POLYFROG

TYPES: *Frog, Living, Beast*

ADVANTAGE: *Water*

	MELEE	BALLISTICS	MAGIC
OFF	1	0	0
DEF	1	1	1

Once deployed, a Polyfrog may only be controlled by opposing players.

COST: 3

SNAIL KNIGHT

TYPES: *Mutant, Living, Soldier*

ADVANTAGE: *Village*

	MELEE	BALLISTICS	MAGIC
OFF	2	0	0
DEF	3	3 (1)	2

Roll a die when the Snail Knight is activated to move or make a close assault and, on a 1-2 they will lose the action.

COST: 10

CREEPING HEAD

TYPES: *Mutant, Living*

ADVANTAGE: *Forest*

	MELEE	BALLISTICS	MAGIC
OFF	2	0	0
DEF	2	2	2

Enemy units that are adjacent to a Creeping Head must roll their *Magic DEF* when they attempt to move or make a close assault, and will lose their action unless they roll at least one 4+.

COST: 10

CRYSTAL WIZZARD

TYPES: *Wizzard, Living, Mage*

ADVANTAGE: *Forest*

	MELEE	BALLISTICS	MAGIC
OFF	2	0	2
DEF	2	2	3

Provided you have a *Polyfrog* in reserves, the Crystal Wizard may make a Magic OFF test in place of moving and, if at least one 5+ is rolled, you may capture an adjacent enemy unit and deploy that *Polyfrog* in their place.

COST: 16
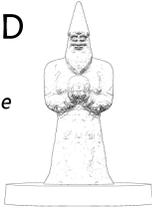
ROCKFROG

TYPES: *Construct*

ADVANTAGE: *Forest, Water*

	MELEE	BALLISTICS	MAGIC
OFF	1	0	0
DEF	3 (4)	3 (4)	3 (4)

Allied *Mages* may choose to re-roll all of their *Magic OFF* dice once immediately after rolling while adjacent to the Rockfrog.

COST: 25

ELDER WIZZARD

TYPES: *Wizzard, Living, Mage*

ADVANTAGE: *Forest*

	MELEE	BALLISTICS	MAGIC
OFF	1	0	3 (2)
DEF	2	2	3

In place of moving the Elder Wizzard you may make a *Magic OFF* test and, if at least on 4+ is rolled, you may immediately activate an adjacent enemy unit as though you were their controller.

COST: 19

POCKET-TACTICS
WIZZARDS OF THE CRYSTAL FOREST

This expansion introduces the Wizzards faction. To print the set in full, you will need:

- Polyfrog x 3
- Snail Knight x 2
- Creeping Head x 2
- Crystal Wizzard x 2
- Rockfrog x 1
- Elder Wizzard x 1
- Crystal Palace base tile x1
- Forest tile x 5
- Village tile x 2
- Water tile x 3

KICKERS: Some units possess *kickers*. Kickers are numbers displayed parenthetically next to the number of dice. A kicker counts as an extra die result of that value whenever that skill is tested. This result may not be re-rolled.

Miniatures designed by *Perry Engel*