

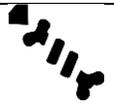
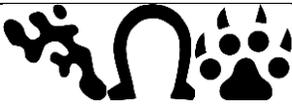
# Undead

Death (Black)

## Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
Heavy Melee	 Zombie	 Wight	 Mummy	 Carrion Crawler
Light Melee	 Skeleton	 Revenant	 Death Knight	 Dracolich
Skirmisher	 Wraith	 Spectre	 Ghost	 Fenhound
Light Magic	 Ghoul	 Ghast	 Vampire	 Minor Death
Heavy Magic	 Apparition	 Heucava	 Lich	 Skeletal Steed

## Normal Action Icons

 Magic	 Maneuver	 Melee	 Save
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## Racial Abilities

**Stepped Damage:** When an Undead unit is killed, it may instead be exchanged for a unit of lesser health from the Dead Unit Area.

**Resist Burial:** When an Undead unit is to be sent to the Buried Unit Area, roll that unit and on a non-ID save result it is put in the Dead Unit Area instead.

**Double Magic:** Dead Unit Unit Advantage looks at all players Dead Unit Area instead of a single players when doubling magic.

## Black (Death) Spells

**Evil Eye Cost: 2** - Target any enemy army. Subtract one save result from the target army until the end of your next turn.

**Palsy Cost: 3** - Target any enemy army. Subtract one result from the target army until the beginning of your next turn.

**Finger of Death Cost: 4X** - Target any enemy unit. Inflict X points of damage to the target unit with no save possible.

**Restless Dead\* Cost: 4** - Target any army. Add four maneuver results to the target army until the beginning of your next turn.

**Exhume Cost: 6** - Target up to three health-worth of units from an enemy Dead Unit Area. Targets must save or be buried.

Return up to the health-worth buried to the casting army from their Dead Unit Area.

**Open Grave\* Cost: 6** - Target any army. Casualties from army-targeting effects go to their owner's reserve area instead of the

Dead Unit Area until the beginning of your next turn.

**Soiled Ground Cost: 6** - Target any terrain. Until the beginning of your next turn, any unit killed at the target terrain that goes into

the Dead Unit Area must roll a save or be buried.

## 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>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>Convert:</b> (<i>melee</i>) - Target up to X health-worth of units in the defending army to roll a save or be killed. The attacking player may return up to X health killed this way from their Dead Unit Area to the marching army.</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>Plague:</b> (<i>melee</i>) - During a melee attack, target one unit in the defending army to roll a save or be killed. If the target unit fails to generate a save, your opponent targets another unit from the same army to be plagued. The plague continues until a target unit generates a save.</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>Scare:</b> (<i>melee</i>) - During a melee attack, target up to X health-worth of units in the defending army. Each target unit must generate a non-ID icon save result or flee to its reserve area. Target units that roll its ID icon are killed with no save possible.</p>
	<p><b>Slay:</b> (<i>melee</i>) - During a melee attack, target one unit in the defending army to roll its ID icon or be killed.</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>Stun:</b> (<i>melee</i>) - During a melee attack, target up to X health-worth of units in the defending army to be stunned unless each targeted unit rolls a maneuver. Target units that fail their roll cannot be rolled until the end of your turn. Roll this unit again and apply the new result as well.</p>
	<p><b>Trample:</b> (<i>any</i>) - During any roll, Trample generates X maneuver and X melee results.</p>
	<p><b>Vanish:</b> (<i>save</i>) - During a save roll, Vanish generates X save results. The unit may then move to any other terrain or its reserve area.</p>
	<p><b>Wither:</b> (<i>melee</i>) - During a melee attack, until the beginning of your next turn the opposing army subtracts X from any roll they make.</p>