



TREE GOLEMS

JUNGLE PLANTS

Whenever a special power on an Army Card refers to a Jungle Piece, it refers to Tree Golems as well.

THORNY BARK 15

You may roll the 20-sided die immediately after a figure:

- moves onto a space adjacent to a Tree Golem;
- ends its movement on a space adjacent to a Tree Golem; or
- is attacked by a Tree Golem's normal attack and at least 1 skull is rolled.

If you roll 15 or higher, that figure receives a wound. Tree Golems may not roll the 20-sided die against the same figure more than once a turn.

PLANT REGROWTH 15

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



PLANT

COMMON SQUAD

CONSTRUCTS

WILD

MEDIUM 5



1 LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 7

200

POINTS

