Foreword

Thank You!

for your interest in **Niramana**.

This document is intended to give you a little insight into the game.

Please remember that this is an unfinished version of the rules.

Names, mechanics and more may change as the game develops!

Attention! It's just google translated at the moment.

A Discord server is available for your feedback.
discord.com/invite/CQ5HAfhDaQ

This link takes you to the Niramana Kickstarter page.
https://www.kickstarter.com/projects/niramana/niramana

Our website.
https://www.niramana.de/

Have fun with the demo version and
have a good hunt!

Contents

Rules
Basic rules
Core values

Game modes
Standard hunting
2 additional scenarios
(Limited goals to choose from)

Hunter
Hunter presets
4 out of 10 standard weapons
2 out of 10 types of magic
All races each with a bonus

Monster
Monster presets
2 out of 5 standard monsters
2 variants of a standard monster

Introduction

Welcome to the Niramana Demo.
In this document you will learn everything you need to know about hunting.

What kind of system is Niramana?

Niramana is a tabletop skirmisher in which monsters and hunters hunt each other. One player controls a group of hunters and another player controls a horde of monsters. Using the right tactics and creating units that are perfectly tailored to their own preferences, both players try to defeat each other. Both sides have goals that they must achieve during the hunt in order to get more points than their opponent and win. A d6 dice system is used and game pieces that can move across a playing field.

How many figures do I need?

As a hunter player, you need 4 figures. As a monster player, you need one large figure and at least 2 small figures.

Do I need specific figures for the game?

No, you can use any figure you like. Please note that the hunters and small monster figures use 30mm bases and large monsters use 60mm bases.

The setting?

The setting takes place in a medieval fantasy world in which dangerous monsters, magic and hunter guilds exist. The players slip into one of the two roles (hunter or monster) and experience a hunt up close.

The basic rules and values

(pages 3-4)

Here you will learn the rules for figures, terrain and what each value means. You will need these for every game mode.

Game phases for „The Hunt " and scenarios

(pages 5-7)

Here you will learn how the game mode "The Hunt" works, with an explanation for each phase and what goals there are to win a game. This is followed by two scenarios that are explained.

Hunter presets or creating

(pages 8-16)

First, you will be shown pre-made hunter units that you can use to quickly start a round without having to think too much about it. After that, you will be explained step by step how you can create your own individual hunters.

Monster presets or creating

(pages 17-25)

First, you will be shown pre-made monster units that you can use to quickly start a round without having to think too much about it. After that, you will be explained step by step how you can create your own individual monsters.
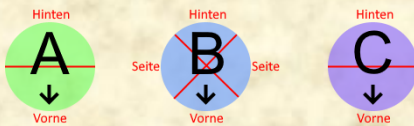
The basic rules

Rules for units

Figures

There are three types of figures

A = 32mm base = **hunter**
B = 64mm base = **large monster**
C = 32mm base = **small monster**

Hunters and small monsters have two damage areas, front and back. They receive double damage from behind.

Large monsters have four damage areas; these are individual for each unit.

Initiative-value

The initiative value determines the order in which the units go.

All units have a base value.
hunter = 3
small monster = 2
large monster = 4
In addition, a d6 is rolled for each unit. Both values are added together.

If several units have the same value, only those units need to be rolled again; this new roll then determines the order of these units.

Action points

Action points are only used for the combat phase. These are needed for actions such as attack or magic.

All units have a base value.
Hunters have 2 AP. Small monsters have 1 AP. Large monsters have 4 AP.

Action consumption
0 hand weapon = 0,5 AA
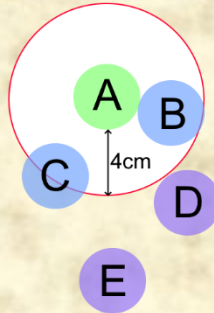1 hand weapon = 1 AA
2 hand weapon = 2 AA
Magic = 2 AA
Moving in the combat phase up to 2 cm => 0,5 AA

Close and ranged combat rules

Close combat area / melee area

A unit is in close combat as soon as it is up to 4cm away from an enemy unit.

To leave the melee area, the player must announce this for the unit in the movement phase. At the beginning of the movement phase, two d6s are rolled per unit. If the player rolls a 9 to 12, this roll is successful and the unit may leave the melee area in this round.

Your units can move from enemy unit to enemy unit as long as the melee areas of both enemy units are touching.
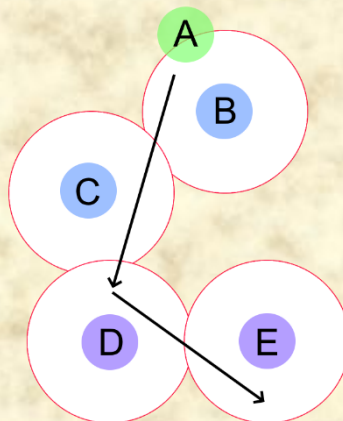
Ranged combat area

All units outside the melee range are automatically in the range area.

Ranged types

Projectile
Attacks with this type fly in a straight line from the attacker to the target. If a unit is in between, that unit will be hit instead. This includes your own units.

From Above/Below
Choose a target location within your range and roll a d6. For each eye, your attack moves 2cm away from the target location. You can choose exactly where. Your hit roll is reduced by 1 when you attack units behind a type 3 obstacle.

Out of nowhere
Choose a target location within your reach and roll a d6. For each eye, your attack moves 4cm away from the target location. You can choose exactly where.

2

Rules for terrain

Obstacles

Type 1
-3 movement range when attempting to move through this obstacle. Hit rolls for melee attacks are reduced by 1. Type 1 includes low bodies of water, bushes, etc.

Type 2
-5 movement range when attempting to move through this obstacle. To-hit rolls for attacks and magic with the projectile type are reduced by 1 when attempting to hit a unit on the other side. Melee attacks are not possible if the target is on the other side. (Large monsters ignore this) Units are exempt from melee range when this obstacle is between them. Type 2 includes logs, rocks, etc...

Type 3
This obstacle cannot be moved across. Projectile type attacks and magic and melee attacks cannot hit if the target is on the other side. Units are exempt from melee range if this obstacle is between them. Type 3 includes walls, trees, etc.

Mixing the types
If two types are mixed, the rules of both types apply.
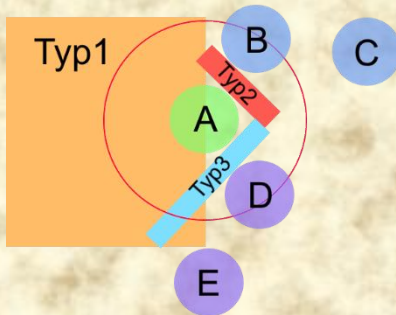
Height differences

For every 1cm of height, a unit needs 2 movement range to climb up or down.

For every 1cm of height, the hit roll for melee attacks is made more difficult by 1. (For large monsters, this only applies from 2cm)

1cm of height counts for melee weapons as 1cm of weapon range.

Climbing rule
From a height of 2 cm, a d6 must be rolled. If the roll is 4 to 6, the roll is successful.

If this is not successful, the following happens.
Climbing up = unit is back at the bottom
Climbing down = unit is now at the bottom
For every cm of fall, the unit loses 0.5 AA and 3 movement range for the next turn.
From a fall height of 3 cm, the unit loses 2 life points.
From a fall height of more than 3 cm, the unit suffers the "stunned" status for the next turn.

example:

2cm	-0,5 AA	-3BW	-2LP	/
3cm	-1,0 AA	-6BW	-4LP	/
4cm+	-1,5 AA	-9BW	-6LP	„stunned "

Explanation of values

Basic values

Every unit has 4 basic values.
- Health points
- Movement range
- Action points
- Initiative value

Armor values

Type	Evasion value	Protection value
Slash	3	5
Stab	3	5
Blunt	3	5

Evasion value (AW)
This value shows you how high your opponent has to roll for his attack to hit your unit.

Protection value (SW)
If the attack hits your unit, the amount of damage your unit suffers is now checked and this value is needed for this.

With a protection value of 5, you suffer the full damage.

With a protection value of over 5, you suffer 1 less damage for each increase.
With a protection value of over 6, it is made 1 more difficult to cast effects on your unit.

With a protection value of under 5, you suffer 1 more damage for each decrease.
With a protection value of under 4, it is made 1 easier to cast effects on your unit.

Weapon values

Hand	Type	TW	SCH	RW	Effect
1	Slash	3d6	2d6	0 - 1cm	Charge

Hand
This value shows you whether your weapon requires 1 or 2 hands.
(A hunter can therefore use two weapons with a value of 1 or one weapon with a value of 2 at the same time)

Hit roll (TW)
This value shows you how many dice you can roll to hit your target.
(You can add up a maximum of 2 dice)

Damage (SCH)
This value shows you how much damage your weapon can inflict.

Range (RW)
This value shows you the range of your weapon.

Effect (EF)
This shows you whether your weapon has an effect.

Magic values

Ranged type	AUS	W	TW	SCH	RW	AZ	Effect
Projectile	2d6	6+	2d6	1d6	2 -12 cm	1	Burn

Ranged types
This value tells you what type of ranged combat type your magic is.

Execution roll (AUS)
This value tells you how many dice you can roll to cast this magic.

Casting (W)
This value shows you how high you have to roll for the execution roll to succeed.

Magic hit roll (MTW)
This value shows you how many dice you can roll to hit your target.
(Here each dice is treated individually and not added together! Therefore, only the highest roll counts.)

Cooldown (AZ)
This value shows you how many turns your unit can no longer cast magic of this type.
(Only becomes active if the execution roll is successful.)

Effect values

Type	AUS	W	Effect	Stackable
Slash	1d6	4+	The hit unit suffers 1d6 damage at the beginning of its next movement phase.	3

Stackable
This value shows you how often an effect can be used on a unit.
(Example - fire can be stacked up to 2 times, which means that fire could be used twice on a unit.)

Maximum 3!
A maximum of 3 different status effects can be used on a unit. (Good and bad)

If another status effect is used on a unit, the oldest status effect is removed.

Example:

	Status 1	Status 2	Status 3	
←				←

A new status effect "Burn" is added, and the status effect "Slow" is removed.

	Status 1	Status 2	Status 3	
←				←

Game mode „The Hunt "

General
Playing field size at least 60 x 60 cm
4 hunters against 1 large monster + small monsters (at least 2)
Points per player to create their units = 250 points (can be individually reduced or increased)

Number of rounds
12 rounds

Preparation phase

Area buff
In this phase, the monster team first selects an area buff, which is announced openly and if this buff sets up terrain pieces, this is already done.

Goals
Both players select a goal.
For the third goal, both players roll 2d6, the player with the highest number can select another goal.
If the same number is rolled, both must roll again.
The unit of the player who does not select the third goal receives +2 initiative in the first round.

Setting up
First, the monster team can choose a side.
The area opposite belongs to the hunter team.

The hunter team can set up its units from the edge of the table up to 10 cm into the playing field.

The monster team can set up its units from the edge of the table up to 25 cm into the playing field.
The large monster can be set up from the edge of the table up to 15 cm into the playing field.

Now both teams set up their units in their area!

Schleife

Game phases

Who starts? (Initiative rule)
A d6 is rolled for each unit. The higher the number, the sooner it is their turn. If two units have the same final number (dice + initiative value), they must roll again, but this only decides which of the two units goes first.

Movement phase
In this phase, the player can move his units. The range of movement varies depending on the unit.
In addition, obstacles can limit the range of movement.

Combat phase
In this phase, the player can attack with his units, cast spells and use other actions that use AA (attack actions).

And here we go again!
Now the fun starts all over again from the "Who starts?" phase.

List of area buffs

Area buff	
Name	**Effect**
Swamp	All units are affected by Wet for the first 3 turns.
Toxic plains	All units are affected by Poison for the first 3 turns.
Volcano	All units are affected by Burn for the first 3 turns.
Meadow	All units gain 2 to movement range.
Mountain	All units lose 2 to movement range.

The wet, poison and fire effects must be rolled every round for each unit to see if they work.

Wet -> The unit's BW is reduced by 3cm. Type 2 obstacles cannot be crossed. (AUS 2d6, W 6+)

Poison -> The unit suffers 1d6 damage in its attack phase. (AUS 2d6, W 8+)

Burn -> The unit suffers 1d6 damage in its movement phase. (AUS 1d6, W 4+)

Example: (AUS 2d6, W 8+) You must roll at least an 8 for the effect not to affect your unit.

List of goals

	Hunter		**Monster**	
25 points	*Cleanse*	150 HP damage to small monsters.	*Cleanse*	150 HP damage to hunters.
10 points	*Destroy Nest*	Destroy the monster's nest.	*Destroy Building*	Destroy a building.
20 points	*Drive Away*	Reduce the HP of the large monster by 100.	*Disable Hunter*	Reduce the HP of a hunter by 100.
10 points	*Kill NPC*	The opposing player places 1 NPC on his side of the field, he controls this unit. Kill an NPC.	*Kill NPC*	The opposing player places 1 NPC on his side of the board, he controls this unit. Kill an NPC.
15 points	*Herbs and Fruits!*	The opposing player places 3 markers on his side of the field. You must collect them all. You pick them up by touching these herbs.	*Herbs and Fruits!*	The opposing player places 3 markers on his side of the board. You must collect them all. You pick them up by touching these herbs.
5 points	*Escape Melee*	Escape melee combat at least 2 times with a unit.	*Escape Melee*	Escape melee combat at least 2 times with a unit.
5 points	*Cast Magic*	Use 2 different types of magic and cast at least 2 successful spells with both.	*Cast Magic*	Use 2 different types of magic and cast at least 2 successful spells with both.

By selecting a goal, the opponent automatically receives the goal opposite.
*If, for example, the hunter player selects the goal "drive away", the monster player receives the goal "eliminate hunter"
Goals cannot be selected twice!

NPC values
LP – 50
AW – 4
SW – 3
BW – 5cm
INI – 1

Building/Nest values
LP – 50
AW – 2
SW – 4

Other Points

Defeat a hunter unit = 4 points
Defeat a small monster unit = 2 points
Defeat a large monster unit = 8 points

Scenarios

Scenarios are based on the rules of the game mode "The Hunt" but change the goal that determines victory and add some special rules.

Goals: Each scenario has a main goal, in addition to the main goal, both players choose another goal from the "list of goals".

> Escort Quest <

Points for completing the main objective
Main objective 40 points

Main objective
Hunters – escort a "neutral unit" safely across the map.
Monsters – stop or defeat the "neutral unit".

Special rules
#1 – If there are fewer than 2 hunters within the melee range of the "neutral unit", it remains stationary for this turn.
#2 – The "neutral unit" moves 5cm towards the target marker every round. If the "neutral unit" is in an opponent's melee range, it can only move 3cm.
#3 – The "neutral unit" can always leave the melee range without rolling the dice.
#4 – The "neutral unit" must be placed on the hunter's side of the game, 5cm from the edge of the table.
(The monster player chooses)
#5 – The target marker must be placed on the monster's side of the game, 5cm from the edge of the table.
(The hunter player chooses)
*#4 and 5 – Both teams/players must roll 1d6 each. The higher roll decides which of the two rules is carried out first.
#6 – The neutral unit is always last in the movement order!

> Nest Quest <

Points for completing the main objective
Main objective 40 points

Main objective
Hunters – destroy nest markers.
Monsters – protect nest markers.

Special rules
#1 – After every 20 LP deduction from the nest marker, another small monster is placed at the edge of the playing field. (The monster player chooses where to place this unit.)
(The small monsters are one of the small monsters used by the monster player, but in their standard form.)
#2 – When the nest marker falls to 30 LP, the large monster becomes angry. This increases the initiative of the large monster by 3 and AA by 1.5 for the next round.
#3 – The nest marker must be placed on the monster's playing side, 10cm from the edge of the table.
(The monster player chooses)

Nest marker values
LP – 100
AW – 2
SW – 4

Hunter „Presets "

LP	100	BW	10	AA	2	INI	3	Name	Gottfried Blackwell	Cost	58

folk	Kaladarer	Special feature	-						
		Buff	+0,5 Attack action						

weapon 1	Sword		Hand	Type	TW	SCH	RW	Effect	
			1	Slash	3d6	2d6	0-1cm	Charge	
	V1	Smarin Griffon		Wind				Element wind	
	V2								
	Weapon skill		Move your unit up to 1cm to the left or right.						
			Jump over the unit in front of you so that you land base to base on the other side.						

weapon 2	Shield		Hand	Type	TW	SCH	RW	Effect	
			1	Blunt	2d6	1	Base	Block	
	V1	Smarin Greif		Wind				Protective jump	
	V2								
	Weapon skill		Push the unit in front of you 2cm backwards, your unit moves with it. The pushed unit suffers 2 direct damage.						
			All hunters within 2cm of the active unit may move behind it. (If they leave the melee, they must roll according to the standard melee rules. If they fail, the unit may move to the outer edge of the melee area so that it is still involved in melee.)						

armor	Heavy armor		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
	Improvement 1	AW	3	3	3	3	3	3	3	3	3
		AW+									
	Improvement 2	SW	7	7	7	6	6	6	6	6	6
		SW+									

100%
200%

LP	100	BW	10	AA	2	INI	3	Name	Kenichi Yumoto	Cost	62

folk	Yoruhoner	Special feature	Gain +1 range with the weapon: Great Hammer.						
		Buff	Generally, suffers -1 DMG from water damage.						

weapon 1	Great Hammer		Hand	Type	TW	SCH	RW	Effect	
			2	Blunt	2d6	2+2d6	0-2cm	Smashing	
	V1	M. Ur-Kabinna Griffon				2		Knockout	
	V2								
	Weapon skill		Move your unit base to base around the enemy unit until you can attack it from a new side.						
			Perform a basic attack that deals +2 damage. (Only possible if the front damage area of the opponent is hit)						

Armor	Medium armor		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
	Improvement 1	AW	4	4	4	4	4	4	4	4	4
	Ur-Kabinna Griffon	AW+	2	2	2	2	2	2	5	2	2
	Improvement 2	SW	6	6	6	5	5	5	5	5	5
		SW+									

100%
200%

| LP | 100 | BW | 13 | AA | 2 | INI | 3 | Name | Yanara Orlow | | Cost | 55 |

folk

Aleidarer	Special feature	Fire-type weapons have increased damage by 1 DMG.
	Buff	Generally, suffers -1 DMG from fire damage.

weapon 1

Bow		Hand	Type	TW	SCH	RW	Effect			
		2	Stab	2d6	2d6	5-15cm	Tensioning			
V1	Seselis Griffon		Electro	1			Leadership master			
V2	Smarin Griffon						Firestorm			
Weapon skill		Make a basic attack that deals +1 damage, the range is reduced by 5cm for this attack.								
		Target a unit that is 10 to 15cm away. All units within a 2cm radius take damage. (Type becomes fire for damage calculation and damage is increased by +1.)								

armor

Light armor		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Improvement 1	AW	5	5	5	5	5	5	5	5	5
	AW+									
Improvement 2	SW	5	5	5	4	4	4	4	4	4
	SW+									

100%
200%

| LP | 100 | BW | 10 | AA | 2 | INI | 3 | Name | Talissa Boros | | Cost | 55 |

folk

Walröner	Special feature	Any magic you use with more than 2 cooldowns has its cooldown reduced by 1.
	Buff	-

weapon 1

Bow		Hand	Type	TW	SCH	RW	Effect			
		2	Stab	2d6	2d6	5-15cm	Tensioning			
V1										
V2										
Weapon skill		Make a basic attack that deals +1 damage, the range is reduced by 5cm for this attack.								
		Target a unit that is 10 to 15cm away. All units within a 2cm radius take damage. (Type becomes fire for damage calculation and damage is increased by +1.)								

armor

Light armor		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Improvement 1	AW	5	5	5	5	5	5	5	5	5
	AW+									
Improvement 2	SW	5	5	5	4	4	4	4	4	4
	SW+									

Magic

Name	FKT	AUS	W	MTW	SCH	RW	AZ	Effect
Hail of fire	From Above	1d6	4+	2d6	1d6	4-12cm	3	Make the execution roll three times. For each success, roll a magical hit roll. (All three successes must consider "From Above" separately.)
Burning shackle	Out of Nowhere	3d6	14+	2d6	-	2-14cm	3	The units hit suffer burn and are unable to move for one turn. (3cm radius)

100%
200%

9

Create a hunter

Basic values
Every hunter has the following basic values
Health points = 100
Movement range = 10 cm
Attack actions = 2
Initiative value = 3

Choose which folk your hunter belongs to.

Folk	Sub-folk/groups	Special feature	Buffs
Kaladarer	Demo	-	+ 0.5 attack action
Yoruhoner	Demo	Gain +1 range with the weapon: Great Hammer	Generally, suffers -1 DMG from water damage.
KurTa'aner	Demo	Gain a free weapon from the weapon list, this weapon can only be used with the KurTa'aner buff.	Roll a d6 before attacking with this unit. On a 5+, this unit gets one attack this turn with its free weapon without spending AA on that attack.
Walröner	Demo	Any magic with more than 2 cooldowns that you use has its cooldown reduced by 1.	-
Bandeler	Demo	-	+4 to movement range
Aleidarer	Demo	Fire-type weapons have increased damage by 1 DMG.	Generally suffers -1 DMG from fire damage.

Now choose at least one weapon.

Weapons of a hunter							
Icon	Cost	Name	Hand	Type	TW	SCH	RW	Effect

Short range							

Icon	Cost	Name	Hand	Type	TW	SCH	RW	Effect
	14	Sword	1	Slash	3d6	2d6	0-1cm	Charge
Weapon skill	Move your unit up to 1cm to the left or right			Jump over the unit in front of you so that you land base to base on the other side.				
	9	Shield	1	Blunt	2d6	1	Base	Block
Weapon skill	Push the unit in front of you 2cm backwards, your unit moves with it. The pushed unit suffers 2 direct damage.			All hunters within 2cm of the active unit may move behind it. (If they leave the melee, they must roll according to the standard melee rules. If they fail, the unit may move to the outer edge of the melee area so that it is still involved in melee.)				

Medium range							

Icon	Cost	Name	Hand	Type	TW	SCH	RW	Effect
	17	Great Hammer	2	Blunt	2d6	2+2d6	0-2cm	Smashing
Weapon skill	Move your unit base to base around the enemy unit until you can attack it from a new side.			Perform a basic attack that deals +2 damage. (Only possible if the front damage area of the opponent is hit)				

Long range							

Icon	Cost	Name	Hand	Type	TW	SCH	RW	Effect
	12	Bow	2	Stab	2d6	2d6	5-15cm	Tensioning
Weapon skill	Make a basic attack that deals +1 damage, the range is reduced by 5cm for this attack.			Target a unit that is 10 to 15cm away. All units within a 2cm radius take damage. (Type becomes fire for damage calculation and damage is increased by +1.)				

Name	A - P	Effect	AZ
Charge	Active	For the next attack with this weapon, increase the hit roll by 1d6 and damage by 2.	2
Block	Active	The protection value for a damage calculation is increased by 2.	1
Smashing	Active	Range changes to 1cm with a radius of 2cm for the next attack.	2
Tensioning	Passive	This unit may only move 0 to 6 cm in the movement phase before attacking with this weapon, otherwise it cannot attack with this weapon.	-

Weapon skills

Each weapon has a fixed set of weapon techniques, which can be used in the combat phase.
Using a weapon technique costs 0.5AA, after using a weapon technique, both weapon techniques do not work in the next round and only one weapon technique can be used per turn per unit.
You can use attacks or magic while using one of the weapon techniques.

Example 1: While your unit is using a weapon technique that allows it to move, an attack or magic can be used from the entire line of movement.

Example 2: While your unit is using a weapon technique that performs a normal attack, you can use another attack or magic.

Now choose your armor type.

Cost	Icon	Name	Type	AW	SW
		Armor of a hunter			
14		Heavy armor	Slash	3	7
			Blunt	3	7
			Stab	3	7
			Fire	3	6
			Water	3	6
			Earth	3	6
			Wind	3	6
			Electro	3	6
			Poison	3	6
14		Medium armor	Slash	4	6
			Blunt	4	6
			Stab	4	6
			Fire	4	5
			Water	4	5
			Earth	4	5
			Wind	4	5
			Electro	4	5
			Poison	4	5
14		Light armor	Slash	5	5
			Blunt	5	5
			Stab	5	5
			Fire	5	4
			Water	5	4
			Earth	5	4
			Wind	5	4
			Electro	5	4
			Poison	5	4

If necessary, you can now choose magic.
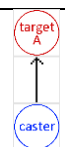
Each selected type of magic costs 10 points. The first spell for each selected type of magic costs 5 points less.
Please note that you only have 3 magic type slots, which means that you can use a maximum of 3 magic types per hunter.
For each selected type of magic, you can choose up to 5 spells.
You can expand your type of magic for another 5 points, which gives you 5 more spell slots, but this type of magic now takes up 2 magic type slots.

Water magic							
Cost	**Name**	**Effect**					
9	Cleanse	Removes status effects: Minor Burn, Burn, Sleep, Mud, Fatigued.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Projectile	2d6	6+	-	-	0-8	1	
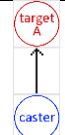
Cost	**Name**	**Effect**					
17	healing grenade	All units within a 3 cm radius receive a healing of 20 HP.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
From above	2d6	5+	-	-	0-12	2	
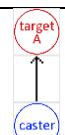
Cost	**Name**	**Effect**					
13	self-healing	Heals the caster for 20HP.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	2d6	4+	-	-	-	2	

Cost	**Name**	**Effect**					
15	water shackle	The hit units suffer **Mud** and are unable to move for one turn.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Out of Nowhere	3d6	14+	2d6	-	2-14	3	

Mud – Type Water, AUS 1d6, W 4+, The unit loses 4cm movement range for 2 turns.

Cost	**Name**	**Effect**					
16	water whip	The target unit is healed of fire status effects on a successful hit roll.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Projectile	2d6	7+	2d6	1d6 + 3	0-6	2	

Cost	**Name**	**Effect**					
12	Rain	The ground within the radius (3 cm) becomes a Type 1 obstacle for one turn. Heals fire status effects for all units within the Type 1 obstacle this turn.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
From above	2d6	5+	-	-	0-10	1	

<table>
<tr><td colspan="8" align="center">**Fire magic**</td></tr>
</table>

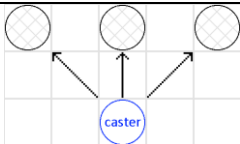| Cost	Name	Effect					
17	Jumping flame	After a unit "target A" has been hit, it flies to the next possible unit "target B" (including your own!) and then back to the previously hit target "target A". (All three hits are calculated individually) the last hit target "target A" suffers from **Burn**. (If several units are equally close to the first hit unit, 1d6 must be rolled for all of them, the unit with the lowest number is hit)					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Projectile	2d6	6+	2d6	2	0-6	2	

__Burn__ – Type Fire, AUS 1d6, W 4+, The hit unit suffers 1d6 damage in the next two movement phases.

Cost	Name	Effect					
15	hail of fire	Make the execution roll three times. For each success, a hit roll is rolled. (All 3 successes must be considered separately under "From Above")					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
From above	1d6	4+	2d6	1d6	4-12	3	

Cost	Name	Effect					
12	Burnt	After damage calculation: The hit unit "target A" has -2 fire defense in the next damage calculation.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Projectile	1d6	2+	1d6	1	0-12	1	

Cost	Name	Effect					
20	Running Flame	From the base of the casting unit to 6cm directly in front of it, all units in that line suffer **Minor Burn** and -3 Movement Range for 1 turn on a successful hit roll.					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
From below	1d6	3+	3d6	3	-	2	

*__Minor Burn__ – Type Fire, AUS 1d6, W5+, The hit unit takes 1d6 fire damage during its next movement phase.*

Cost	Name	Effect					
14	Burning Shackle	The units hit suffer **Burn** and are unable to move for one turn. (3cm radius)					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Out of Nowhere	3d6	14+	2d6	-	2-14	3	

__Burn__ – Type Fire, AUS 1d6, W 4+, The hit unit suffers 1d6 damage in the next two movement phases.

Cost	Name	Effect					
7	Inner Flame	For 2 rounds, your attacks with weapons add 1 additional fire damage to the unit that casts the attack. (If your weapon is not of the fire type, the damage is calculated separately with the opponent's fire defense)					
Ranged type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	1d6	2+	-	-	-	3	

Adjusting base stats

You can increase a hunter's base stats a total of 4 times.

Cost			
5	Life points	10	LP
3	Movement range	+1	cm

Weapon improvements

You can improve a hunter's weapon a total of 2 times.
If an improvement is chosen, 3 values of this improvement must be chosen.
If the improvement has fewer than 3 values, only the existing values are adopted.
If two improvements are chosen, note that 2 values must be taken from one modification and 3 values from the other.
A negative value must be taken.
(Each of these values can only be chosen once - type, hit roll, damage, range)
The exception is the effect value, here every weapon can have an active and a passive effect. (Bows and crossbows also retain their standard effect)

Sword

Cost	Name	Type	Hit roll	Damage	Range	Effect
8	Kabinna Griffon			1	1	Streamlined
9	M. Ur-Kabinna Griffon			2		Low Exhaustion
13	F. Ur-Kabinna Griffon	Wind		2		Shadow Strike
11	Seselis Griffon	Electro	1			Electric Element
9	Smarin Griffon	Wind				Wind Element

Streamlined – Passive – +2 to hit if your unit moved in the combat phase.

Low Exhaustion – Passive – Roll a d6 after this unit deals damage. On a 6, the opposing unit loses 0.5 AA on its next turn.

Shadow Strike – Active – You can re-roll your hit roll once. – Cooldown 2

Electric Element – Passive – Type becomes Electric or Stab. (Must be chosen at the beginning of each round)

Wind Element – Passive – Type becomes Wind or Slash. (Must be chosen at the beginning of each round)

Shield

Cost	Name	Type	Hit roll	Damage	Range	Effect
8	Kabinna Greif			1	1	Into the projectile
9	M. Ur-Kabinna Greif			2		I'm still alive!
13	F. Ur-Kabinna Greif	Wind		2		Walking cloud
11	Seselis Greif	Electro	1			Static shield
9	Smarin Greif	Wind				Protection jump

Into the projectile – Active – The unit can jump in front of the enemy when it attacks with a projectile. (3cm range, area must be clear) – Cooldown 3

I'm still alive! – Passive – If the life of this unit falls to 0, it receives 8 new life points.

Walking cloud – Passive – All melee and ranged projectile attacks targeting this unit are penalized by 1 hit roll.

Static shield – Passive – Roll 1d6 when you are attacked, on a 5+ the opponent takes 1 direct damage.

Protection jump – Active – Switch places with an allied unit while it is being attacked by melee attacks in the melee range. The attack now goes to this unit. (Range 5cm) – Cooldown 3

Great Hammer						
Cost	Name	Type	Hit roll	Damage	Range	Effect
8	Kabinna Greif			1	1	Quick Swing
9	M. Ur-Kabinna Greif			2		Knockout
13	F. Ur-Kabinna Greif	Wind		2		Dust Thrown Up
11	Seselis Greif	Electro	1			Electric Blast
9	Smarin Greif	Wind				Fiery Ground

Quick Swing – Passive – In addition to normal attacks, you can make attacks that cost 0.5 AA. (3d6+1 to hit, 1d6+1 damage) Can be used a maximum of 2 times per attack phase for this unit.

Knockout – Active – This round the weapon has the additional effect "Stun". – Cooldown 3
Stun – AUS 1d6, W 6+, The affected unit is out for this and the next round.

Dust Thrown Up – Passive – If you roll two 6s on your hit roll, a cloud with a radius of 3cm will appear on your unit for this and the next round. (The cloud gives +2 to all evasion values for all units in it.)

Electric Blast – Passive – Every second attack with this weapon has a chance to cause an "Electrical Explosion" on the attacked target. Roll a d6, on a 5+ the effect takes effect.
Electric Blast – The hit unit takes 1d6 Electric damage.

Fiery Ground – Passive – If this unit takes damage, then roll a d6, on a 5+ the following effect applies: "Within a radius of 2cm all units take 1 direct damage."

Bow						
Cost	Name	Type	Hit roll	Damage	Range	Effect
8	Kabinna Greif			1	1	Renewed Feathers
9	M. Ur-Kabinna Greif			2		Death Arrows
13	F. Ur-Kabinna Greif	Wind		2		Shadow Movement
11	Seselis Greif	Electro	1			Leadership Master
9	Smarin Greif	Wind				Hail of Fire

Renewed Feathers – Passive – +4cm Range

Death Arrows – Passive – If a unit is hit by this arrow 4 times, that unit suffers "Stun".
Stun – AUS 1d6, W 6+, The affected unit is out for this and the next round.

Shadow Movement – Active – Attack an area with Above/Below. Your unit lands there. This effect ignores melee rules. – Cooldown 4

Leadership Master – Passive – Attacks with this weapon of type "From Above/Below" deviate only 1cm per eye.

Hail of Fire – Passive – Every third attack with this weapon has the projectile "From Above" which is type fire and units hit must roll 1d6, on a 6+ they suffer "burn".

Burn – Type Fire, AUS 1d6, W 4+, The hit unit takes 1d6 fire damage over the next two movement phases.

Upgrade armor values

You can increase the protection values of a hunter's armor a total of 3 times.

Increase protection		
Cost	Type	Increase
5	Slash	1
5	Blunt	1
5	Stab	1
5	Fire	1
5	Water	1
5	Earth	1
5	Wind	1
5	Electro	1
5	Poison	1

Armor improvements

You can improve a hunter's armor twice in total.
The first improvement takes the values of type 1 or type 2.
Type 1 is evasion values. Type 2 is protection values.
(However, it always takes all negative values, even if you choose type 1, for example, the negative values of type 1 and type 2 are transferred to the armor.)
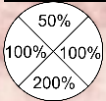The second improvement takes the type that is still free.
(Negative values remain, but can be increased or decreased by the second improvement!)

Name		Kabinna Griffon Armor								
	Cost	Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Type 1	20			1				3		
Type 2	10			1				1		
Name		**Ur-Kabinna Griffon Armor**								
	Cost	Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Type 1	30			2				4		
Type 2	15			1				2		
Name		**Seselis Griffon Armor**								
	Cost	Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Type 1	30					4		2		
Type 2	30					3		3		
Name		**Smarin Griffon Armor**								
	Cost	Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Type 1	25	1	1	1	2					
Type 2	30	1	1	1	3					

Monster „Presets "

Large Monster

LP	200	BW	14	AA	4	Name	Seselis Greif				Cost	120

<table>
<tr><td rowspan="5">Special features</td><td>Name</td><td colspan="10">Effect</td></tr>
<tr><td>Mountain creature</td><td colspan="10">Light Feet – Ignores Type 1 obstacles during the movement phase.</td></tr>
<tr><td>Electric attack</td><td colspan="10">All weapons of this unit change their type to electric.</td></tr>
<tr><td>Phoenix</td><td colspan="10">When its life drops to 0 for the first time, it gains 50 HP.</td></tr>
</table>

	Name	Hand	Type	TW	SCH	RW	Effect
Weapons	Beak	/	Stab	2d6	1d6	Base	
	Hooves	1	Blunt	2d6	1d6	0 – 2	
	Hooves	1	Blunt	2d6	1d6	0 – 2	
	Claw – Griffon	1	Slash	2d6	1d6 +2	0 – 1	Bleeding
	Claw - Seselis Griffon	1	Electro	1 + 2d6	1d6 +2	0 – 1	Static shield

			Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Armor	**Improvement AW**	AW	6	6	6	6	8	6	6	6	6
		AW+									
	Improvement SW	SW	3	3	3	3	6	3	6	3	3
		SW+									

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      50%
100% /  \ 100%
     200%
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LP	190	BW	17	AA	4	Name	Wassur Elex				Cost	104

<table>
<tr><td rowspan="4">Special features</td><td>Name</td><td colspan="10">Effect</td></tr>
<tr><td>Swamp creature</td><td colspan="10">Quick Escape – Usable twice – The unit moves to one of the corners of the board during the movement phase. The unit cannot attack or use magic during this round.</td></tr>
<tr><td>Battering ram</td><td colspan="10">Pushes enemies aside and they take 1d6 blunt damage, HD 2d6, Range 1 – 4 cm.</td></tr>
<tr><td>Regenerator</td><td colspan="10">Restores 8 HP at the end of your movement phase.</td></tr>
</table>

	Name	Hand	Type	TW	SCH	RW	Effect
Weapons	Horns	-	Stab	3d6	1d6	Base	-
	Hooves	1	Blunt	2d6	1d6	0 – 2	-
	Hooves	1	Blunt	2d6	1d6	0 – 2	-

			Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
Armor	**Improvement AW**	AW	8	8	8	8	8	8	8	8	8
		AW+									
	Improvement SW	SW	2	3	2	2	3	3	3	2	2
		SW+		1			1				

		Name	AUS	W	MTW	SCH	RW	AZ	Effect
Magic	**Shadow**	Doppelgänger	2d6	7+	-	-	0 – 7	3	Creates a doppelganger where your current unit is located. Your current unit can be placed up to 7 cm away and at least 1 cm away from other units. The summoned doppelganger casts a taunt on all units that are at least 2 cm away from it. (A doppelganger cannot perform any actions and remains on the field for the next 2 game phases.)
		Camouflage	2d6	6+	-	-	-	1	Cannot be targeted by an action for a round. (If this unit uses an action, it loses the effect of Stealth. Actions that simply move this unit do not cancel the effect.)

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      50%
200% /  \ 200%
     100%
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Small Monster

LP	80	BW	10	AA	1	Name			Small Cendera Poros					Cost	49

Weapon

	Hand	Type	TW	SCH	RW	Effect					
Lizard claw	1	Slash	2d6	1d6	0-1	Bleeding					

Armor

		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
	AW	4	4	4	4	4	4	4	4	4
improvement of basic values	AW+									
	SW	2	2	2	2	4	2	2	4	2
improvement of basic values	SW+	1	1	1						

Special features

Name	Effect
Wetland	+1 movement range
Battering ram	Pushes enemies aside and they receive 1d6 blunt damage, TW 2d6, RW 1-4cm.

50% / 100% / 100% / 200%

LP	70	BW	11	AA	1	Name			Small Kabinna Griffon					Cost	44

Weapon

	Hand	Type	TW	SCH	RW	Effect					
Griffon claw	1	Slash	2d6	2 + 1d6	0-1	Bleeding					
Beak	-	Stab	3d6	1d6	Base	-					

Armor

		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
	AW	4	4	4	4	4	4	6	4	4
improvement of basic values	AW+									
	SW	2	2	2	2	4	2	3	4	2
improvement of basic values	SW+									

Special features

Name	Effect
Mountain creature	+1 Protection to Wind
Springer	This unit can move through units.

50% / 200% / 200% / 100%

Create Monsters

Choose your monster's base

Large Monster

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
37	Wassur Elex	160	4	15	AUS	8	8	8	8	8	8	8	8	8
					SW	2	3	2	2	3	3	3	2	2
Weapons				**Magic**			**Special features**				**Creature**			
Horns, 2x Hooves				Doppelgänger, Camouflage			-				Steppe creature, swamp creature			

50% / 100% / 100% / 200%

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
51	Smarin Griffon	180	4	11	AUS	5	5	5	6	5	5	5	5	5
					SW	4	4	4	6	3	4	3	3	3
Weapons				**Magic**			**Special features**				**Creature**			
2x Griffon claw, 2x Hooves, Peak				Fireball, Small tornado			-				Desert creature			

100% / 200% / 200% / 50%

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
53	Male Ur-Kabinna Griffon	180	4	11	AUS	6	6	6	6	6	6	9	6	6
					SW	4	4	4	4	4	4	6	4	4
Weapons				**Magic**			**Special features**				**Creature**			
2x Griffon claw, 2x Hooves, Peak				Smoke breath			Rotting Attack				Mountain creature			

50% / 200% / 200% / 100%

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
46	Seselis Griffon	160	4	11	AUS	6	6	6	6	8	6	6	6	6
					SW	3	3	3	3	6	3	6	3	3
Weapons				**Magic**			**Special features**				**Creature**			
2x Griffon claw, 2x Hooves, Peak				-			Electric Attack				Mountain creature			

50% / 200% / 200% / 100%

*Doppelgänger – Type Shadow, AUS 2d6, W 7+, Range 0-7cm, cooldown 3, creates a doppelgänger where your current unit is, your current unit can be placed up to 7cm away with at least 1cm distance to other units. The summoned doppelganger casts a **taunt** on all units that are at least 2cm next to it. (A doppelganger cannot attack and stays on the field for your opponent's next turn.)
**Taunt – AUS 2d6, W 8+, The hit unit can only target that unit for actions this round.

*Camouflage – Type Shadow, AUS 2d6, W 6+, cooldown 1, Cannot be targeted by an action for a round. (If this unit uses an action, it loses the effect of camouflage. Actions that only move this unit do not cancel the effect)

*Fireball – Type Fire, Range type Projectile, AUS 2d6, W 6+, TW 2d6, SCH 1d6, RW 2-12cm, range 2-12cm, cooldown 1, the target unit suffers fire on a successful hit roll.

*Small tornado – Type Wind, Range type Projectile, AUS 2d6, W 6+, TW 3d6, SCH 1d6+1, RW 8cm, cooldown 2, All units that are hit must be positioned 1cm apart. This projectile has the "Piercing" effect.
**Piercing – The projectile moves through units.

*Smoke breath – Type Shadow, AUS 2d6, W 4+, cooldown 1, The casting unit is enveloped in a cloud of smoke and cannot be targeted by an enemy attack for 1 round.

Small Monster

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
14	Small Cendera Poros	60	1	10	AUS	4	4	4	4	4	4	4	4	4
					SW	2	2	2	2	4	2	2	4	2

Weapon	Magic	Special features	Creature
Lizard claw	-	-	Wetland

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   50%
100%   100%
   200%
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Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
23	Small Wassur Mori	70	1	12	AUS	6	6	6	6	6	6	6	6	6
					SW	1	2	1	1	2	2	2	1	1

Weapon	Magic	Special features	Creature
Horns	-	-	Mountain creature

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   50%
100%   100%
   200%
```

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
15	Small Kabinna Griffon	60	1	9	AUS	4	4	4	4	4	4	6	4	4
					SW	2	2	2	2	2	2	3	2	2

Weapon	Magic	Special features	Creature
Griffon claw	-	-	Mountain creature

```
   50%
200%   200%
   100%
```

Cost	Name	LP	AA	BW		Slash	Blunt	Stab	Fire	Water	Earth	Wind	Electro	Poison
27	Small Jautis Wolve	65	1	13	AUS	4	4	4	4	4	4	4	4	4
					SW	2	2	2	2	2	2	2	2	2

Weapon	Magic	Special features	Creature
Wolve claw	-	-	Prairie creature

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   50%
100%   100%
   200%
```

Customizing your monster

Here you can use your points to customize your monsters to suit your playing style.

Improving the basic stats for monsters

You can increase the basic stats of a monster a total of 4 times.

Basic stats			
cost			
5	Health points	10	LP
3	Movement range	+1	cm

Improving your monster's armor

You can increase the protection values of your monsters' armor a total of 4 times.

Increase protection		
Cost	Type	Increase
5	Slash	1
5	Blunt	1
5	Stab	1
5	Fire	1
5	Water	1
5	Earth	1
5	Wind	1
5	Electro	1
5	Poison	1

Special features for your monsters

Small monsters can choose 1 special feature.
Large monsters can choose 2 special features. (One of these can be for large monsters)

Special features for all monsters		
Cost	Name	Effect
10	Springer	Can move through units.
15	Fire slasher	Slash damage becomes fire damage and fire protection +2
15	Electric stitch	Stab damage becomes electrical damage and electrical protection +2
20	Regenerator	Restores 8 HP at the end of the combat phase.
16	Battering ram	Pushes enemies aside and they take 1d6 blunt damage (damage calculation is normal). Can only hit each unit once per round.
-10	Highly flammable	Takes +2 fire damage when fire-type damage is taken.
18	Lava eater	Fire magic cast on this unit is neutralized and heals this unit's health equal to the damage of the magic.
15	Spines	Units attacking this unit with base-to-base attacks take 1 damage.
14	Electric attack	All weapons of this unit change their type to electric.
14	fire attack	All weapons of this unit change their type to fire.
14	water attack	All weapons of this unit change their type to water.
20	Titan bite	Weapons with "bite" in the name deal 1d6 more damage.

Special features for large monsters		
Cost	**Name**	**Effect**
20	Wear down	Every attack with weapons receives the "Wear" effect.
30	Rage	When the monster falls below 50 HP, it permanently receives +1 AA and takes 1 less damage.
26	Living Fortress	All protection values +1
24	Phoenix	When its life falls to 0 for the first time, it receives 50 HP.
20	Rotting attack	All weapons of this unit receive the "Rot" effect.

*Wear down – Enemies hit by attacks receive the "Wear down" status +1, which cannot be removed by new status effects. As soon as this status reaches +6, the enemy's armor value is reset to the base values for the next damage. Furthermore, the Wear down status effect is then removed.

*Rot – *Type Poison, AUS 1d6, W 4+, The unit hit loses 2 movement range for 2 turns and takes 2 direct damage. (Does not stack!)*

Creature Bonus

Your monsters each have a creature bonus.
You can find out what type of creature your monster is on the corresponding monster page for your monster.
Large monsters can freely choose between the basic, special and unique bonuses.
Small monsters can only choose between the basic bonuses.

	Only for big monsters		For all Monsters		
	Unique	**Special**	**Basic 1**	**Basic 2**	**Basic 3**
Mountain	"Light Feet"	"Friends Call"	+1 Movement range	+1 damage to wind damage	+1 protection value on wind
Desert/Dune		"Survival"	+1 Movement range	1 damage to earth damage	+1 protection value on earth
Swamp/Moor		"Quick Escape"	+1 Movement range	+1 damage to water damage	+1 protection value on water
Wetland		"Quick Escape"	+1 Movement range	+1 damage to water damage	+1 protection value on water
Prairie		"Survival"	+1 Movement range	+1 damage to fire damage	+1 protection value on fire
Steppe		"Friends Call"	+1 Movement range	+1 damage to slash damage	+1 protection value on slash

Light Feet	Ignores type 1 obstacles during the movement phase.
Survival	+5 HP on each of this unit's movement phases.
Quick Escape	Usable twice: Large monster moves to one of the corners of the field during the movement phase. In this round, the unit cannot attack or use magic.
Friends Call	Usable twice: Summon a small monster that is within 20cm of this unit. Place the small monster 1cm to 5cm away from your unit.

Selecting or changing weapons

Monsters can equip two weapons with Hand 1 or one weapon with Hand 2. Additionally, they can equip one weapon with Hand "–".

Short range							
Cost	Name	Hand	Type	Hit roll	Damage	Range	Effect
8	Claws	1	Slash	1d6	1d6	0-1 cm	Bleeding
9	Hooves	1	Blunt	2d6	1d6	0-2 cm	
8	Horns	-	Stab	3d6	1d6	Base	
8	Peak	-	Stab	3d6	1d6	Base	
10	Bite	-	Stab	2d6	2d6	Base	Bleeding

Bleeding 🔴 – *Type Slash, AUS 1d6, W 4+, The hit unit suffers 1d6 damage at the beginning of its next movement phase.*

Medium range							
Cost	Name	Hand	Type	Hit roll	Damage	Range	Effect
19	Tail	-	Blunt	3d6	1d6	0-4 cm	Push

Push – *AUS 3d6, W 9+, The hit unit is pushed 3cm away. (Ignores melee range)*

Improve weapons
You can improve a monster's weapon once.

Claws						
Cost	Name	Type	Hit roll	Damage	Range	Effect
4	Lizard	-	2d6	-	-	-
8	Griffon	-	2d6	2 + 1d6	-	-
11	Kabinna Griffon	-	2d6	3 + 1d6	1	Windswept
11	M. Ur-Kabinna Griffon	-	2d6	4 + 1d6	-	Rot
15	F. Ur-Kabinna Griffon	Wind	2d6	4 + 1d6	-	Walking Cloud
15	Seselis Griffon	Electro	1 + 2d6	2 + 1d6	-	Static Shield
13	Smarin Griffon	Wind	2d6	2 + 1d6	-	Fiery Ground
9	Wolve	-	3d6	1 + 1d6	-	-

Windswept 🧍 – Passive – +2 to hit if your unit moved in the combat phase.

Rot 🔻 – Passive – Type Poison, AUS 1d6, W 4+, The unit hit loses 2 movement range for 2 turns and takes 2 direct damage. (Does not stack!)

Walking Cloud 🧍 – Passive – Melee and ranged attacks with projectile type that attack this unit are made more difficult by 1. (Enemy hit roll -1)

Static Shield – Passive – Roll a d6 when you are attacked, and on a 5 to 6 the opponent takes 1 direct damage.

Fiery Ground – Passive – All units within a 2cm radius receive 1 direct damage. (Except this unit) (Once per unit per game)

If necessary, you can now choose magic.

Each selected type of magic costs 10 points. The first spell for each selected type of magic costs 5 points less. Please note that you only have 3 magic type slots, which means that you can use a maximum of 3 types of magic per hunter. For each selected type of magic, you can choose up to 5 spells.
You can expand your type of magic for another 5 points, which gives you 5 more spell slots, but this type of magic now takes up 2 magic type slots.

Shadow magic							
Cost	**Name**	**Effect**					
12	Doppel-ganger	Creates a doppelganger where your current unit is, your current unit can be placed up to 7cm away with at least 1cm distance to other units. The summoned doppelganger casts a taunt on all units that are at least 2cm next to it. (A doppelganger cannot attack and stays on the field for your opponent's next turn)					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	-
-	2d6	7+	-	-	0-7	3	

***Taunt** – AUS 2d6, W 8+, The hit unit can only target that unit for actions this round.*

Cost	**Name**	**Effect**					
9	Camouflage	The unit using the effect cannot be targeted by an action for one round. (If this unit uses an action, it loses the effect of camouflage. Actions that only move this unit do not cancel the effect.)					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	-
-	2d6	6+	-	-	-	1	

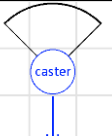| **Cost**	**Name**	**Effect**					
10	Smoke breath	The casting unit is enveloped in a cloud of smoke and cannot be targeted by an enemy attack for 1 round.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	-
-	2d6	4+	-	-	-	1	

Fire magic							
Cost	**Name**	**Effect**					
15	Fireball	The target unit suffers **burn** on a successful hit roll.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Projectile	2d6	6+	2d6	1d6	2-12	1	
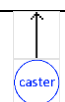
Burn *– Type Fire, AUS 1d6, W 4+, The hit unit suffers 1d6 damage in the next two movement phases.*

Cost	**Name**	**Effect**					
12	Fire breath	Enemies in the area in front of the casting unit (0 to 4cm) take fire damage. The casting unit jumps back 6cm after the magic is cast.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	2d6	6+	1d6	1d6 - 1	0-4	2	

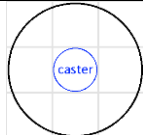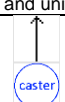| **Cost**	**Name**	**Effect**					
8	Fiery Fist	The casting unit gains +3 movement range for 2 turns and all unit's base to base with it suffer fire damage.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	1d6	4+	1d6	1d6 - 1	Base	3	
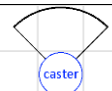
Wind magic

Cost	Name	Effect					
16	Small Tornado	All units that are hit must be positioned 1cm apart. This projectile has the **"Penetrating" effect**.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
Projectile	2d6	6+	3d6	1d6+1	8	2	

***Penetrating** – The projectile moves through units.*

Cost	Name	Effect					
13	Wind quake	All units within 6cm of the casting unit are pushed out of the area and take wind damage.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	2d6	7+	2d6	1d6	0-6	2	

Cost	Name	Effect					
8	Wolve step	The casting unit moves up to 10cm in one direction, ignoring type 1+2 terrain and units.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	2d6	8+	-	-	0-10	2	

Cost	Name	Effect					
14	Tendrils	Units in front of the casting unit (0-3cm) are **pulled in** and suffer wind damage.					
Range type	**AUS**	**W**	**MTW**	**SCH**	**RW**	**AZ**	
-	2d6	9+	2d6	2d6+2	0-3	3	