



ANIMATED VINES

JUNGLE PLANTS

Whenever a special power on an Army Card refers to a Jungle Piece, it refers to the Animated Vines as well.

CHLOROKINETIC MOVEMENT

Once per player turn, before taking a turn with a figure you control that has the Plant Animation special power, you may place up to 3 Animated Vine figures you control on empty spaces within 3 spaces of their original placements during which they do not take any leaving engagement attacks. Animated Vines cannot move or be moved in any way except by this special power.

PLANT REGROWTH 15

For the entire game, at the end of each round, you may roll the 20-sided die once for each destroyed Animated Vine on this card. If you roll 15 or higher, place that Animated Vine on any empty space adjacent to a figure you control with the Plant Animation special power, if possible.



PLANT

UNIQUE SQUAD

CONSTRUCTS

WILD

MEDIUM 6



1

LIFE



MOVE 0

RANGE 1

ATTACK 1

DEFENSE 3

55

POINTS

