



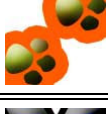





Icon	Name	Description	Cost	Effect
	<b>Beak</b>	peck with a large and powerful beak	2	Halves armour and adds +1 damage
	<b>Bite</b>	large bite	3	+2 damage
	<b>Breathe</b>	breathe fire	10	4 damage to 6 hexes in a cone
	<b>Carry</b>	carry large objects	2 per size	With a successful To Hit roll, you may pick up any opponent of a smaller size class. And drop them elsewhere for 4 damage
	<b>Charge</b>	temporary surge of speed in combat	2	Add one extra speed for every 2 mana. Maximum of 4 speed. Must end in the same hex as an opponent.
	<b>Claws</b>	large claws	5	+3 damage.
	<b>Climb</b>	climb	2	Spend 2 Land Speed to climb a tree. Shapes of size Large, Medium or Small cannot attack unless they have Climb or have non-zero Air Speed. Any creature that can attack suffers a -1 to Attacks
	<b>Constrict</b>	squeeze opponents	2 per size	With a successful To Hit roll, you may squeeze any opponent of a smaller size class. Do a cumulative 2 points per turn (ie 2,4,6,8). Opponent cannot move until released or they change forms
	<b>Flame</b>	burst into fire	10	4 damage to 6 hexes in a circle around
	<b>Hands</b>	use objects	1 per size	Pick up and use an object. Only objects of the appropriate size can be used. Only two objects can be carried at a time. Dropping an object costs nothing and can be done anytime in your turn.
	<b>Hug</b>	squeeze opponents	2 per size	With a successful To Hit roll, you may squeeze any opponent of the same or smaller size class. Do a 3 points per turn damage. Opponent cannot move until released or they change forms
	<b>Ink</b>	spray ink	2 per hex	Fill up to 7 Water hexes (own and surrounding) with ink. All attacks within ink areas are at -2 to everyone. Ink disappears in 2 turns.
	<b>Mace</b>	spiky appendage	4	Halves armour and adds +2 damage
	<b>Poison</b>	inject poison	4	If damage gets past opponent's armour, it inflicts an additional 4 damage

Icon	Name	Description	Cost	Effect
	<b>Regenerate</b>	heal self	0	Recover 1 health every turn
	<b>Rest</b>	recover magical energy	0	Recover 10 mana
	<b>Sprint</b>	run short distances	1 per speed	Move a maximum of 7 above your Land Speed. Must not come within 1 hex of any opponent.
	<b>Survival</b>	survive in harsh climates	0	No damage from deserts
	<b>Track</b>	track opponents	0	Terrain does not block line of sight (ie you can move into HTH combat with an unseen opponent)
	<b>Trap</b>	stop opponents from moving	0	If your attack does damage, your opponent may not move until they change shape.
	<b>Web</b>	stop opponents from moving	2 per hex	Fill up to 7 non-Water hexes (own and surrounding) with web. All attacks within web areas are at -1 to everyone. Creatures of same size or larger can expend 3 Land Speed to destroy a web, otherwise it blocks movement and is permanent.
	<b>Zap</b>	deliver an electric shock	10	Ignore armour for your attack

## Attacking

To hit Roll = 2D6 + Attacks - Target's Agility + facing modifiers

A roll of 7 or more is a hit. Every point over 7 does one additional damage.

Damage = Attacks - Target's Armour + additional damage.

## Facing Modifiers

It is easier to attack the flanks and rear of an opponent.

Flank attack = +1 to hit

Rear attack = +2 to hit