

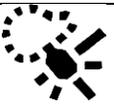
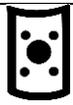
# Dwarf

Earth (Gold) & Fire (Red)

## Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
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

## Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save
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## Racial Abilities

**Terrain Advantage:** When at a highland terrain Dwarves may double maneuver results.

## Gold (Earth) Spells

**Stoneskin\*** Cost: 2 - Target any army. Add one save result to the target army until the beginning of your next turn.

**Path\*** Cost: 4 - Target any of your units at a terrain. Move the targeted unit to any other terrain where you have an army.

**Higher Ground** Cost: 5 - Target any enemy army not under the effect of Higher Ground. The army subtracts five melee results until the beginning of your next turn.

**Transmute Rock to Mud** Cost: 5 - Target any enemy army. Subtract six maneuver results from the target army until the beginning of your next turn.

## Red (Fire) Spells

**Ash Storm** Cost: 2 - Target any terrain. Subtract one result at the target terrain until the beginning of your next turn.

**Firebolt** Cost: 3X - Target an enemy unit. Inflict X points of damage to the target unit.

**Fiery Weapon\*** Cost: 4 - Target any army. Add two points of melee or missile results to any roll until the beginning of your next turn.

**Dancing Lights** Cost: 6 - Target an enemy army not under the effect of Dancing Lights. Halve the armies' missile and magic results until the beginning of your next turn. Results are rounded down.

## Ivory (Elemental) Spells

**Resurrect Dead\*** Cost: 3X - Target a X health-worth unit from your Dead Unit Area. Return target unit to the casting army. You may use any color or combination of colors of magic in multiples of 3 to cast this spell.

**Summon Dragonkin** Cost: 3X - Target a X health-worth unit of your Dragonkin in the summoning pool with the same color as the magic used to cast this spell. Target unit joins the casting army if it is at a terrain.

**Call Element** Cost: 5 - Target any terrain. Until the terrain face is changed, the target terrain gains the element used to cast this spell.

**Summon Dragon** Cost: 7 - Target any terrain. Send any dragon that shares a color of the magic used to cast this spell in a summoning pool or at a terrain to the target terrain. Ivory dragons match any color used to cast this spell. White

Dragons must be summoned with the Summon White Dragon Spell.

**Summon White Dragon** Cost: 14 - Target any terrain. Send any white dragon to the target terrain.

## Special Action Icons

	<p><b>Bash:</b> (<i>dragon attack, save</i>) - During a melee save roll, target one unit from the attacking army that deals damage to itself equal to the chosen unit's melee result and that unit must make a save against the damage. The defending army also gets saves equal to the chosen units melee result. During other save rolls, Bash generates saves results. During a dragon attack chose an attacking dragon that has done damage. That dragon deals damage to itself equal to the amount of damage it did. The defending army also gets saves equal to the chosen dragon's damage result.</p>
	<p><b>Bullseye:</b> (<i>dragon attack, missile</i>) - Target up to X health-worth of units in the defending army. Those units must generate a save or be killed. During a Dragon attack each Bullseye result generates a missile result.</p>
	<p><b>Cantrip:</b> (<i>any non-maneuver</i>) - During a magic action or magic negation roll, Cantrip generates X magic results. Cantrip generates X magic results that allow you to cast spells as a magic action. Cantrip may NOT be combined with other cantrip results.</p>
	<p><b>Charge:</b> (<i>melee</i>) - During a melee attack action the attacking army counts all Maneuver results as Melee results. The defending army may not make a counter attack. Defending army rolls for saves as normal and inflicts damage to the attacker for each melee result which may only be saved by magic. This has no effect in a counter-attack.</p>
	<p><b>Confuse:</b> (<i>melee, missile</i>) - When the defending army rolls their save roll against this melee attack or missile action target up to X health worth of units to re-roll their results. The chosen units are selected prior to resolving the save roll or any SAs in the defending army.</p>
	<p><b>Counter:</b> (<i>dragon attack, melee, save, save against melee</i>) - During a save roll against a melee attack, Counter generates X save and X melee results upon the attacking army. Only magical saves protect against 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.</p>
	<p><b>Dispel Magic:</b> (<i>magic targets unit, army or terrain with unit has this ability</i>) - Whenever any magic targets this unit, the army containing this unit and/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 comes up, negate all unresolved magic that applies to the target(s). Only one dispel attempt is made per unit and, if it fails, then all the spell(s) are resolved normally.</p>
	<p><b>Fly:</b> (<i>maneuver, save</i>) - During a maneuver roll, Fly generates X maneuvers. During a save roll, Fly generates X saves.</p>
	<p><b>Rend:</b> (<i>dragon attack, maneuver, melee</i>) - During a maneuver roll, Rend generates X maneuver results. During a melee or dragon attack, Rend generates X melee results then roll the unit again and apply the result to the total.</p>
	<p><b>Roar:</b> (<i>melee</i>) - During a melee attack, target up to X health-worth of units in the defending army to flee to their reserve area.</p>
	<p><b>Seize:</b> (<i>missile</i>) - During a missile action, target up to X health-worth of units in the defending army. Each target unit must generate an ID icon result or be killed. Any target units that rolls an ID icon flees to the reserve area.</p>
	<p><b>Smite:</b> (<i>dragon attack, melee</i>) - During a melee attack, Smite does X points of damage to the defending army with no saves possible. During a dragon attack Smite generates X melee results.</p>
	<p><b>Stomp:</b> (<i>dragon attack, melee</i>) - During a melee attack, target up to X health-worth of units in the defending army to roll a maneuver result or be killed. Any units that are killed must then roll a save or be buried. During a dragon attack, Stomp generates X melee results.</p>
	<p><b>Trample:</b> (<i>any</i>) - During any roll, Trample generates X maneuver and X melee results.</p>