



Forest Arcana

(By Layne Phillips (1_a_p@hotmail.com))

Board: 8x8 Checkered. Spaces are numbered vertically 1~8, and horizontally with A~H.

Army Size: 16 Pieces

8 Pawns	2 Rooks	2 Knights
2 Bishops	1 Queen	1 King

How to Lose: In Forest Arcana You lose by having your King captured, OR by having your king put into a position that he cannot move safely from. Carnivorous Plant

Special rules: Each Ranked Piece has 2 options, you may select all of your pieces as one option or mix and match. You may have no more pieces than are listed above in "Army Size" Make sure to differentiate different pieces.

Pieces:



Scout (Pawn) A2~H2 / A7~ H7

Trained wilderness spies that relay positions back to the King.

Move: move diagonally 2 spaces.

Capture: Move 1 space diagonally and capture a piece diagonally adjacent.



Living Fungus (Pawn) A2~H2 / A7~ H7

These fungus creatures stalk the living and devour them.

Move: Move 1 space any direction

Capture: May capture pawns by moving vertically forward onto them.

Wall: Create a wall directly ahead of itself on an unoccupied space that can only be killed by models above Rook class



Sprite (Rook) A1 & H1 / A8 & H8

Tiny flying fairies that can hypnotize their victims.

Move: Teleport two spaces orthogonally OR 1 space diagonally.

Capture: Does not capture

Mesmerize: Any single adjacent model is mesmerized by the sprites and may not move or take any actions so long as the pixies remain adjacent to them.



Carnivorous Plant (Knight) B1&G1 / B8&G8

Viscous plants that eat meat.

Move: Move 1 space any direction

Capture: If "rooted" any enemy piece passing by or ending their turn adjacent to the plant is captured.

Take Root / Uproot: Spend a turn to root the plant (allowing it to capture) or to uproot (allowing it to move)



Ranger (Knight) B1 & G1 / B8 & G8

A stealthy warrior that dedicated his life to the forest.

Move: Move 1 space diagonally.

Capture: Capture an adjacent unit.

Hide: If no other action is taken, Hide and remove the piece from the board, put a placeholder marking on this spot (Cannot be hurt or affected while hidden) If hidden, may use an action to reveal the ranger and reappear on its placeholder marking



Grizley Bear (Knight) B1 & G1 / B8 & G8

Big angry bear

Move: Move 2 spaces vertically forward, or 1 space orthogonally

Capture: Capture only when moving 2 spaces forward.



Dryad (Bishop) C1 & F1 / C8 & F8

Beautiful tree spirits that lure men to their death.

Move: Move 1 space orthogonally.

Capture: Does not capture.

Charm: May charm an adjacent creature who becomes controlled by the dryad's owner for as long as the dryad remains alive.



Mudman (Bishop) C1 & F1 / C8 & F8

A living pile of mud created for destruction.

Move: Move up to 2 spaces orthogonally.

Capture: Capture by landing on an enemy piece.

More Mud: Any unit killed by a mudman becomes a mudman under your control placed adjacent to the victorious mudman.



Druid (Queen) D1/ E8

The ruthless commander of the Chaotic Army.

Move: Move 1 space in any direction

Capture: May capture 1 adjacent piece

Protection: All allied adjacent units cannot be killed or subject to deleterious effects.



Phoenix (Queen) D1/ E8

A flaming bird, the symbol of reincarnation.

Move: Teleport 2 spaces in any direction.

Capture: Capture 1 adjacent piece.

Resurrection: May resurrect on the same location once per game.



Mother Nature (King) E1/ D8

The mother of all living things.

Move: up to 2 spaces in any direction

Capture: Capture by moving onto the enemy.

Protection: Cannot be hurt by pieces lower than Bishop.



The Great Tree (King) E1/ D8

The Tree of life, and source of magic in the Forest.

Move: Does not Move, and can't be moved.


Capture: Does not capture.

Roots: Any unit within 2 spaces may be immobilized by roots for 2 rounds unable to move or take actions.

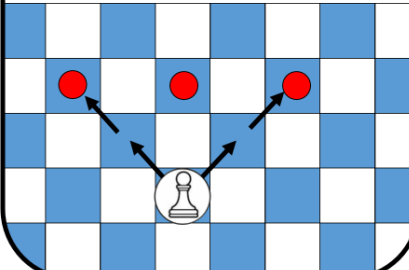

Regrowth: Any time a unit below the rank of queen is Captured you have the option of regenerating it on the same spot (may be used only 3 times total).

Background:

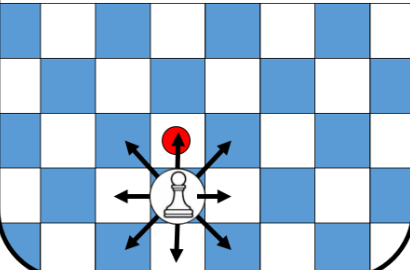

The Forest Army defends the natural world from invaders from the human kingdoms.



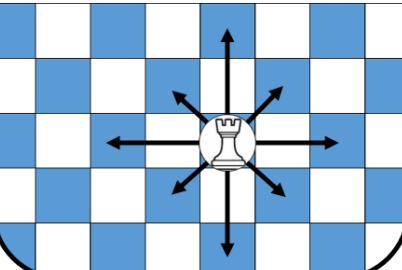

Scout
Rank Pawn
Start: A2~H2
A7~H7
Move: 2 space diagonally.
Capture: Move 1 space diagonally and capture 1 diagonally adjacent piece.

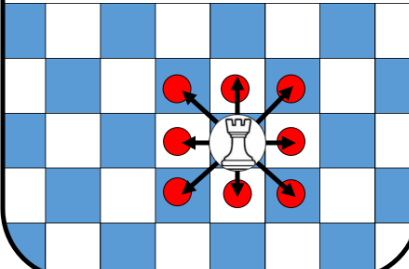

Living Fungus
Rank Pawn
Start: A2~H2
A7~H7
Move: 2 space diagonally.
Capture: Move 1 space diagonally and capture 1 diagonally adjacent piece.

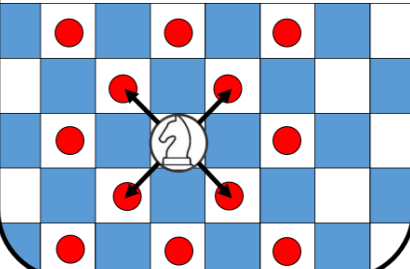

Sprite
Rank Rook
Start: A1 & H1
A8 & H8
Move: Teleport 2 spaces orthogonally or 1 space diagonally.
Capture: Does not Capture.
Mesmerize: Paralyzes 1 adjacent piece, so they cannot make any move while the Sprite is adjacent.

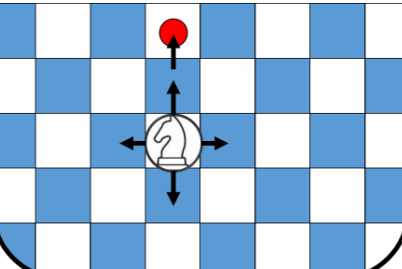

Carnivorous Plant
Rank Rook
Start: A1 & H1
A8 & H8
Move: 1 space any direction.
Capture: If "Rooted" any enemy piece passing by or ending their turn adjacent is captured.
Take Root / Unroot: Spend a turn to root (to capture) or unroot (to move)

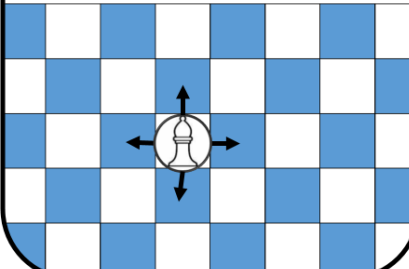

Ranger
Rank Knight
Start: B1 & G1
B8 & G8
Move: 1 space diagonally
Capture: 1 adjacent piece
Hide: If no other action is taken, the Ranger may Hide. Remove their piece from the board and mark it the space. Nothing will affect it until it unhides.

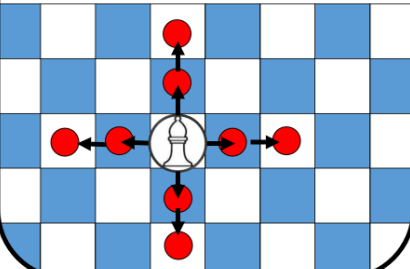

Grizzly Bear
Rank Knight
Start: B1 & G1
B8 & G8
Move: 1 space orthogonally
Capture: run 2 spaces forward vertically onto enemy piece.

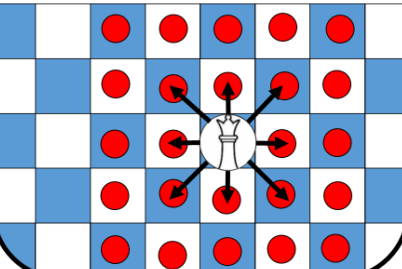
Dryad
Rank Bishop
Start: C1 & F1
C8 & F8
Move: 1 space orthogonally
Capture: Does not Capture
Charm: Control any adjacent piece until the dryad has been captured.

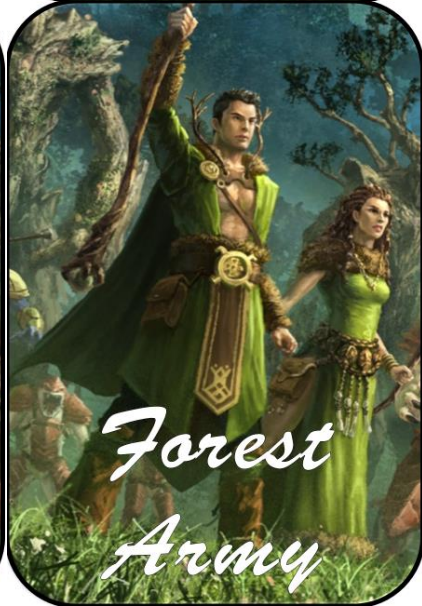
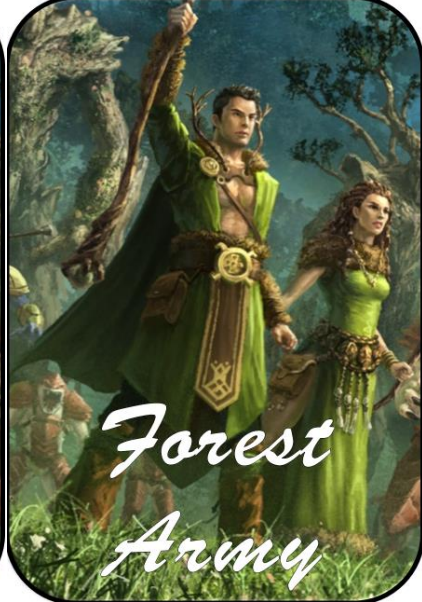
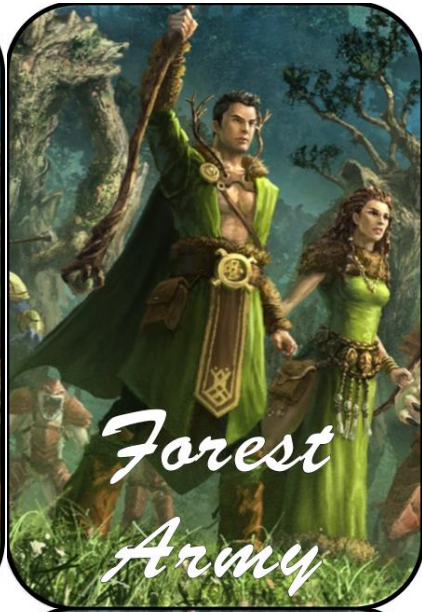



Mudman
Rank Bishop
Start: C1 & F1
C8 & F8
Move: up to 2 spaces orthogonally.
Capture: by move.
More Mud: any piece captured by a Mudman becomes a mudman.

Druid
Rank Queen
Start: D1
E8
Move: 1 space any direction
Capture: 1 adjacent piece
Protection: all allied adjacent pieces are immune to harm or effects.







Phoenix

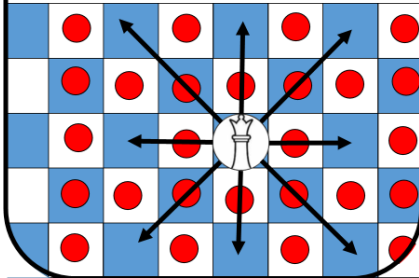
Rank Queen

Start: D1
E8

Move: Teleport 2 spaces any direction

Capture: 1 adjacent piece

Resurrection: May resurrect on the same location it was captured once per game.



Mother Nature

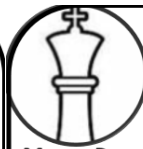
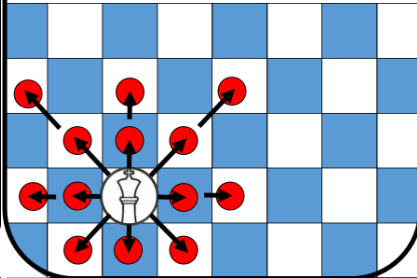
Rank King

Start: E1
D8

Move: up to 2 spaces any direction

Capture: By Move

Protection: Can't be hurt or effected by pieces lower than Bishop.



Great Tree

Rank King

Start: E1
D8

Move: Does not move and cannot be moved.

Capture: Does not capture

Roots: Immobilize any unit within 2 spaces for 2 rounds.

Regrowth: May regrow any captured piece under a queen. (3 times)

