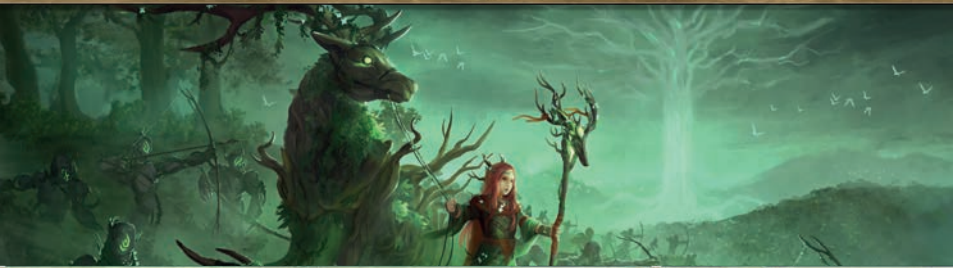


# WARLINE



Kingdom Of  
**TIMBER**



RULES VERSION 1.0


KINGDOM COMPLEXITY LEVEL ●●●●●

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## Splinter

Applies only to Timber battalions of arms [6]


Maneuver action cost 

Your battalion inspires the warstag upon which they are mounted to connect to, by way of root networks, a Timber rampart and reverberate majik through the roots to such a degree that the rampart explodes into deadly shrapnel.

- Spend the appropriate majik from reserve, then permanently remove any [1] Timber rampart from the battlefield. **This does not count as demolition.** Deal [4] damage to the top-most battalion occupying each zone adjacent to the removed rampart.
- This battle art **does not** combine with the Harvest battle art. Splintered ramparts are permanently removed and are not collected back as rampart resources.

## Flourish

Applies only to Timber battalions of arms [4], [5], [6]

Maneuver action cost 

Your battalion propagates out a root network to grow a dense wall of tangled trees, far off from your battalion's position.

- Spend the appropriate majik and place a rampart onto any unoccupied zone on the battlefield—or place a rampart directly on top of any other Timber rampart on the battlefield. In the case of stacked Timber ramparts (by way of the latter action), battalions may only interact with the top-most rampart.
- The Natural Architect passive applies when employing this battle art.
- This battle art **does not** combine with the Overgrow battle art.



## Harvest

Applies only to Timber battalions of arms [4], [5], [6]


**Passive:** This battle art is automatically triggered under condition.

Your battalion harvests the seeds of demolished Timber ramparts, readying the seeds for building other ramparts.


- When your battalion demolishes a Timber rampart, the rampart is returned to your party as a rampart resource.

## Overgrow

Applies to Timber battalions of arms [1], [2], [3], [4], [5], [6]

Maneuver action cost 

Building successive ramparts requires no additional majikal energy at all, as existing roots chain out to grow walls about the battlefield.

- Build any number of ramparts, according to core rampart building rules, for a cost of only .
- The Natural Architect passive applies when employing this battle art.




## Natural Architect

Applies to Timber battalions of arms [1], [2], [3], [4], [5], [6]

**Passive:** This battle art is automatically triggered under condition.


As Timber ramparts grow naturally out of the ground, the ramparts may be built onto any terrain.

- Your battalion may build ramparts onto terrain that typically disallows rampart building (as indicated by a  icon on the terrain).




## Forest March

Applies to Timber battalions of arms [1], [2], [3], [4], [5], [6]

Maneuver action cost 

Your battalion is adept at navigating forest terrain.

- March into a forest terrain zone, ignore the zone's given march maneuver action cost and instead spend only  .





Chenchi hui



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