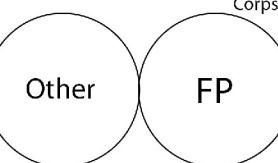
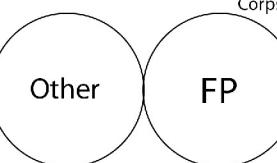
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A dark, jagged mouth with sharp teeth and glowing eyes.	Other	FP	Corpse
AP/ FP	Actions	Range	Dmg
1/0	Leech Life	1~	12
	Gain HP equal to damage dealt.		
1/0	Exhume	1~	
	Turn neighboring remains into Recyclops.		
Ground	IN: 4		
	A circle representing 30 hit points.		

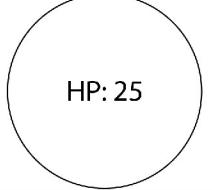
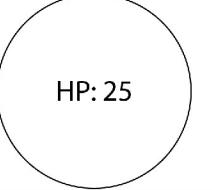
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**SILICON HEART OF ATTACK**

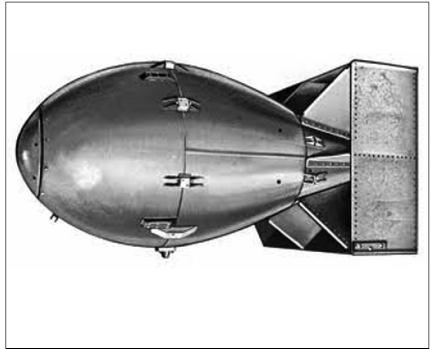
Item - Heart of Attack

All teammates +2 Move range.  
Hero Move has unlimited range, no obstacle restrictions, deals 5 damage to Hero.

**Stone Heart of Attack**

Item - Heart of Attack

All teammates' 3rd action deals fire damage.  
All teammates immune to residual fire damage.  
All teammates +1 DEF.  
All flying units on team become ground units.

**Steel Heart of Attack**

Item - Heart of Attack

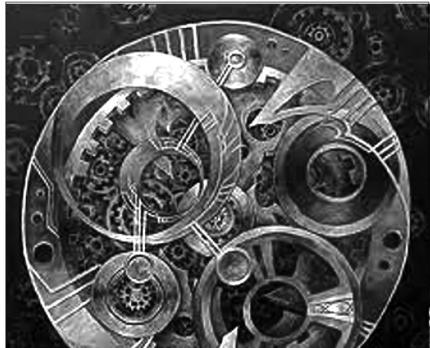
All teammates +4 DEF, -1IN.  
Hero's 3rd action becomes:  
 $\frac{1}{0}$  Grenade: Range 3 → 16 explosive damage.

**FIR HEART OF ATTACK**

Item - Heart of Attack

All teammates -1 Move range.  
Each teammate +2 HP at the beginning of each of its turns.  
All ground units on team become trample units.



**BRASS HEART OF ATTACK**

## Item - Heart of Attack

All teammates +1 IN.

If a teammate targets another token, there is a 25% chance of missing.

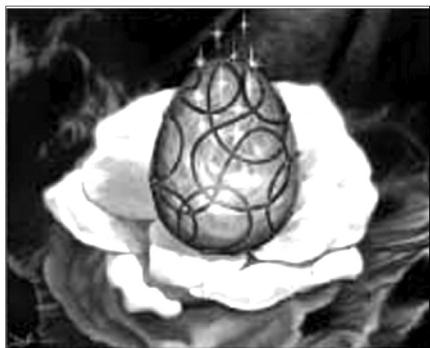
Hero's 3rd action moves targeted unit to bottom of Queue, in addition to its normal effects.

**Glass Heart of Attack**

## Item - Heart of Attack

All teammates +5 DEF, -50% max HP.

Hero's 3rd action has Knockback 3, in addition to its normal effects.

**Silk Heart of Attack**

## Item - Heart of Attack

Hero may create Lichenthrope for  $\frac{1}{0}$ .

When creating any other unit, there is a 25% chance for Hero to create a Lichenthrope instead.

**Blood Heart of Attack**

## Item - Heart of Attack

All teammates' 3rd action: +5 damage, deals 50% damage to self.

All teammates gets:

$\frac{1}{0}$ : Destroy neighboring corpse, +20HP, add 8 corrosion counters to self.

**TREE OF LIFE****Obstacle - Low****Destructible**

At the end of each turn:

If Tree of Life is neighboring more than 3 Trees of Trees of Life, destroy it.

Create a new Tree of Life in any legal cell that neighbors Tree of Life and exactly two other Trees or Trees of Life.

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**WEB**



Obstacle - Sunken  
Destructible  
When Web is created, it deals 12 damage to all units in its cell.  
Ground and trample units on Web have a Move range of 1.  
(Including Lichenthrope.)

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Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Tree



Obstacle - Low  
Destructible

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



Obstacle - Low  
Destructible, Remains

Corpse



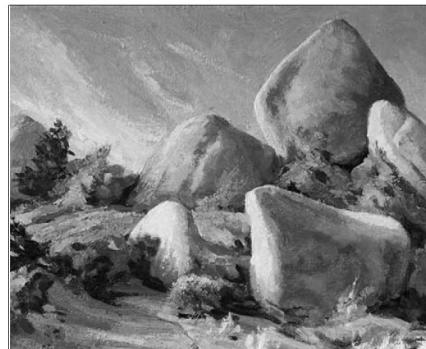
Obstacle - Low  
Destructible, Remains

Corpse



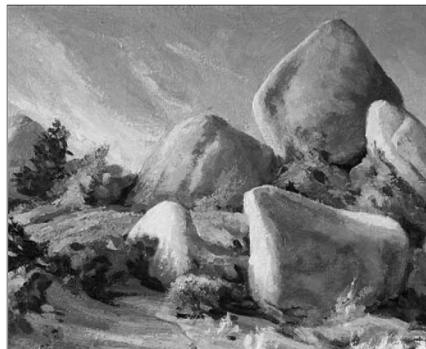
Obstacle - Low  
Destructible, Remains

Rock



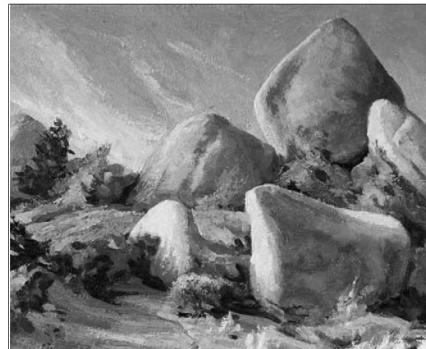
Obstacle - Low  
Destructible

Rock



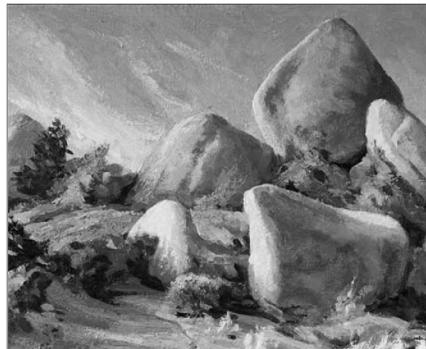
Obstacle - Low  
Destructible

Rock



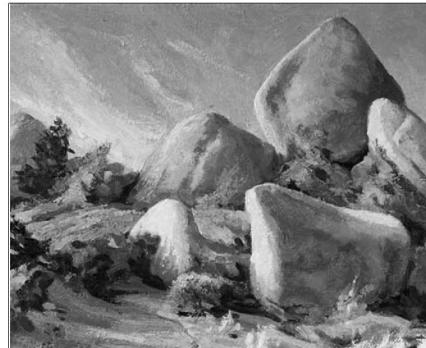
Obstacle - Low  
Destructible

Rock



Obstacle - Low  
Destructible

Rock

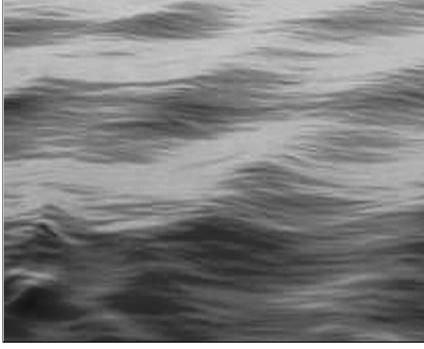
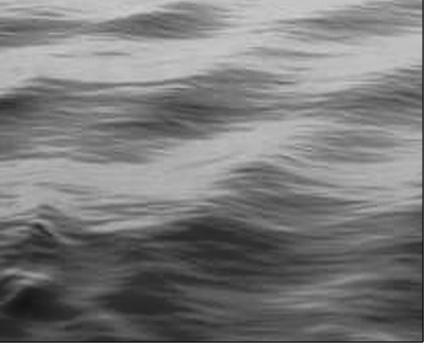
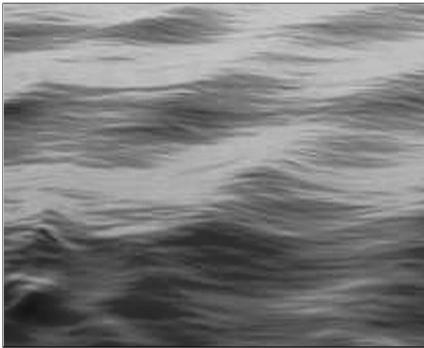
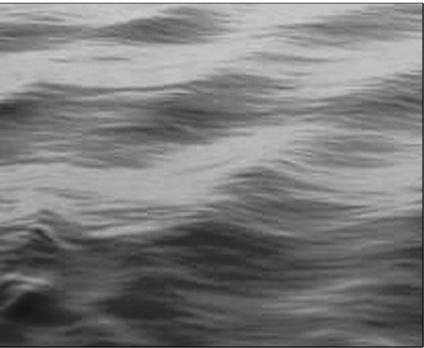


Obstacle - Low  
Destructible

Rock



Obstacle - Low  
Destructible

<p>Lake</p> 	<p>Lake</p> 
<p>Obstacle - Sunken</p> <p>Ground and trample units take 5 damage at end of turn if standing on Lake.</p>	<p>Obstacle - Sunken</p> <p>Ground and trample units take 5 damage at end of turn if standing on Lake.</p>
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Magma Pool



Obstacle - Sunken

Ground and trample units take 7 damage upon

entering.

Ground and trample units take 7 damage at end of turn if standing on Magma Pool.

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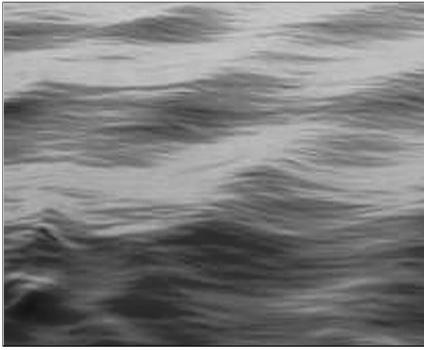
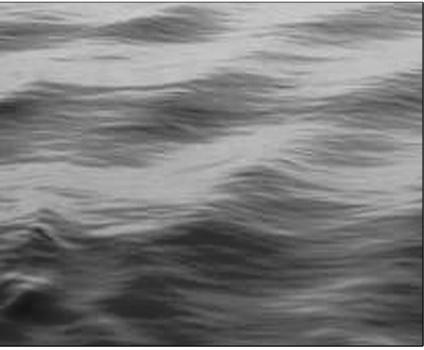
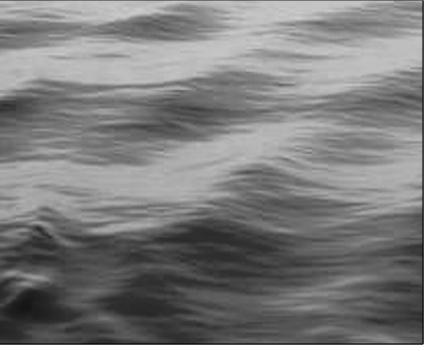
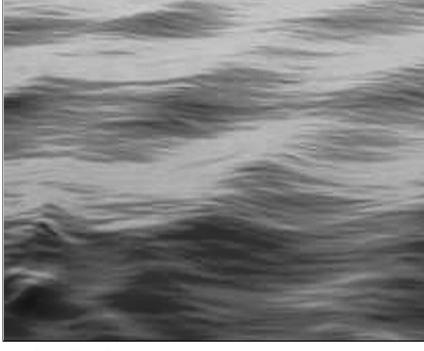


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Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Hill



Obstacle - Low

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High

Mountain



Obstacle - High