

METRO JUNGLE

Sky scrappers draped in vines, power lines coiled to make nests, asphalt now reclaimed by flora of every kind. Luminescent pappus reflects off what glass still remains. Millennia of human terraforming and engineering, turned back in a mere century.

JUNGLE BIOME

BASHE PLANT

SIZE 2x2

SPAWN 1

SHIELDS -

VITAL 15

SPEED 0

SOAK 0

The Bashe Plant's snake-like vines can whip and react with startling speed. Their digestive fluids are valued for their soothing fruity aroma.

- CLASH** **DIGESTIVE VINES** - Range Side : Deal d3 Direct DMG
- COUNTER** **VINE CONSTRICTION** - IF: A Unit moves into Side Range : Apply [Stuck] - Movement is stopped : [Stuck] takes +2 SYN to Remove
- COUNTER** **UNDER THE COLLAR** - IF: A Unit ATKs this one at Side Range : It may use Digestive Vines once as an instant Free Action

BIOME EFFECT

BURN 4 TENSION

[FIELD EFFECT] FLASH FLOOD - All Units exposed to the downpour are immune to [Burning]

BIOME EFFECT

BURN 8 TENSION

HATCHERY - All Eggs in a Zone instantly hatch
- The jungle is a great incubator

ROLL	LOWS	HIGHS
1	JUNGLE THICKET - Between the large tree trunks are 3x3 patches of deep thickets. These Thickets are Difficult Terrain.	POWER LINE THICKET - A deadly thicket knotted with live wires. MECs that touch the lines take DMG equal to their current SYN.
2	HUNTING GROUNDS - A well forested area, perfect for hunting in. Spawn 2 additional Salamanders in this Zone.	DENSE JUNGLE - Old-World trees are like a shrub to a MEC, but a Wurm-Stalks can easily grow past 45 meters tall. The area is dense with cover and large trees.
3	FLOODING CAVE - An underground cave, damp and cool. Pools of stagnant water emanate blue from bioluminescent Wurm-algae.	CAVE PERCH - Reaching this Cave from other zones requires climbing. The interior has Stalactites which cause d6 Direct DMG if they fall on a Unit.
4	RIVER BANK - A 5 meter deep river bisects this Zone and spreads into 2 zones around it. The waters are gentle and flush with fish.	RAGING RIVER - A raging river bisects this Zone. Units in the water are Pushed 3 Spaces down stream at the start of each Phase.
5	OVERGROWN DISTRICT - Old world office buildings still peak out behind lush trees and gargantuan moss.	ARCADE SINK HOLE - A district of old world arcades have sunken in around a titanic tree. Entering and exiting proves hazardous.
6	CLEARING - A pleasant clearing with tall glowing grass, flutter-flies and plenty of sun.	DRY CLEARING - A yellowing open field of wilted grass and knotted vines. [Burning] fire will spread out 1 space from [Burning] Units.

FORTUNE BUG

SIZE 1x1

SPAWN 1

SHIELDS -

VITAL -

SPEED 1

SOAK -

So called for the sacks of fluids on their back, Fortune Bugs process all manner of jungle material to sustain themselves.

- SPAWN** **MYSTERY SACK** - Represent Fortune Bugs with a randomly rolled d6 : When adjacent to this Unit MECs can "pop" the bug as Free Action : See Below
- PASSIVE** **or : BLOOD PITCH SACK** - Range 5x5 - Self : Apply [Stuck]
- PASSIVE** **: PARASITE BILE SACK** - MEC's next ATK roll gains +3 Dice
- PASSIVE** **: ARMOR HONEY SACK** - MEC gains +6 Shields instantly
- PASSIVE** **: HUMMING POLLEN SACK** - Gain +8 SYN instantly
- PASSIVE** **: SUPER CHARGED SACK** - Gain an Immediate Free Action

NOZUCHI

SIZE 1x1

SPAWN 2

SHIELDS -

VITAL 8

SPEED 2

SOAK 2

Despite their Caterpillar appearance, adult Nozuchi never cocoon. Instead they prefer to soak in sun rays to process their toxic plant diet.

- CHARGE** **ROLLER SPIKE** - Range 8 : Move in a Straight Line : Deal 4 SD of (A) DMG and Apply [Corroding] to all Targets
- COUNTER** **BARBED** - IF: this Unit takes DMG : Apply [Corroding] and Deal 2 SD of (A) DMG : Range All Side
- NATURE** **SUNBATHER** - Nozuchis won't ATK or Shift unless provoked.
- NATURE** - ---
- NATURE** - ---
- NATURE** - ---

SALAMANDER

SIZE 1x1

SPAWN 1

SHIELDS -

VITAL 18

SPEED 7

SOAK 2

This bipedal opportunistic eater favors the solitary life, unless with a mate. They prefer wet climates where they can't cause wild fires.

- CLASH** **BLAZING GNAW** - Range Side : Deal 3 SD of (B) DMG
- CLASH** **HUNGER RUSH** - Range 6 : Move to Target : Deal 1 SD of Direct DMG
- CLASH** **PEROMONE RELEASE** - Range 5x5 - Self : Apply [Burning]
- PASSIVE** **FIRE BELLY** - Unit is Immune to Blazing : IF Unit consumes a Swarm Unit, instantly trigger Pheromone Release.
- NATURE** **PREDATORY** - This Unit will focus on DMGing (Thus eating) Swarm Units.
- NATURE** **SELF PRESERVATION** - Will try to run away when it is at 8 or less VT