

Kingdom Book Timber

This document is currently in a draft state. The game rules within are complete, but the graphic design and layout of the book are incomplete.



Illustrations and book layout are a work in progress

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Splinter

- **Applies to arms: [6].**
- **Majik cost: [1]** majik per splinter.
- Your kingdom of Timber's arms **[6]** battalion can splinter (demolish) **[1]** timber rampart that already resides within any battlefield zone.
- The rampart you splinter is not required to be adjacent to your battalion, nor is your battalion required to be facing the rampart.
- Deal **[4]** damage to any battalion (Timber, included) that is adjacent to the splintered rampart.
- Remove the splintered rampart from play, permanently.

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Flourish

- **Applies to arms:** [4], [5], [6].
- **Majik cost:** All remaining majik.
- Your kingdom of Timber's arms [4], arms [5], or arms [6] battalion can flourish (build) a rampart in any zone that is not occupied by a battalion, another kingdom's rampart, or an outpost.
- The zone on which you build the rampart is not required to be adjacent to your battalion or any other rampart.
- Your battalion may build a rampart directly on top of any other Timber rampart that already resides within any battlefield zone (effectively stacking Timber ramparts).
 - Any battalion interacting with a stack of Timber ramparts may only interact with the top-most rampart in the stack.

Harvest

- Harvest is a passive ability that applies to demolition-capable battalions of Timber, automatically activating upon demolishing any Timber rampart.
- **Applies to arms:** [4], [5], [6].
- When your kingdom of Timber's arms [4], arms [5], or arms [6] battalion demolishes a Timber rampart, the rampart is returned to your party as resources.

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Overgrow

- **Applies to arms:** [1], [2], [3], [4], [5], [6].
- **Majik cost:** [1] majik per overgrow.
- Your battalion of Timber may build any number of ramparts as a single rampart building maneuver action—honoring the typical rules for valid target zones.

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Forest March

- Forest march is a passive ability that applies to any arms value battalion of Timber, activating automatically whenever marching to forest terrain.
- **Applies to arms:** [1], [2], [3], [4], [5], [6].
- The majik cost to march to forest terrain is overridden to [1] majik.

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Natural Architect

- Natural architect is a passive ability that applies to any arms value battalion of Timber, when the battalion builds ramparts onto terrain that is typically restricted.
- **Applies to Battalion Arms: [1], [2], [3], [4], [5], [6]**
- Your battalion may build a rampart onto a terrain (within a valid zone) that displays the no-building-ramparts icon 

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