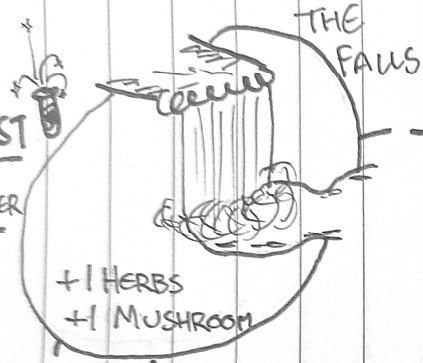


WOODS AT WAR

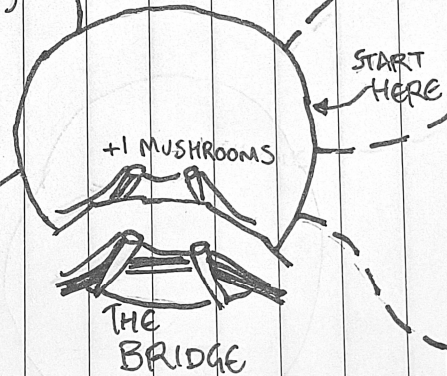
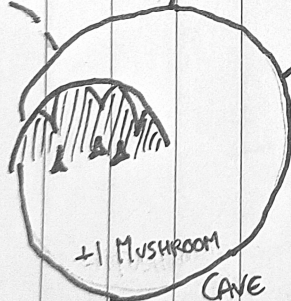
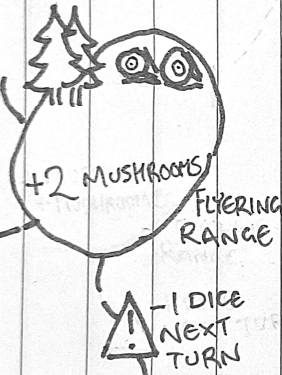
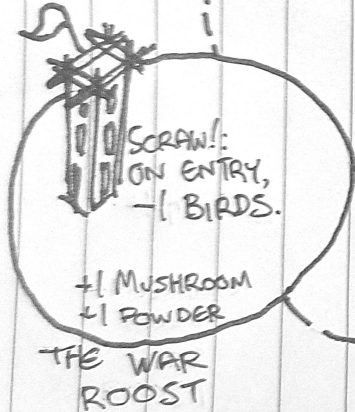
DISARMING RUST

6 MUSHROOMS, 4 POWDER

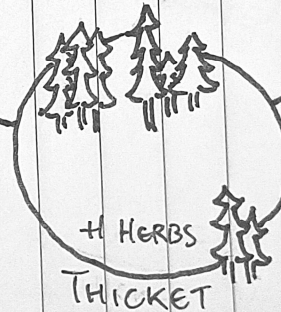
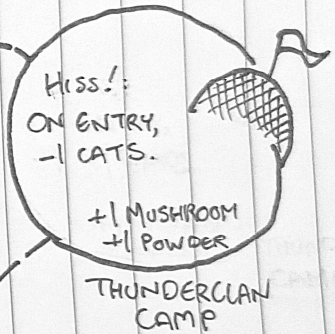
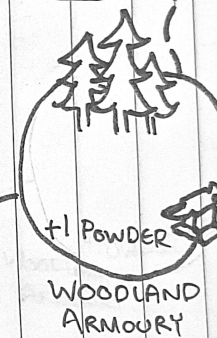
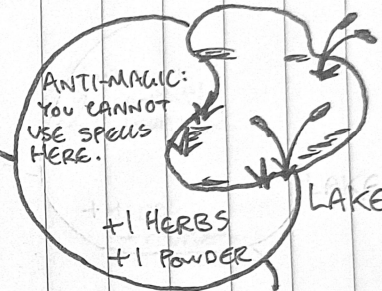
IF THE WAR IS
EVEN, WIN THE
GAME.



-1 DICE
NEXT
TURN



ON EDGE:
WHEN YOU STEAL
HERE, -1 CATS.
+1 HERBS
THE RIVER
(EAST)



BATTLE BREW

2 HERBS, 2 POWDER

-1 CATS OR
-1 BIRDS.

KIBBLE

2 HERBS, 1 MUSHROOM

USE A PET ITEM.

+1 DICE NEXT TURN.

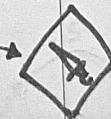
MILITARIES

BIRDS

CATS



ALL LOSE
WHEN EITHER
IS EMPTY



TO START: Roll 1d6 for
STARTING MILITARY SIZE.

- 1 — 2 BIRDS, 4 CATS
- 2 — 3 BIRDS, 4 CATS
- 3/4 — 4 BIRDS, 4 CATS
- 5 — 4 BIRDS, 3 CATS
- 6 — 4 BIRDS, 2 CATS

MOVE, MOVE,
MOVE, MOVE.