

<p>Wildrunners (3)</p> <p>Longsword and Longbow</p> <p>C: 3 B: 2 E: 4</p> <p><i>Favored terrain forest</i></p> <p>+1 C vs. any monster tribe</p> <p>Forest pathfinding, +2 missile C</p> <p>-2 Folk infantry</p>	<p>Giant Eagles (3)</p> <p>C: 2 B: 2 E: 3</p> <p><i>Flying</i></p> <p>+1 missile C</p> <p>-2 Folk aerial</p>	<p>Treants (4)</p> <p>C: 4 B: 1 E: 4</p> <p>+1 C in forests, favored terrain</p> <p>Susceptible to fire – fire attacks are at x2 C vs. treants</p> <p>Engineers</p> <p>Engineers, +1 C/+2 C in forests</p> <p>-3 Folk infantry</p>	<p>Kinband (2)</p> <p>C: 1 B: 2 E: 3</p> <p><i>Spears</i></p> <p>+1 missile C attacking or +1 C defense, block pursuit</p> <p>0 Folk infantry</p>
<p>Ffolk Magic</p> <p><i>Earthmagic</i></p> <p>This card may be played as a cold, fire or electrical magic attack (C2/1 vs. magic resistant) at the player's choice.</p> <p>-1</p> <p>This card grants a Kinband unit C4, B1, E4, but the werebears become lycanthropes and good-aligned.</p> <p><i>Spirit of the Bear</i></p> <p>Ffolk Special</p>	<p>TAKE TERRAIN</p> <p>-1</p> <p>RALLY</p>	<p>TAKE TERRAIN</p> <p>-1</p> <p><i>Pegasus Mount</i></p> <p>Ffolk Special</p> <p>Allows any hero to move back to the hand, either because of a losing combat or from a taken terrain.</p>	<p>Kinband (2)</p> <p>C: 1 B: 2 E: 3</p> <p><i>Spears</i></p> <p>+1 missile C attacking or +1 C defense, block pursuit</p> <p>0 Folk infantry</p>
<p>Kinband (2)</p> <p>C: 1 B: 2 E: 3</p> <p><i>Spears</i></p> <p>+1 missile C attacking or +1 C defense, block pursuit</p> <p>0 Folk infantry</p>	<p>RALLY</p> <p>-1</p> <p>Forest pathfinding</p> <p>1 Leadership</p> <p>+2 missile C, +1 B</p> <p><i>Wood Folk Captain</i></p> <p><i>Glade Runner (Ranger Lord)</i></p>	<p>Warwains (4)</p> <p>C: 4 B: 1 E: 3</p> <p><i>Cause horror against infantry</i></p> <p>Charge</p> <p>Noble</p> <p>-3 Folk chariots</p>	<p>Wardancers (5)</p> <p>C: 5 B: 2 E: 4</p> <p><i>Berserkers</i></p> <p><i>Magic resistant</i></p> <p><i>Favored terrain forest</i></p> <p><i>Two-handed fighters – cannot be flanked</i></p> <p>Pursuit, +2 C attacking</p> <p>-3 Folk infantry</p>

<p>Crugach Shortbow and shorsword</p> <p>C: 1 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Animal affinity – supporting animal packs give a +1 C</i></p> <p>1</p> <p>Ambush or +1 missile C</p> <p>2 Ffolk infantry</p>	<p>TAKE TERRAIN</p> <p>1</p> <p>1 Leadership +1 C</p> <p><i>Pathwarden Wood Ffolk Captain</i></p>	<p>Ffolk Magic</p> <p><i>Dispel Magic</i></p> <p>A spell cast by the enemy must draw a positive RN or be dispelled. Dispel may be used to counter a spell when it is cast as well.</p> <p>1</p> <p>2 Leadership +1 C, +1 B, +1 E</p> <p><i>Wood Ffolk General First Haft</i></p>	<p>Centaurs</p> <p>C: 3 B: 1 E: 3</p> <p><i>Charge</i></p> <p><i>May enter forest terrain</i></p> <p>3</p> <p>Scout or Pursuit, C +1</p>
<p>Animal Pack</p> <p>C: 1 B: 0 E: 2</p> <p><i>Mob</i></p> <p><i>Favored terrain forest</i></p> <p>1</p> <p>Scout or Pursuit</p> <p>2 Ffolk cavalry</p>	<p>Kinband</p> <p>C: 1 B: 2 E: 3</p> <p><i>Spears</i></p> <p>2</p> <p>+1 missile C attacking or +1 C defense, block pursuit</p> <p>0 Ffolk infantry</p>	<p>Ffolk Magic</p> <p><i>Wall of Thorns</i></p> <p>+1 C poison attack for each enemy unit used in one combat, including supporting units. If the enemy uses 3 units in the combat, +3 C bonus.</p> <p>1</p> <p>TAKE TERRAIN</p>	<p>Wildrunners Longsword and Longbow</p> <p>C: 3 B: 2 E: 4</p> <p><i>Favored terrain forest</i></p> <p>+1 C vs. any monster tribe</p> <p>3</p> <p>Forest pathfinding, +2 missile C</p> <p>-2 Ffolk infantry</p>
<p>Ffolk Special</p> <p><i>The Trees Have Eyes</i></p> <p>+1 C to one friendly unit in combat in a forest terrain for this turn.</p> <p>3</p> <p>Friendly support cards may be withdrawn from a combat after the enemy plays his, but before the RN draw.</p> <p><i>Pixies, Sprites and Faerie Dragons, Oh My</i></p> <p>Ffolk Special</p>	<p>Ffolk Special</p> <p><i>Hallucinatory Terrain</i></p> <p>Ffolk Magic</p> <p>The terrain in any uncontested combat may be changed to any of the three visible terrains by the caster. The unit must be able to enter that terrain.</p> <p>3</p> <p><i>The Dryad's Unearthly Beauty</i></p> <p>Blocks any attack in a forest terrain or use of a forest terrain. No cards are lost, but the attacker must choose another action.</p> <p>Ffolk Special</p>	<p>Animal Pack</p> <p>C: 1 B: 0 E: 2</p> <p><i>Mob</i></p> <p><i>Favored terrain forest</i></p> <p>1</p> <p>Scout or Pursuit</p> <p>2 Ffolk cavalry</p>	<p>Ffolk Special</p> <p><i>Song of the Bards</i></p> <p>Grants a +1 B bonus to one unit for one combat.</p> <p>3</p> <p>COUNTERATTACK</p>

Wood Ffolk Arsenal Sheet

Arsenal Composition:

14 Units
5 Take Terrain
2 Rally
6 Specials
3 Leaders
4 Spells
RN Distribution: Unpredictable

Background:

The Wood Ffolk are a nation of reclusive, peaceful humans who have made the forest their home. Led by druids and rangers, the Ffolk have learned to live with nature, rather than trying to master it. Their small communities have learned that those who don't go looking for trouble can still find it upon them, so each village has its own militia, the Kinbands. In times of great need, the druids can call forth the strength of the forest as treants, centaurs, and wild animals come to the defense of the Ffolk.

Units:

Kinband – milita units armed with spears organized in every Ffolk community. Aside from the ability to form spear walls, every Ffolk militiaman is raised from birth to throw a spear with deadly accuracy.

Wildrunners – rangers armed with longbows and charged with the guarding of the forest and those who live in it.

Giant Eagles – from reclusive mountain crags, the giant eagles are summoned by the druids. With a wingspan of 20', the eagles can provide valuable swoop attacks, or drop rocks from high.

Treants – 15-20' feet tall living trees, the treants are also called tree-herders and are responsible for the welfare of the deep forest. They can animate normal trees when angered.

Warwains – the Ffolk nobility go to battle in two-horse chariots. The chariots are powerful in battle, but fragile due to their mechanical nature.

Wardancers – a mysterious sect of druid-monks who live in fortresses deep in the oldest parts of the forest.

Centaurs – half-man, half-horse, the centaurs provide shock cavalry for the Ffolk.

Grugach – wild elves dwelling deep in the forests. The smallest of the elf races (about 4 feet tall), they are masters of camouflage and ambushes and live in harmony with all the animals of the forest.

Animal Packs – when the forest is attacked, the druids summon large packs of wolves and bears to defend it.

Specials:

Spirit of the Bear – in the forest, lycanthropy takes on a new form, allowing those with the mark of the bear to change into werebears themselves.

Pegasus Mount – a winged horse is a valuable steed, serving only the eldest and wisest of the Ffolk leaders.

The Trees Have Eyes – the deeper parts of the old forests are home to wild trees, some of whom have intelligence and malice toward any who bring violence to their home.

The Dryad's Unearthly Beauty – the appearance of a dryad distracts and confuses friendly and enemy soldiers who gaze upon them.

Pixies, Sprites and Faerie Dragons, Oh My! - these fey creatures inhabit the older parts of the forest. The sounds of battle excite their curiosity and their desire to pull pranks on friend and foe alike.

Song of the Bard – the war bards of the Ffolk are known for their battle dirges, inspiring troops within the range of their voices.

Heroes:

First Haft – the Ffolk general, usually the eldest of the rangers assigned to protect the local forest.

Pathwarden – leaders of the kinbands, generally the patriarch of the family as the Ffolk value wisdom over strength of arms

Glade Runner – these rangers work closely with, and sometimes for, the mysterious druids who protect the Ffolk.

Magic:

Earthmagic– druidic mastery of the elements allows them to magically produce elemental effects, such as fire, lightning or cold.

Dispel Magic – used to cancel or remove the effects of enemy magic.

Wall of Thorns – creates a dense hedge of plants with poisonous thorns.

Hallucinatory Terrain – Ffolk druids can hide the true nature of the land within their realm to confuse and misdirect enemy forces.