

TRIBAL NATIONS MAGIC THE WAY OF EVERLIVING MAGIC

SHIFTING OF THE WOODS

AS THE MEDICINE MAN SINGS HIS CHANT OF POWER, THE FOREST SWALLOWS THE BRAVES AND JUST AS QUICKLY SPITS THEM OUT IN THE PLACE OF THE MEDICINE MAN'S CHOOSING.

CASTING VALUE: 7

RANGE: 10" PER CASTER LEVEL

TARGET: ANY FRIENDLY UNIT WITHIN RANGE AND WHOLLY WITHIN A WOODED TERRAIN FEATURE. IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET

EFFECT: THE AFFECTED UNIT IS MOVED TO ANY WOODED TERRAIN FEATURE ON THE BOARD. THE FINAL LOCATION OF THAT UNIT CANNOT BE WITHIN 1" OF ANOTHER UNIT AND THE UNIT MUST BE WHOLLY WITHIN THE NEW WOODED TERRAIN FEATURE. IF THESE CONDITIONS CANNOT BE MET, THE TARGET UNIT REMAINS IN ITS CURRENT LOCATION.

TRIBAL NATIONS MAGIC
THE WAY OF EVERLIVING MAGIC

PROTECTION OF THE WOODS

THE FOREST, THE EARTH, AND THE SKY BRING PEACE TO THE WORN BRAVES.

CASTING VALUE: 7

RANGE: 10" PER CASTER LEVEL

TARGET: ANY FRIENDLY UNIT WITHIN RANGE AND LINE OF SIGHT.

EFFECT: THE AFFECTED UNIT IMMEDIATELY REMOVES D3 PIN MARKERS.

TRIBAL NATIONS MAGIC THE WAY OF EVERCHANGING MAGIC

VENGEANCE OF THE WOODS

WITH A LOUD 'WHOOOP' THE MEDICINE MAN IMPLORES THE GREAT SPIRIT TO STRIKE DOWN HIS ENEMIES. A CRACK OF THUNDER ANIMATES THE TREES AGAINST ANY ENEMY WITHIN THEIR SPINY REACH.

CASTING VALUE: 7

RANGE: 10" PER CASTER LEVEL

TARGET: A POINT WITHIN RANGE AND WHOLLY WITHIN A WOODED TERRAIN FEATURE.

EFFECT: ALL ENEMY UNIT WITHIN 3" OF THE SELECTED POINT IMMEDIATELY SUFFERS D3+1 HITS AND ARE DISTRIBUTED ONTO THE TARGET UNIT IN THE SAME WAY AS FOR SHOOTING.

TRIBAL NATIONS MAGIC
THE WAY OF EVERCHANGING MAGIC

DESPAIR OF THE WOODS

THE FOREST, THE EARTH, AND THE SKY TORMENT
THE ENEMY, BRINGING ONLY ANGUISH.

CASTING VALUE: 9

RANGE: 10" PER CASTER LEVEL

TARGET: ANY ENEMY UNIT WITHIN RANGE AND LINE
OF SIGHT

EFFECT: THE AFFECTED UNIT SUFFERS D3 PINS.

TRIBAL NATIONS MAGIC EVERLIVING AND EVERCHANGING

DEEPENING SHADOWS

DEEPENING SHADOWS NOTE: A MEDICINE MAN CAN ENHANCE THE SURVIVABILITY OF FRIENDLY UNITS AGAINST RANGED ATTACKS WHEN THE UNIT IS IN COVER. WHEN SUCCESSFULLY CAST, THE TRIBAL NATIONS UNIT GAINS STEALTHY MAXIMIZING THE BENEFITS THE BRAVES RECEIVE FROM THE TERRAIN.

A PRAYER TO THE GREAT SPIRIT HELPS THE BRAVES TO FADE AWAY INTO THE WOODED TERRAIN AROUND THEM.

CASTING VALUE: 7

RANGE: 10" PER CASTER LEVEL

TARGET: A NUMBER OF FRIENDLY UNITS EQUAL TO THE CASTER'S MAGIC LEVEL WITHIN RANGE AND LINE OF SIGHT.

EFFECT: THE AFFECTED UNIT(S) GAIN THE *STEALTHY* SPECIAL ABILITY.

DURATION: THE SPELL LASTS UNTIL THE END OF THE TURN.

TRIBAL NATIONS MAGIC EVERLIVING AND EVERCHANGING

REGROWTH OF THE WOODS

PRAYING WITH THE SMOKE OF BURNING SAGE, THE MEDICINE MAN REQUESTS THE HELP OF THE GREAT SPIRIT. THE GROUND SWELLS AS A FRESH FOREST OF HUGE ASH TREES SPRINGS FROM THE GROUND.

CASTING VALUE: 8

RANGE: 10" PER CASTER LEVEL

TARGET: ANY POINT ON THE BATTLEFIELD WITHIN RANGE AND LINE OF SIGHT THAT IS NOT ALREADY A WOODED TERRAIN FEATURE.

EFFECT: IMMEDIATELY PLACE A WOODED TERRAIN FEATURE, UP TO 5" IN DIAMETER, CENTERED ON THE DESIGNATED SPOT. THESE NEW WOODS MAY NOT OVERLAP AN EXISTING TERRAIN FEATURE. ANY MODELS WITHIN THE AFFECTED AREA ARE PLACED INSIDE THE NEWLY CREATED WOODS IN THEIR ORIGINAL LOCATION, AS THE WOODS SUDDENLY GROW AROUND THEM.

DURATION: THE SPELL LASTS UNTIL THE END OF THE GAME.

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