















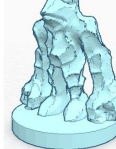





POLYFROG						
	OFF	DEF	TYPE	BEAST	COST	2
  	1	1	<i>Often, intruders are transformed by powerful Wizzard spells, rendering them helpless to further magical machinations</i>			
	0	1				
	0	1				
FROG FORM While on the map, only your opponents may activate a Polyfrog and may do so in place of activating one of their own units					TERRAIN ADVANTAGE	

SNAIL KNIGHT						
	OFF	DEF	TYPE	MUTANT	COST	10
  	2	3	<i>Created from a magical amalgam of man and forest snail, these pitiful beings faithfully guard the realms of Wizzardry</i>			
	0	3				
	0	2				
<u>SLOW AND STEADY</u> Whenever a Snail Knight would perform a move action, roll a die and, on a 1 or 2, no move action is made and the turn ends					TERRAIN ADVANTAGE	

GIANT SPIDER						
	OFF	DEF	TYPE	BEAST	COST	12
	2	2	<i>Stalking the deep, mysterious caves dotting the Crystal Forest, these monsters spin massive webs for unwary intruders</i>			
	0	2				
	0	2				
WEB If an enemy unit adjacent to a Giant Spider attempts to leave their tile, they must roll a 5+ on a single die, otherwise, their action is canceled and their turn ends					TERRAIN ADVANTAGE	

ROCKFROG						
	OFF	DEF	TYPE	CONSTRUCT	COST	25
	1	3(6)	<i>Animated by powerful magic, this crystal effigy stomps through caves and across the bottoms of the land's ponds and lakes</i>			
	0	3(6)				
	0	3(6)				
MAGICAL CONDUIT Any allied units adjacent to the Rockfrog may choose to re-roll all of their Magic OFF dice once before situational re-rolls occur					TERRAIN ADVANTAGE	

CRYSTAL WIZZARD						
	OFF	DEF	TYPE	WIZZARD	COST	16
  	2	2	<i>A powerful and ancient race, the Wizzards watch over the Realms of Mystery from high atop their mighty towers</i>			
	0	2				
	2	3				
<u>FROG CURSE</u> As long as you have a Polyfrog in reserves, a Crystal Wizard may, in place of moving, roll a die and, on a 3+, capture an adjacent enemy unit and replace them with a Ployfrog taken from your reserves					TERRAIN ADVANTAGE	

ELDER WIZZARD						
	OFF	DEF	TYPE	WIZZARD	COST	18
  	1	2	<i>As ancient as the land itself, these hoary masters of the arcane are feared for their unrivaled spellcraft</i>			
	0	2				
	3(3)	3				
HYPNOTIC DOMINATION In place of moving the Elder Wizzard roll a die and, on a 3+, you may activate an adjacent, enemy unit					TERRAIN ADVANTAGE	

POCKET-TACTICS

WIZZARDS OF THE CRYSTAL FOREST

Included in this set are:

- 3 Polyfrogs
- 2 Giant Spiders
- 2 Crystal Wizzards
- 2 Snail Knights
- 1 Rockfrog
- 1 Elder Wizzard
- 1 Crystal Palace Base Tile
- 6 Forest Tiles
- 2 Cave Tile
- 2 Water Tiles

Beast Type: Units with the type “Beast” may never count as allied pieces. Therefore, they do not grant situational re-rolls, nor may your units move over them. Identical Beast units may count as allies to one another (for example, Giant Spiders grant assists to other Giant Spiders and may move over one another). Beasts do not count as enemy units to other units in their own force.