



Reserve Units

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**Chaos Spell**: Double Dice (eg 3s = 6s) for one fire then lose one step. No Targeting.

**Cleric Rituals (Level 1)**: Bless: One hit restored to target friendly unit. Curse: One enemy unit (cleric choice) misses next Combat Turn. Wrath: Cast 6d6 @ F1. No Targeting.

**Wizard Spells (Optional)**: Dispel (Level 1): 1d6 minus level of target spell. If result is 3+, target spell fizzles and has no effect. Heal (Level 2): Roll 1d6 in Move Phase. Target all friendly units in hex. 1-3 = +1 step / 4-6 = +2 steps.

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Werebeasts are affected by the phase of the moon. Each turn, the moon phase changes from HALF to FULL to HALF to NEW and repeating.

- **Half Moon**: Werebeasts function normally.
- **Full Moon**: Combat Strength is +1 (B1 becomes B2).
- **New Moon**: Combat Strength is -1 (B1 becomes B0).

MOON PHASES

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