

# Scalder

Fire (Red) & Water (Green)

## Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
Heavy Melee	 Singeman	 Scorcher	 Searer	 Ettercap
Light Melee	 Kindler	 Igniter	 Charkin	 Quickling
Cavalry	 Dragonne Tender	 Dragonne Rider	 Dragonne Knight	 Unseelie Faerie
Missile	 Glower	 Burner	 Blazer	 Web Birds
Magic	 Sparker	 Smolderer	 Inferno	 Will o Wisps

## Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save
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## Racial Abilities

**Scorching Touch:** When rolling saves from a melee attack each non-ID save may generate 1 point of damage to the attacking army. This damage may only be prevented by magical saves. This is ignored during a counter-attack.

**Intangibility:** When saving from a missile action each Scalder unit automatically generates 1 save result against non-SAI damage.

## Red (Fire) Spells

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

**Firestorm** Cost: 3X - Target any terrain that has an enemy army present. Inflict 2X points of damage to each army at the target terrain.

**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.

## Green (Water) Spells

**Watery Double\*** Cost: 2 - Target any army. Add one save results to target army until the end of your next turn.

**Flash Flood** Cost: 5 - Target any terrain. Reduce the target terrain one face unless any army at the target terrain can roll eight maneuver results. A terrain may only be targeted once per magic action.

**Tidal Wave** Cost: 6 - Target any terrain with the green (water) element that has an enemy army present. Each army at target terrain makes one die roll for their saves and maneuver results. The army takes eight points of damage. Target terrain is then reduced one step unless any army at target terrain can generate eight maneuver results. This many only be cast once per magic action.

**Wall of Fog** Cost: 6 - Target any terrain not under the effect of Wall of Fog. Half all maneuver results at the target terrain until the beginning of your next turn. Halve all missile results targeting an army at the target terrain 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>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>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 SAIs 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>Flaming Arrow:</b> (<i>dragon attack, missile</i>) - During a missile action, target X health worth of units in the defending army. Each result inflicts one damage to the target units which must roll to save. Each killed unit must save or be buried. During a dragon attack, Flaming Arrow generates X missile results.</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>Poison:</b> (<i>melee</i>) - During a melee attack, target X health-worth of units in the defending army. Each target unit must generate a save or be killed. Any units that are killed must roll a save or be buried.</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>Web:</b> (<i>melee</i>) - During a melee attack, target up to X health-worth of units in the defending army to be webbed unless they roll a melee result. Target units that fail this roll cannot be rolled until the beginning of your next turn.</p>