

# Understory

- Tree Combat only is understory.
- No Canopy Trees use sun strength.
- If any Canopy trees use Shade Strength

UNDERSTORY - SLOT 1

Plant a Tree  
HERE

UNDERSTORY - SLOT 2

Plant a Tree  
HERE

# CANOPY

- Grow trees into the Canopy.  
Understory must be full before  
growing tree into Canopy
- 2 trees in canopy wins habitat.

CANOPY - SLOT 1

CANOPY - SLOT 2

## Tree Card Key

3/2	Sol Cost [Plant/Grow]
4-8	Water Range (Blue) use when planting trees
6-8	Temperature Range (Red) use when planting trees
8	Sun Strength use in tree combat
4	Shade Strength use in tree combat

## Sol Laws

3 Sols per turn  
1 Sol Minimum  
1 Sol to Discard

## Player Turn

### Mobilization Phase

Start with 3 Sols

### Battle Phase

Plant Trees  
Initiate Tree Combat  
Grow Trees  
Discard/Remove cards

### Regroup Phase

Draw until 3 cards  
are in command