

DWARVES

fire & earth

SMALL 1-HEALTH MEDIUM 2-HEALTH LARGE 3-HEALTH MONSTER 4-HEALTH

RACIAL ABILITIES

HEAVY MELEE	 Footman	 Sergeant	 Warlord	 Androsphinx
LIGHT MELEE	 Sentry	 Patroller	 Skirmisher	 Behemoth
CAVALRY	 Pony Rider	 Lizard Rider	 Mammoth Rider	 Gargoyle
MISSILE	 Crossbowman	 Marksman	 Crack-Shot	 Roc
MAGIC	 Theurgist	 Thaumaturgist	 Wizard	 Umber Hulk

Mountain Mastery

When at a terrain that contains yellow (earth), Dwarves may count melee results as if they were maneuver results.

Dwarven Might

When at a terrain that contains red (fire), Dwarves may count save results as if they were melee results when rolling for a counter-attack.

NORMAL ACTION ICONS



RED (FIRE) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Ash Storm (<i>Any</i>): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3			Firebolt (<i>Dwarves</i>): Target any opposing unit. Inflict one point of damage on the target.
4	X		Fiery Weapon (<i>Any</i>): Target any army. Add two melee or missile results to any roll the target makes until the beginning of your next turn.
6			Dancing Lights (<i>Any</i>): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.

YELLOW (EARTH) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Stone Skin (<i>Any</i>): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		Path (<i>Any</i>): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
5			Higher Ground (<i>Dwarves</i>): Target any opposing army. The target subtracts five melee results from their rolls until the beginning of your next turn.
6			Transmute Rock to Mud (<i>Any</i>): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.

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earth & fire

ELEMENTAL SPELLS

Cost	R	C	Name, Race and Effect
3	X		Resurrect Dead (<i>Any</i>): Target one health-worth of units in your DUA that contains the color of magic used to cast this spell. Return the target(s) to the casting army. Magic of any one color (or Ivory) may be used to resurrect Amazons.
3			Summon Dragonkin (<i>Any</i>): Target one health-worth of Dragonkin units in your Summoning Pool that match the color of magic used to cast this spell. The target(s) join the casting army.

Cost	R	C	Name, Race and Effect
7			Summon Dragon (<i>Any</i>): Target any terrain. Summon one dragon from any Summoning Pool or terrain that contains the color used to cast this spell to the target terrain. Magic of any one color may be used to summon an Ivory or Ivory Hybrid Dragon.
14			Summon White Dragon (<i>Any</i>): Target any terrain. Summon one White Dragon from any Summoning Pool or terrain to the target terrain. Any combination of magic colors may be used to cast this spell.

Icon	Name and Effect
	Bash (<i>Dragon Attack, Save*</i>): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	Bullseye (<i>Dragon Attack, Missile</i>): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (<i>Magic, Non-Maneuver</i>): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Charge (<i>Melee</i>): During a melee attack, the attacking army counts all Maneuver results as if they were Melee results. Instead of making a regular save roll or a counter-attack, the defending army makes a combination save and melee roll. The attacking army takes damage equal to these melee results. Only save results generated by spells may reduce this damage. Charge has no effect during a counter-attack.
	Confuse (<i>Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army after they have rolled for saves. Re-roll the targeted units, ignoring all previous results. <i>Note: Confuse works outside of the normal sequence of die roll resolution, applying its effect immediately after the defending army makes its save roll but before they resolve any re-roll effects or SAIs.</i>
	Counter (<i>Dragon Attack, Melee, Save*</i>): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army. Only save results generated by spells may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.

Icon	Name and Effect
	Dispel Magic (<i>Special</i>): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Rend (<i>Dragon Attack, Maneuver, Melee</i>): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	Roar (<i>Melee</i>): During a melee attack, target up to X health-worth of units in the defending army. The targets are immediately moved to their Reserve Area before the defending army rolls for saves.
	Seize (<i>Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army. Roll the targets. If they roll an ID icon, they are immediately moved to their Reserve Area. Any that do not roll an ID are killed.
	Smite (<i>Dragon Attack, Melee</i>): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Stomp (<i>Dragon Attack, Melee</i>): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed and must make a save roll. Those that do not generate a save result are buried. During a dragon attack, Stomp generates X melee results.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.