

Rules

INTRODUCTION



Dragon Dice™ Rules V4.0

Welcome to Dragon Dice™, where you ROLL TO VICTORY using the dice in your armies to conquer your foes! This rule book provides you with the complete rules and reference lists for the game.

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OBJECT OF THE GAME



In the game of Dragon Dice, you use dice to represent armies of different fantasy races and monsters which battle to control essential pieces of terrain. Any number of players can share in this struggle. The first player to capture two terrains immediately wins the game. A player also wins if they have the last surviving unit(s) in play.

GET TO KNOW YOUR DICE



The best way to learn Dragon Dice is to play it. Rather than trying to learn the rules by just reading them, get out your dice and follow the instructions step by step. In no time at all, you'll be commanding armies like a pro.

The dice are the building blocks of the Dragon Dice game. Units, items, dragons, and terrains are all represented by dice of various shapes and colors. You can tell what a die is by how many sides it has, and what colors it contains. Here is a summary of the various dice of Dragon Dice:

Four-sided

These dice represent items. They come in four sizes, and each item produces only one type of result. Medallions are items of immense power and the largest of the four-siders. Items are discussed in the 'Advanced Rules' section.



Six-sided

These dice represent the soldiers in your army. They come in four sizes and can produce many different types of results. All six-sided dice belong to a race.



Eight-sided

These represent objectives that each player's armies are attempting to capture. They come in two sizes. The larger dice are called terrains. The smaller dice are called minor terrains and are discussed in the 'Advanced Rules' section.



Ten-sided

The ten-sided dice represent either monsters or artifacts. Monsters are always part of a race and artifacts are a type of item.

Twelve-sided

The twelve-sided dice represent dragons. They come in two forms: drakes, which have wings, and wyrms, which have a treasure chest.



BASIC TERMS



There are a few things you should know before you start your first game. Once you've got these concepts mastered, they will help you understand the rules as you play through your games. The following terms are referred to throughout this rulebook:

Race

Term used to denote the fantastical entities represented by units in the game. Coral Elves, Goblins, and Scalders are examples of races. Eldarim of all colors are a single race. Dragonkin of all colors are also a single race.

Unit

Any six-sided or ten-sided die of a race is a unit. The six-sided units come in four sizes: Small (16mm), Medium (18mm), Large (20mm), and Champion (22mm). A ten-sided unit is called a monster.

Item

Items (the four-sided dice) and artifacts (the ten-sided dice not of a race) are collectively known as items. The four-sided items come in four sizes: Small, Medium, Large, and Medallion.

Health

Units and dragons have a specific amount of health which determines how much damage it takes to kill them. Small units have one health (one point of damage kills a small unit). Medium units have two health. Large units have three health. Champions and monsters have four health. Dragons have five health. White dragons have ten health.

Point Value (Army Construction)

Units and items both have point values based on their die size, as follows:

Die	Points
Six-sided & ten-sided units	Equal to their health
Small Item	One
Medium Item	Three for each pair (two points for the first and one point for the second - while the Medium dice do not need to be brought as a pair, the first is always two points)
Large Item	Two
Artifact	Three
Medallion	Four

Icons:

The symbols on the faces of each die are called icons. There are two types of icons on units and items: Action and ID.

Action icons

There are two types of action icons: normal action icons and Special Action Icons (hereafter referred to as SAIs). These tell what actions a unit or item can perform in the game. For example, if a unit has an icon of a bow on one face, it generates one missile result when that face is rolled.

ID icons



These serve to identify the units. For example, an icon of a Dwarf wearing a feathered cap on a small die identifies it as a "Crossbowman". An ID icon always generates whatever results you are rolling for. If you are rolling for saves, ID icons generate save results; if you are rolling for maneuvers, they generate maneuver results; and so forth.

Furthermore, each unit's ID icon generates a number of results equal to its health or points. Artifacts also have an ID icon which generates four results.

Color and Elements:

The colors of the units represent the magical elements that make up each race. The colors of the items, terrains, and dragons represent the magical elements that make up each item, terrain, or dragon.



The Elements

The following table shows the five elements and what they represent:

Color	Element
Black	Death
Blue	Air
Green	Water
Red	Fire
Yellow	Earth

In addition, the following two colors are also used alongside the elements:

Color	Represents
Ivory	The lack of any elements
White	The presence of all elements

Colors and elements of the races

The following table shows the different races and which elements each of those races represent:

Race	Colors/Elements
Amazons	Ivory (no elements)
Coral Elves	Blue & Green (air & water)
Dwarves	Red & Yellow (fire & earth)
Eldarim	Each comprised of only one color (air, death, earth, fire, or water)
Feral	Blue & Yellow (air & earth)
Firewalkers	Blue & Red (air & fire)
Frostwings	Black & Blue (death & air)
Goblins	Black & Yellow (death & earth)
Lava Elves	Black & Red (death & fire)
Scalders	Green & Red (water & fire)
Swamp Stalkers	Black & Green (death & water)
Treefolk	Green & Yellow (water & earth)
Undead	Black (death only)
Dragoncrusaders, Dragonlords, & Dragonslayers	White (all elements)
Dragonkin, Dragonmasters, Dragonhunter, & Dragonzealots	Each comprised of only one color (air, death, earth, fire, or water)

Colors and elements of the terrains

The following table shows the different terrain and which elements each of those terrains represent:

Terrain Type	Elements
Coastland	Blue & Green (air & water)
Deadland	Black (death only)
Flatland	Blue & Yellow (air & earth)
Highland	Red & Yellow (fire & earth)
Swampland	Green & Yellow (water & earth)
Feyland	Green & Red (water & fire)
Wasteland	Blue & Red (air & fire)

Terrain

The faces on each terrain die are numbered from 1 to 8, and also feature an icon. The numbers represent the distance between armies whereas the icons represent which action may be used to engage an opposing army at that distance. A low number showing on a face means the armies are very far apart, while a large number means the armies are very close.

Capture (Terrain)

When an army maneuvers a terrain to its eighth face it captures that terrain. If you capture two terrains, you win the game. A terrain is only considered captured when it is on its eighth face.

Reserve Area

At times, units need to pull back and regroup, or move to another terrain. They must first retreat to your Reserve Area. The units in your Reserve Area form your Reserve Army.

Army

All of your units and items at a single terrain or the Reserve Area form an army and are called:

Home Army: This army is at your Home Terrain.

Horde Army: This army is at another player's Home Terrain.

Campaign Army: This army is at the Frontier Terrain

Reserve Army: This army is in your Reserve Area.

Force

A player's force is all of his or her armies and units combined. At the start of a game players agree to a point value for their total force size and use that to select their forces. Any dice in in your summoning pool are not part of your total force size.

Dead/Dead Unit Area (DUA)

Units that take damage equal to or exceeding their health are removed from their army and placed in your Dead Unit Area (hereafter referred to as DUA).

Buried/Buried Unit Area (BUA)

Dead units may be buried. Buried units are removed from the Dead Unit Area and placed in the Buried Unit Area (hereafter referred to as BUA).

Promotion/Promote

Some effects allow you to promote your units to other units which have more health. Promotion is detailed later in these rules on Page 31.

Recruitment/Recruit

Some effects allow you to recruit a unit to an army. To recruit a unit, simply move a one-health unit from your DUA to the recruiting army.

Summoning Pool

This is where dragons, Dragonkin, and minor terrains are put at the start of the game. The Summoning Pool is kept separate from the DUA and BUA.

PLAYING THE GAME



In each game of Dragon Dice, two or more players pit their armies against each other to capture two terrains and win the game. While Dragon Dice can be played by any number of players, the following rules describe a game being played by two players. The additional rules for multi-player games can be found on page 53.

Note: If this is your first game of Dragon Dice, we suggest instead using the 'Starter Rules' set which can be downloaded from www.sfr-inc.com.

Important: These rules should be considered exclusive. That is to say that you may only do something if the rules say you can. Any effects that indicate an army or unit can't do something always takes precedence over any effects that indicate they can do something.



SETTING UP THE GAME



STEP 1: Decide The Total Force Size

Players determine the size of their forces by choosing a total point value. They bring units and/or items totaling that point value to the game. Suggested total force sizes are 15, 24, 30, 36 or 60 points. Players are free to mix multiple races in the same force or build a purely homogeneous force.

Regardless of the total force size, each player must bring two terrains - one Home Terrain and one proposed Frontier Terrain:

Home Terrain: The terrain die placed in front of you at the start of the game. You select this die. Each Home Terrain is adjacent to the Frontier Terrain, but not adjacent to any other Home Terrain.

Frontier Terrain: The terrain die placed in the center of the table at the start of the game. Each player proposes a terrain die to be the Frontier Terrain. The Frontier Terrain for the game is selected from these proposed terrains. The Frontier Terrain is adjacent to every Home Terrain.

Each player is also required to bring exactly one dragon for each 24 points of total force size, or part thereof. The dragons can be any color(s). Your dragons are placed in your Summoning Pool.

STEP 2: Assemble Forces

Players divide their units and items into three armies:

Home Army: The army at a player's own Home Terrain

Horde Army: The army at their opponent's Home Terrain. This army is used to determine the order of play at the beginning of the game

Campaign Army: The army at the Frontier Terrain

When assembling armies, players may have no more than half of the points (rounded down) of their total forces placed in a single army. There must be at least one unit in each army. After initial army placement, this army size restriction is no longer in effect. Armies should be assembled in secret and are revealed in step 4 below. Players may find it useful to assemble their armies behind a screen.



STEP 3: Set the Battlefield

Players choose one of the terrain dice they brought to be their Home Terrain and place it in front of them to the left, placing the other terrain die in the center of the playing area as their proposed Frontier Terrain.



- | | |
|---------------------------|-------------------------------|
| 1) Home Army | 6) Summoning Pool |
| 2) Campaign Army | 7) Reserve Army / Area |
| 3) Horde Army | 8) Home Terrain |
| 4) Dead Unit Area (DUA) | 9) Proposed Frontier Terrains |
| 5) Buried Unit Area (BUA) | |

STEP 4: Determine Order of Play

Both players reveal their forces at the same time and place them at the relevant terrains (as explained in step 2). All players then make a maneuver roll with their Horde Armies: roll the army and count maneuver results (for this roll, ignore all effects of SAIs, other than maneuver results they generate).

The player who rolls the most maneuver results may choose to either take the first turn or select which proposed Frontier Terrain will be used during the game. If the player chooses to play first, then their opponent selects the Frontier Terrain. If the player who rolled the most maneuver results decides to select the Frontier Terrain, then their opponent takes the first turn.

Either of the proposed Frontier Terrain dice may be selected. The other proposed Frontier Terrain is removed from the game and not used. In the event of a tie, players re-roll until there is a winner.

STEP 5: Determine Starting Distance

Each player rolls their Home Terrain die to determine the initial battle distances. The player that selected the Frontier Terrain rolls that die. If you roll an eight, roll again. If you roll a seven, turn the die down to six. All terrains will therefore start the game showing a number between one and six.

You are now set up and ready to do battle!



THE TURN SEQUENCE

A turn consists of up to six phases, which must be conducted in this order: Expire Effects Phase, Eighth Face Phase, Dragon Attack Phase, First March, Second March and Reserves Phase. When a player is taking their turn they are the *marching player*. Each phase may have multiple steps, which must occur in the order listed. If multiple things happen in a single step, the marching player chooses the order in which they occur.

1. EXPIRE EFFECTS PHASE

All spells and effects that last “until the beginning of your next turn” expire.

2. EIGHTH FACE PHASE

City & Temple terrains on their 8th face apply their effects (Page 16).

3. DRAGON ATTACK PHASE

If there are dragons at any terrain *where the marching player has an army*, those dragons will attack that army or other dragons at the same terrain. See the Dragon section (Page 18) for details on resolving these attacks. Otherwise, skip this phase and go to the First March.

4. FIRST MARCH

During this phase you may march with an army. Each march is split into two steps: Maneuver & Action. Both steps are optional, but must be performed in this order:

Maneuver

This step is optional. If the army is in the Reserve Area, skip this step.

Maneuvering affects the terrain where your marching army is located and is the process of adjusting the number shown on that terrain. If you wish to maneuver you must announce it, but are not required to reveal whether you intend to turn the terrain die up or down. If your opponent has an army at the same terrain, they may oppose the maneuver. This is called a counter-maneuver.

Both armies make a maneuver roll simultaneously: you and your opponent roll your armies and count maneuver results. If the total number of maneuver results generated by your marching army equals or exceeds that of the counter-maneuvering army, your maneuver succeeds. If your opponent does not oppose, a maneuver is automatically successful and no dice are rolled.

If the maneuver is successful, you must adjust the terrain die up or down by one step (for example, if the terrain was showing a 4, it must be changed to either a 3 or a 5). If your maneuver roll does not equal or exceed your opponent's counter-maneuver roll, then the maneuver fails and the terrain die is not adjusted.

If you capture your 2nd terrain during this step, you win and the game ends immediately.

Action

This step is optional. An army at a terrain may only take the action shown on the terrain die: melee, missile, or magic. If the terrain die is at the 8th face, the controlling army may choose to take any one of the three actions, while an opposing army at that terrain may only take a melee action.

An army in the Reserve Area may only take a magic action.

The actions are described below:

Melee



If the melee icon (a sword) shows on the terrain die, then only a melee attack may occur. A melee action may only target an opposing army at the same terrain.

Make a melee roll: Roll your army and count the melee results. Resolve any applicable SAIs first (page 32). If there are any melee results, the opposing army makes a save roll. The opposing army resolves any SAIs rolled, then subtracts their save results from your melee results to determine how much damage is inflicted. The opposing player then moves that health-worth of units from the targeted army to their DUA.

The opposing army may then counter-attack, by following the same process above, with you making saves and suffering damage as required. For more information on Damage see page 30. After this exchange, the action ends.

Go to the next phase of the turn sequence (Second March or Reserves Phase).

Missile



If the missile icon (an arrow) shows on the terrain die, then only a missile attack may occur.

A missile attack may target any of your opponent's armies, with the following restrictions:

- If your army is at any Home Terrain, you cannot target an army at another Home Terrain.
- You cannot target an army in your opponent's Reserve Area.

Make a missile roll: Roll your army and count the missile results. Resolve any applicable SAIs first. If there are any missile results, the target army makes a save roll. The opposing army resolves any SAIs rolled, then subtracts their save results from your missile results to determine how much damage is inflicted. The opposing player then moves that health-worth of units from the targeted army to their DUA.

Unlike a melee action, no counter-attack is possible against a missile action. After your missile attack is complete, the action ends.

Go to the next phase of the turn sequence (Second March or Reserves Phase).

Magic

If the magic icon (a starburst) shows on the terrain die or the marching army is in the Reserve Area, then only a magic action may occur. Make a magic roll: Roll your army and count the magic results. Resolve any applicable SAIs first. The number of magic results represent how many points may be spent on casting spells. You may only cast basic spells that match the color of the units that generate those magic results. If a unit has more than one color, choose which color of magic is generated by their results. If a unit generates more than one magic result, the results may be divided between that unit's colors (for example, a Scaldier that is red and green generates 4 points of magic. These may be considered all red, all green or split into any combination of both).

Some spells are race-specific as noted on the spell lists (page 47). A racial spell may only be cast with results generated by units from that race. An army in the Reserve Area may only cast certain spells (see 'Targeting of Spells' on page 45).

To resolve a magic action, follow these steps:

1. Total your magic results

Total your rolled magic results, taking note of how many results are of each color (element).

2. Target your spells

The Spells section (Page 45) gives a complete listing of all the spells and any limitations that apply to them. The target of a spell or the conditions for a spell's effect to occur, must exist at the time the target is selected. Once you have decided which spells to spend your magic results on, announce all of the spells you are casting and each of their targets.

3. Cast your spells

Once all spells and their targets are announced, cast and resolve the spells one at a time in any order you wish. If for any reason the announced target of a spell is no longer present (such as, if killed by another spell), then you may not select a new target.

After all spells have been resolved, the action ends.

Go to the next phase of the turn sequence (Second March or Reserves Phase).

5. SECOND MARCH

You may choose another army that has not yet marched to take a Maneuver and Action, following the rules detailed above for the First March. The Second March is optional.

6. RESERVES PHASE

There are two steps taken before ending a turn which must be taken in this order:

Reinforce Step

If you have any units in the Reserve Area, you may move any or all of them to any terrains. You may split the reserve units up, sending some to one terrain and some to another. If you already have an army at the terrain, the reserve units join that army. If you don't have an army at the terrain, the reserve units form a new army.

Retreat Step

After reinforcing, you may move any or all of your units from any terrains to the Reserve Area.

Your turn is now over. The next player begins their turn at the beginning of the Turn Sequence. Turns continue in this manner until a player is crowned the winner by capturing two terrains or by being the only player with any unit(s) remaining.



TERRAIN - EIGHTH FACE



If you maneuver a terrain to its eighth face (the number 8 is showing), then your marching army captures that terrain. When you capture a terrain, orient the terrain die so the icon faces your army. The army that has captured a terrain receives several advantages for as long as it retains control of that terrain die:

- **When rolling the army, all ID results are doubled.**
- **The army may take a melee, missile, or magic action, but opposing armies at the terrain are restricted to a melee action.**
- **The army may make use of the Eighth Face Icon as shown in the table below.**





Eighth face advantages are cumulative with any racial abilities.

A terrain at its eighth face turns back to its seventh face (the number 7 is showing) whenever the controlling army abandons the terrain, is out-maneuvered by an opposing army, or all its units are killed or removed. When the terrain is moved from the eighth face, all advantages gained by your controlling army cease.



Eighth Face Icons

The Eighth Face Icons are used as follows:

Icon	Terrain	Eighth face Effect
	City	During the Eighth Face Phase you may recruit a 1-health (small) unit or promote one unit in the controlling army.
	Standing Stones	All units in your controlling army may convert any or all of their magic results to a color that matches a color of this terrain.
	Temple	Your controlling army and all units in it cannot be affected by any opponent's death (black) magic. During the Eighth Face Phase you may force another player to bury one unit of their choice in their DUA.
	Tower	Your controlling army may use a missile action to attack any opponent's army. If attacking a Reserve Army, only count non-ID missile results.

DRAGONS



Dragons can be summoned using magic to wage war against armies on the battlefield. They are tough adversaries and even the most battle-hardy army has been known to fall to a dragon.

TYPES OF DRAGONS

There are many different types of dragon that may be brought to a game of Dragon Dice, each with a different combination of elemental colors. Each type of dragon also has unique characteristics and interacts with other dragons and armies in different ways.

Each dragon has 5 health and 5 automatic saves. A White Dragon has 10 health and 5 automatic saves.

Elemental Dragon

The standard dragon is an Elemental Dragon. It is made up of one of the five elements.

Hybrid Dragons

Hybrid Dragons are composed of two elemental colors.

When a breath result is rolled, apply both colored breath effects.

Hybrid Dragons are affected by any spell or effect that can affect either of its colors.

Ivory Dragons

Ivory Dragons may be summoned by using any one single color of magic or by any effect of a single color (such as a Dragons Lair or Dragon Staff).

Ivory Dragons may only be summoned from the Summoning Pool. They may not be summoned from another terrain.

Ivory Hybrid Dragons

Ivory Hybrid Dragons are composed of one elemental color and ivory.

When a breath result is rolled, apply the elemental colored breath effect.

Ivory Hybrid Dragons are affected by any spell or effect that can affect its elemental color or ivory.

Ivory Hybrid Dragons can only be summoned from a terrain by magic or an effect that matches their elemental color.

White Dragons

White Dragons have ten health instead of five.

All damage inflicted from a White Dragon's claws, jaws, tail and wing results are doubled.

In addition, treasure results are also doubled allowing two units to be promoted instead of one.

White Dragons count as two normal dragons when assembling forces.

White Dragons can only be summoned by the Summon White Dragon spell.



DRAGON ATTACKS

During the Dragon Attack Phase, at every terrain where there is an army belonging to the marching player, every dragon present will attack, regardless of who owns or summoned the dragon. Dragon attacks only occur at terrains that contain an army belonging to the marching player.

Where possible, a dragon will always target another dragon instead of the marching player's army. Dragons determine which other dragons they will attack based on their elemental colors. If a dragon cannot attack another dragon present at the terrain, or if no other dragons are present, then the dragon will always attack the marching player's army. The table below describes which target a dragon will attack.

Attacking Dragon	Will Attack?					
	Elemental	Hybrid	Ivory	Ivory Hybrid	White	Army
Elemental	Yes, unless same element color	Yes	No	Yes, unless the element color matches	Yes	Yes, if no valid dragon target
Hybrid	Yes	Yes, unless matching both element colors	No	Yes, unless matching one element color	Yes	Yes, if no valid dragon target
Ivory	No	No	No	No	No	Yes
Ivory Hybrid	No	No	No	No	No	Yes
White	Yes	Yes	No	Yes	No	Yes, if no valid dragon target

It is important to note that some dragons may attack a type of dragon that will not attack them. As such, dragons do not always 'fight back'. For example, an Elemental Dragon could attack an Ivory Hybrid Dragon, while that Ivory Hybrid Dragon attacks the army.

Dragons attacking the marching player's army will all attack at the same time. The owner of an attacking dragon rolls that dragon's die. If the marching player has armies located at multiple terrains, each containing one or more dragons, that player decides the order in which each of the dragon attacks take place.



Performing the Dragon Attack:

To perform a dragon attack, players should follow these steps:

1. Determine target of dragon attacks

Consult the table above to determine whether dragons will attack the army or another dragon.

2. Designate dragon vs dragon targets

The owner of each dragon attacking another dragon designates in secret which dragon their dragon will attack. Once each player has designated their dragon's target, players reveal their choices. If there are no dragon vs dragon attacks, skip this step.

3. Roll dragons

The owners of the attacking dragons roll them, taking note of the results (damage is not applied until step 7, with the exception of breath results when a dragon is attacking an army).

4. Resolve all breath results

Against an army, breath results are resolved immediately. Each dragon breath is resolved one at a time, by killing the required health-worth of units. After units have been killed, apply all colored breath effects to the targeted army or units.

5. Resolve all treasures

Skip this step if no army is being attacked. If a dragon rolled a treasure icon while attacking an army, that army may promote any one unit.

6. Roll the army's response to the dragon attack

Skip this step if no army is being attacked. The army makes a combination roll, counting any melee, missile, or save results generated by normal results and SAIs. Any SAI that generates melee, missile, or save results or states it has an effect during a dragon attack is applied.

The damage to slay a dragon must come from either melee or missile results - they may not be combined, though when fighting multiple dragons, you may allocate melee results to one and missile results to another, etc. Multiple dragons may be killed in one attack as long there are enough missile and/or melee results to kill them. Any units or artifacts that roll their IDs may each allocate them as save, missile, or melee results and may split those results between types (for example a 3-health unit rolls an ID. The results may be considered 3 melee, 3 missile, 3 saves or any combination of them).

7. Resolve damage

Dragons and armies inflict damage simultaneously, so even if a unit is killed, its results may still be applied to the army attack (only breath results are resolved before this step). When a dragon is killed it is returned to the Summoning Pool.

8. Promotion

If an army kills one or more dragons, it may promote as many units as possible (see Promotion on page 31).

9. Resolve wings

Any surviving dragons that rolled wings are returned to their Summoning Pool.

After all dragon attacks are resolved, play continues on to the First March.

DRAGON BREATH

Against another dragon, dragon breath inflicts five (ten for a White Dragon) points of damage; roll the dragon again and apply the new result as well.

If breath is rolled in an attack against an army:

- **Five health-worth of units in the army are killed.**
- **The colored breath effect from the table below is applied, according to the color(s) of the dragon.**

The owner of the army being attacked chooses which units are killed. Halving modifiers from colored breath effects are *not* cumulative, though multiple different colored breath effects may apply at the same time (for example: an army affected by black and green breath would ignore ID results and halve its missile results).

Color	Type	Effect
Black	Dragon Plague	The army ignores all of its ID results until the beginning of its next turn
Blue	Lightning Bolt	The army's melee results are halved until the beginning of its next turn. Results are rounded down
Yellow	Petrify	The army's maneuver results are halved until the beginning of its next turn. Results are rounded down
Green	Poisonous Cloud	The army's missile results are halved until the beginning of its next turn. Results are rounded down
Red	Dragon Fire	Roll the units killed by this dragon's breath attack. Those that do not generate a save result are buried
Ivory	Life Drain	No additional effect
White	Terrain Empathy	An additional five health-worth of units in the army are killed. The army suffers the colored breath effects of both colors of the terrain.



DRAGON ICONS

This section shows each of the symbols on the dragon's die and explains their effects.

Icon	Result	Effect
	Belly (dragon)	The dragon's automatic saves do not count during this attack.
	Dragon Breath	See the section on 'Dragon Breath' above.
	Claws	A dragon's claws inflict six points of damage.
	Jaws	A dragon's jaws inflict twelve points of damage.
	Tail (dragon)	The dragon's tail inflicts three points of damage; roll the dragon again and apply the new result as well.
	Treasure	If the dragon is attacking an army, one unit in that army may be promoted (page 31).
	Wing	A dragon's wings inflict five points of damage. After the attack, if the dragon is still alive, it flies away. Return the dragon to its owner's Summoning Pool.



RACIAL ABILITIES



Each race in Dragon Dice has its own special abilities, generally tied to the elements of that race's dice. Utilizing these abilities is often key to creating a powerful and balanced army. This section details those racial abilities. Racial abilities are applied to both army rolls and when a unit is rolling individually.



⚔ Some races have abilities which are connected to the number of units in their DUA. These abilities each state a maximum limit for the ability, followed by ⚔. The limit stated is per 24 points of total force size, or part thereof. For example, an ability which states, “...up to a maximum of five ⚔”, would have a limit of 5 in games up to 24 points, a limit of 10 in games from 25 to 48 points, and so on.

AMAZONS



Ability	Effect
Javelin Charge	During a march, instead of taking a maneuver, all Amazons in the marching army may count maneuver results as if they were missile results during a missile action this turn.
Kukri Charge	During a march, instead of taking a maneuver, all Amazons in the marching army may count maneuver results as if they were melee results during a melee action this turn.
Terrain Harmony	Amazon units generate magic results matching the colors of the terrain where they are located. Amazon units in the Reserves Area generate Ivory magic, which may only be used to cast Elemental spells.

CORAL ELVES



Ability	Effect
Coastal Dodge	When at a terrain that contains green (water), Coral Elves may count maneuver results as if they were save results.
Defensive Volley	When at a terrain that contains blue (air), Coral Elves units may counter-attack against a missile action. Follow the same process used for a regular melee counter-attack, using missile results instead of melee results.

DWARVES



Ability	Effect
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.

ELDARIM



Ability	Effect
Resist Fear	Dragonkin units up to the total health of Eldarim in their army ignore any restrictions that prevent them from rolling during a dragon attack.
Dragonkin Handlers	Immediately before taking your first march, after dragon attacks have been resolved, select an army that contains at least one Eldarim unit at a terrain. Recruit or promote one Dragonkin unit (matching a color of that terrain) to the army. This ability may only be used if the total health-worth of Dragonkin after the exchange is not greater than the total health-worth of Eldarim in that army.

Note that the rules concerning Dragonkin can be found in the 'Advanced Rules' section of this rulebook.

FERAL



Ability	Effect
Feralization	Immediately before taking your first march, after dragon attacks have been resolved, each of your armies containing at least one Feral unit at a terrain that contains yellow (earth) or blue (air) may do one of the following: Recruit one health-worth of Feral to this army, OR, promote one Feral unit in the army.
Stampede	When at a terrain that contains both yellow (earth) and blue (air), Feral units may count maneuver results as if they were melee results during a counter-attack.

FIREWALKERS



Ability	Effect
Air Flight	During the Retreat Step of the Reserves Phase, Firewalker units may move from any terrain that contains blue (air) to any other terrain that contains blue (air) and where you have at least one Firewalker unit.
Flaming Shields	When at a terrain that contains red (fire), Firewalkers may count save results as if they were melee results. Flaming Shields does not apply when making a counter-attack.


FROSTWINGS



Ability	Effect
Winter's Fortitude	Immediately before taking your first march, after dragon attacks have been resolved, if you have at least one Frostwing unit at a terrain that contains blue (air), you may move one Frostwing unit of your choice from your BUA to your DUA.
Magic Negation	When an opponent takes a magic action at a terrain containing Frostwings, the Frostwing units may make a magic negation roll. Roll the Frostwing units before the opponent totals their magic results. Subtract the non-ID magic results generated by the Frostwing units from the opponent's results. The number of magic results that may be subtracted is equal to the number of Frostwing units in the Frostwing player's DUA, up to a maximum of five Ⓜ.


GOBLINS



Ability	Effect
Swamp Mastery	When at a terrain that contains yellow (earth), Goblins may count melee results as if they were maneuver results.
Foul Stench	When an army containing Goblins takes a melee action, the opposing player must select a number of their units after they have resolved their save roll. The selected units cannot perform a counter-attack during this melee action. The number of units that must be selected in this way is equal to the number of Goblin units in the Goblin player's DUA, up to a maximum of three  .

LAVA ELVES



Ability	Effect
Volcanic Adaptation	When at a terrain that contains red (fire), Lava Elves may count maneuver results as if they were save results.
Cursed Bullets	When targeting an army at the same terrain with a missile attack, Lava Elves missile results inflict damage that may only be reduced by save results generated by spells. The number of missile results that may be effected in this way is equal to the number of Lava Elves units in the Lava Elves player's DUA, up to a maximum of three  .

SCALDERS



Ability	Effect
Scorching Touch	When at a terrain that contains red (fire), Scalders making a save roll against a melee action inflict one point of damage on the attacking army for each save result rolled. Only save results generated by spells may reduce this damage. Scorching Touch does not apply when saving against a counter-attack.
Intangibility	When at a terrain that contains green (water), Scalders may count maneuver results as if they were save results against missile damage.

SWAMP STALKERS



Ability	Effect
Born of the Swamp	When at a terrain that contains green (water), Swamp Stalkers may count maneuver results as if they were save results.
Mutate	<p>Immediately before taking your first march, after dragon attacks have been resolved, you may attempt to Mutate providing the following criteria are met:</p> <ul style="list-style-type: none"> - An opposing player must have at least one unit in their Reserves Area. - You must have at least one army containing a Swamp Stalker at a terrain. - You must have at least one Swamp Stalker unit in your DUA. <p>Target units in an opponent's Reserve Area to make a save roll. Units that do not generate a save result are killed. One of your armies at a terrain that contains at least one Swamp Stalker unit can then recruit or promote Swamp Stalker units up to the health-worth that were killed this way.</p> <p>The number of units that may be targeted in this way is equal to the number of Swamp Stalker units in the Swamp Stalker player's DUA, up to a maximum of two ♣.</p>

TREEFOLK



Ability	Effect
Rapid Growth	When at a terrain that contains yellow (earth), Treefolk units that do not roll an SAI result may be re-rolled once when making a counter-maneuver. The previous results are ignored. Any units you wish to re-roll in this way must be selected and re-rolled together.
Replanting	When at a terrain that contains green (water), Treefolk units that are killed, should be rolled before being moved to the DUA. Any units rolls an ID icon are instead moved to your Reserve Area.

UNDEAD



Ability	Effect
Stepped Damage	When an Undead unit is killed you may instead exchange it with an Undead unit of lesser health from your DUA.
Bone Magic	<p>When an army containing Undead takes a magic action, each Undead unit that rolls at least one non-ID magic result may add one additional magic result.</p> <p>The number of magic results that may be added in this way is equal to the number of Undead units in the Undead player's DUA, up to a maximum of four ♣.</p>



RULES REFERENCES



The following section provides clarification on some of the mechanics of Dragon Dice. Note that some clarifications refer to mechanics discussed in the 'Advanced Rules' section (page 55).

DIE ROLL RESOLUTION

Players do not roll dice simultaneously unless a specific rule says so. During a march, the marching player always rolls their army first, followed by any opposing players. Once the marching player has finished resolving their roll, the opposing players resolve their rolls in turn order. Each player follows this process one by one:

1	Roll the dice.
2	Check to see if any existing effects will force or allow a die to be re-rolled. Apply these effects one at a time until all re-rolls have been made.
3	Identify any applicable SAIs that have not already been applied and apply their effects one by one* in whatever order you choose. Any normal action results or roll modifiers that those SAIs generate are applied during the following steps.
4	Count up all non-SAI generated action results to obtain a subtotal.
5	Apply modifiers that subtract (results can never be reduced to below 0).
6	Apply modifiers that divide (results are rounded down).
7	Add SAI generated action results to obtain a new subtotal.
8	Apply modifiers that multiply.
9	Apply modifiers that add (any 'counts as' results are also added now) to obtain a final total.

**Multiples of the same SAI may be combined to create a single larger effect. See 'SAIs' on page 32 for more details.*

A die's effect will resolve at its assigned time. If a die's results are used and it then leaves the army, its results still stand. If a die leaves the army before its results are used, or a die enters the army after the roll, that die has no effect on that roll.

'Counts As' Results

A number of racial abilities, and a few spells and SAIs, allow a unit to count one type of result they have rolled as another. For example, the racial ability Coastal Dodge states: *'When at a terrain that contains green (water), Coral Elves may count maneuver results as if they were save results.'*

Such an ability is called a 'Counts As' effect. Only rolled results may be counted in this way. Results generated by spells may never be counted as another type of result. Any results that are counted as a different type of result are considered a modifier that adds, and as such are applied during step 9 of Die Roll Resolution.

ROLL MODIFIERS

When a roll is made, it is not unusual for a number of game effects to modify that roll. To ensure the correct balance of the game, it is important to apply these modifiers in the correct order, as represented in the table on page 28.

There are also a number of important rules that must be obeyed with regards to applying modifiers:

- Modifiers that affect an army do not affect the roll of an individual unit from that army.
- Modifiers that affect an individual unit do not affect the roll of an army.
- ID icons generate the type of result the roll is for. When results are subtracted or divided, ID results are the last results to be removed by those modifiers. If the roll is a combination roll the owner of the army may choose what result type the ID generates.
- There may never be more than one modifier that divides results applied to each type of result.
- There may never be more than one modifier that multiplies applied to each type of result.

Examples of this process are provided in the FAQ for Dragon Dice, which can be downloaded from www.sfr-inc.com.

ARMY MODIFIERS

Some effects have a stated duration (such as, “until the beginning of your next turn”). If an effect with duration targets an army, it applies to that army at a particular terrain or reserves. The effect ends if there are no units remaining in the army. This is checked at the end of each action. If all the units from the army are replaced with other units as a single action, the army is still considered to be present and so the effect remains active.

Effects that apply to an army apply to all units in the army regardless when they joined the army.

COMBINATION ROLLS

Certain actions call for a ‘combination roll’. A combination roll involves making a single roll for an army, but counting multiple types of result. For example, following a dragon attack, an army makes a single combination roll counting any melee, missile and save results.

Results are counted and applied as per the rules for resolving a dragon attack.

The following rules apply:

- During a combination roll, any modifiers to that roll which could be applied to different results are applied as the army’s owner desires. All modifiers must be applied if possible.
- If any ID icons are rolled, the owner of the army may choose what type of results they generate.
- If an SAI generates a choice of different results (for example, Create Fireminions) then the player may split those results between those required by the roll.
- If an SAI generates different results for each type of roll counted by the combination roll, then the player who rolled that SAI may choose which result to apply. For example, if a unit is targeted by a Coil SAI they make a combination roll counting melee and saves. The targeted unit rolls a Counter SAI – in a melee roll this generates melee results, in a save roll this generates save results. That player may choose to count the SAI as applying to either the melee, or to the save part of the roll, but not to both.

DAMAGE

When armies meet in combat - melee, missile, or magic - units may take damage. If a unit takes damage equal to or greater than its health it is killed and put in its owner's DUA.

The following points should be observed when inflicting damage:

- If a unit takes less damage than its health, the damage goes away at the end of the action. The unit is considered to have been healed.
- If possible, enough units must be killed to cover all remaining damage, but never in excess of it.
- Attacks or spells that target an army allow the entire army to make a save roll.
- Attacks, SAIs, and spells that target a unit only allow that unit to make a save roll. An individual unit that is targeted does not receive any benefits given to its army.
- Each point of save results generated, from icons, spells or any other source, negates one point of damage.

Damage VS Killed

When a unit takes damage it is permitted to make a save roll unless an effect states otherwise. As stated above, if a unit takes damage equal to or greater than its health it is killed and put in its owner's DUA.

If an effect states that a unit is killed then the unit is immediately put in its owner's DUA, unless the effect provides an opportunity to roll a specific result to avoid it.

MONSTERS

Monsters are worth four health each. The ID icon (marked with a triangle, circle or diamond for easy recognition) generates four of whatever results you are rolling for.

Unlike other units, normal action icons only ever appear singularly on the face of a monster. Any normal action icon rolled generates four results, so if a monster rolls a melee icon, that monster generates four melee results.



PROMOTION

Many effects in the game allow a player to promote a unit. To promote a unit, exchange it with a unit in your DUA (or Summoning Pool, if promoting Dragonkin) of the same race and one-health larger. If a player has no units in their DUA (or Summoning Pool), then promotion cannot occur.

The following rules apply to promotion:

- A promotion affects only a single unit.
- If a rule indicates to promote as many units as possible, all promotions happen at once. Identify all units that can be promoted, match each of them with a unit in the DUA (or Summoning Pool), then promote each of them simultaneously.
- Promoted Eldarim and Dragonkin are not required to be the same color.
- If the promotion affects an entire army, such as after killing a dragon, all units in the army, even those that did not roll, may be promoted.
- If an ability allows you to promote multiple health-worth at once you may choose to promote multiple units by one health-worth each, or you may combine the health to promote to a larger unit, or any combination you choose.

Notes on exchanging units with the DUA

In addition to Promotion, a number of other effects cause an army to exchange units with those in a player's DUA.

The following points must be observed:

- Multiple exchanges with the DUA happen all at once. Identify any units that need to be exchanged, then highlight which units in the DUA they will be exchanged with before performing the exchange.
- Even if all the units in the army are exchanged, at no time is the entire army considered gone. As such all army-targeting spells remain in effect and all Dragonkin, minor terrains and items (providing enough units capable of carrying them are still present) remain in play. Only check to see if an army is still in place at the end of the exchange action.
- If a unit is targeted by, or subject to an individual effect (for example, is affected by the Hypnotic Glare SAI), exchanging the unit for another causes that effect to end.
- Units that are exchanged are never considered killed.



SPECIAL ACTION ICONS (SAIS)



In addition to normal action and ID icons, certain units and items in Dragon Dice also have Special Action Icons (SAIs). What differentiates SAIs from the other icons is that SAIs can have effects other than simply generating save, maneuver, melee, missile, or magic results.

Many SAIs generate a number of results based on the type of die or number of icons. To simplify this, SAIs use 'X' in their descriptions. Whenever X appears in the description of an SAI it refers to the number of results. This is how to determine the value of X:

- On a six-sided die, X is equal to the number of icons rolled (three icons equals three results).
- On a large item or large Dragonkin unit, X is equal to three results (one icon equals three results).
- On a monster, artifact, medallion or Dragonkin Champion, X is equal to four results (one icon equals four results).

If an SAI does not have X in the description it only does what is described.

If a specific SAI description conflicts with the general rules for SAIs, the specific SAI description takes precedence.

APPLICATION

SAIs only apply during certain rolls. Each SAI in the table below states which rolls it applies to in the 'Applies' column. If a type of roll is not listed in the 'Applies' column description, that SAI has no effect in that type of roll.

The types are:

- **Dragon Attack** – When the army rolls in response to a dragon attack (page 18).
- **Magic** – Any time the army or unit is rolling for magic results.
- **Maneuver** – Any time the army or unit is rolling for maneuver results.
- **Melee** – Any time the army or unit is rolling for melee results.
- **Missile** – Any time the army or unit is rolling for missile results.
- **Save** – Any time the army or unit is rolling for save results against damage. Some SAIs only apply during save rolls against a specific type of damage and are noted as 'Save*' (for example, "save against melee").
- **Non-Maneuver** – Any roll that does not include maneuver results.
- **Individual** – Any roll to avoid a spell or effect that targets a unit or X health worth of units.
- **Special** – Check the SAI details for more information.




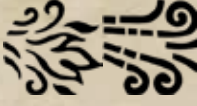

There are a number of rules which must be observed with relation to SAIs:


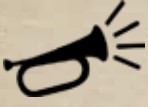




- Unless the word "may" appears in the SAI description, the effect is mandatory.
- Only SAIs that generate save results function in the DUA, unless the SAI specifically states otherwise.
- See 'Combination Rolls' on page 29 for applying SAI results during a combination roll.







TARGETING

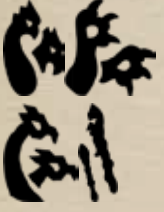


The following rules apply to the targeting of all SAIs:

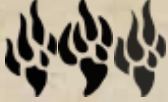

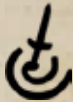

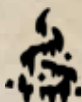
- The same army or unit may not be targeted or affected by multiple SAI effects that multiply or divide the same type of result.
- Multiple of the same SAI that do not multiply or divide any army or unit's results, or target an individual unit, may be combined by adding their effects together to count as one larger effect SAI. Alternatively, they may be resolved one by one.
- SAIs that target 'one unit' (such as Coil & Hug) may not be combined and are always resolved one by one.
- When an SAI targets an opponent's army or units you must apply the SAI's effect to the fullest extent possible by selecting the maximum number of targets (units and/or health-worth) allowed.
- When an SAI targets a friendly army or unit, any number of health or units may be selected, from 0 up to the maximum allowed by the SAI.
- Any SAI that targets an individual unit will continue to affect that unit even if they move to another army.

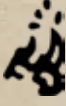


Name	Icon	Applies	Effect
Attune		Magic	During a magic action, Attune generates X magic results of any color. Attune may also count the normal (non-ID, non-SAI) magic results of one unit in the marching army as the same color.
Bash		Dragon Attack Save*	<p>During a save roll against a melee attack, target 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.</p> <p>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.</p>
Belly		Any	During any roll, the unit loses its automatic save results.
Breath		Melee	During a melee attack, target X health-worth of units in the defending army. The targets are killed.
Bullseye		Dragon Attack Missile	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.


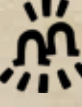


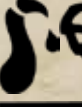

Name	Icon	Applies	Effect
Cantrip		Magic Non-Maneuver	During a magic action or Magic Negation (Frostwings - page 24) roll, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that allow you to cast spells marked as 'Cantrip' from the spell list.
Charge		Melee	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.
Charm		Melee	During a melee attack, target up to X health-worth of units in the defending army; those units don't roll to save during this march. Instead, the owner rolls these units and adds their results to the attacking army's results. Those units may take damage from the melee attack as normal.
Choke		Melee	During a melee attack, when the defending army rolls for saves, target up to X health-worth of units in the that army that rolled an ID result. The target units are killed. Their ID results are not counted towards the army's save results. <i>Note: Choke works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs.</i>
Cloak		Dragon Attack Individual Magic Save	During a save roll or dragon attack, add X save results to the army containing this unit until the beginning of your next turn. During a magic action, Cloak generates X magic results. During a roll for an individual-targeting effect, Cloak generates X magic, maneuver, melee, missile, or save results.
Coil		Dragon Attack Melee	During a melee attack, target one unit in the defending army. The target takes X damage and makes a combination roll, counting save and melee results. Any melee results that the target generates inflict damage on the Coiling unit with no save possible. During a dragon attack, Coil generates X melee results.

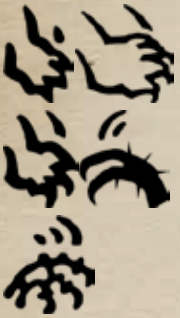

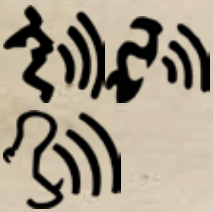

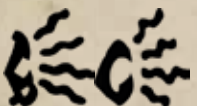


Name	Icon	Applies	Effect
Confuse		Melee Missile	During a melee or missile attack, target up to X health-worth of units in the defending army after they have rolled for saves. Re-roll the targeted units, ignoring all previous results. <i>Note: Confuse works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs.</i>
Convert		Melee	During a melee attack, target up to 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. The attacking player may return up to the amount of health-worth killed this way from their DUA to the attacking army.
Counter		Dragon Attack Melee Save*	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.
Create Fireminions		Any Non-Individual	During any army roll, Create Fireminions generates X magic, maneuver, melee, missile or save results.
Crush		Dragon Attack Missile	During a missile 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. Each unit killed must make a save roll. Those that do not generate a save result on this second roll are buried. During a dragon attack, Crush generates X missile results.
Decapitate		Dragon Attack Melee	During a melee attack, when the defending army makes its save roll, target one unit that rolled an ID icon. The target is killed. <i>Note: Decapitate works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs .</i> During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Decapitate generates three melee results.





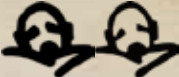


Name	Icon	Applies	Effect
Dispel Magic		Special	Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. Magic targeting other units, armies, or terrains is unaffected by this SAI.
Double Strike		Dragon Attack Melee	During a melee attack, target four 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, Double Strike generates four melee results.
Elevate		Dragon Attack Maneuver Missile Save*	During a maneuver roll, Elevate generates X maneuver results. During a missile attack, double one unit's missile results. During a save roll against a melee attack, double one unit's save results. During a dragon attack, double one unit's missile or save results.
Entangle		Melee	During a melee attack, target up to X health-worth of units in the defending army. The targets are killed.
Ferry		Non-Maneuver	During any non-maneuver roll, the Ferrying unit may move itself and up to four health-worth of units in its army to any terrain.
Firebreath		Melee	During a melee attack, inflict X points of damage on the defending army with no save possible. Each unit killed makes a save roll. Those that do not generate a save result are buried.
Firecloud		Melee Missile	During a melee or missile 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.
Fire-walking		Maneuver Non-Maneuver	During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.

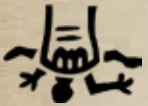

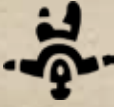

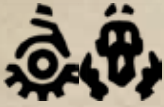


Name	Icon	Applies	Effect
Flame		Melee	During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
Flaming Arrow		Dragon Attack Missile	<p>During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Each unit killed must make another save roll. Those that do not generate a save result on this second roll are buried.</p> <p>During a dragon attack, Flaming Arrow generates X missile results.</p>
Flurry		Dragon Attack Melee Save*	<p>During a melee attack, Flurry generates X melee results. Roll the item again and apply the new result as well.</p> <p>During a save roll against a melee attack, Flurry generates X save results.</p> <p>During a dragon attack, Flurry generates either X save results, or X melee results. If it generates melee results, roll the item again and apply the new result as well.</p>
Fly		Any	During any roll, Fly generates X maneuver or X save results.
Frost Breath		Melee Missile	During a melee or missile attack, target an opposing army at the same terrain. Until the beginning of your next turn, the target army halves all results they roll.


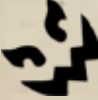
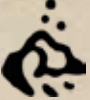
Name	Icon	Applies	Effect
Galeforce		Magic Melee Missile	During a melee or missile attack, or a magic action at a terrain, target an opposing army at any terrain. Until the beginning of your next turn, the target army subtracts four save and four maneuver results from all rolls.
Gore		Dragon Attack Melee	During a melee attack, target one unit in the defending army. The target takes two points of damage. If the unit is killed by Gore, it is then buried. During a dragon attack, Gore generates four melee results.
Hoof		Dragon Attack Maneuver Save	During a maneuver roll, Hoof generates X maneuver results. During a save roll, Hoof generates X save results. During a dragon attack, Hoof generates X save results.
Howl		Melee Missile	During a melee or missile attack, the defending army subtracts X save results.
Hug		Dragon Attack Melee	During a melee attack, target one unit in the defending army. The target unit takes X points of damage with no save possible. The targeted unit makes a melee roll. Melee results generated by this roll inflict damage on the Hugging unit with no save possible. During a dragon attack, Hug generates X melee results.
Hypnotic Glare		Melee	During a melee attack, when the defending army rolls for saves, all units that roll an ID result are hypnotized and may not be rolled until the beginning of your next turn. Those ID results are not counted as saves. The effect ends if the glaring unit leaves the terrain, is killed, or is rolled. The glaring unit may be excluded from any roll until the effect expires. <i>Note: Hypnotic Glare works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs.</i>
Illusion		Magic Melee Missile	During a magic, melee or missile attack, target any of your armies. Until the beginning of your next turn, the target army cannot be targeted by any missile attacks or spells cast by opposing players.





Name	Icon	Applies	Effect
Impale		Dragon Attack Missile	<p>During a missile attack, when the defending army makes their save roll, target one unit that rolled an ID icon. The target is killed.</p> <p><i>Note: Impale works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs.</i></p> <p>During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Impale generates three missile results.</p>
Kick		Dragon Attack Melee Save	<p>During a melee attack, target one unit in the defending army. The target takes X points of damage.</p> <p>During a save roll, Kick generates X save results.</p> <p>During a dragon attack, Kick generates X melee and X save results.</p>
Net		Individual Melee Missile	<p>During a melee or missile attack, target up to X health-worth of units in the defending army. Each targeted unit makes a maneuver roll. Those that do not generate a maneuver result are netted and may not be rolled or leave the terrain they currently occupy until the beginning of your next turn. Net does nothing during a missile attack targeting an opponent's Reserve Army from a Tower on its eighth face.</p> <p>When saving against an individual targeting effect, Net generates X save results.</p>
Plague		Melee	<p>During a melee attack, target one unit in the defending army. The target makes a save roll. If the target fails to generate a save result it is killed. That unit's owner then targets another unit in the same army to save or be killed. Continue to target units in this way until a targeted unit generates a save result.</p>
Poison		Melee	<p>During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.</p>
Regenerate		Non-Maneuver	<p>During any non-maneuver roll, choose one: Regenerate generates X save results, OR, you may bring back up to X health-worth of units from your DUA to the army containing this unit.</p>

Name	Icon	Applies	Effect
Rend		Dragon Attack Maneuver Melee	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.
Rise from the Ashes		Save Special	During a save roll, Rise from the Ashes generates X save results. Whenever a unit with this SAI is killed or buried, roll the unit. If Rise from the Ashes is rolled, the unit is moved to your Reserve Area. If an effect both kills and buries this unit, it may roll once when killed and again when buried. If the first roll is successful, the unit is not buried.
Roar		Melee	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.
Scare		Melee	During a melee attack, target up to X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are immediately moved to their Reserve Area before the defending army rolls for saves. Those that roll their ID icon are killed.
Screech		Melee	During a melee attack, the defending army subtracts X save results.
Seize		Melee Missile	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.
SFR/TSR Logo (Eldarim & Dragonkin Champion)		Special	Eldarim Champion: During a dragon attack, the champion uses its special ability - Control, Slay or Tame a Dragon. In addition, during any other roll, this SAI is considered to be an ID icon which generates two results (only certain Eldarim Champions). See description of Eldarim Champions (Page 62). Dragonkin Champion: See description of Dragonkin Champions (Page 56).

Name	Icon	Applies	Effect
SFR/TSR Logo (Medallion)		Special	Medallions have different special abilities for this icon, depending on the medallion's color. See description of Medallions (Page 61).
Slay		Melee	During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed.
Sleep		Melee	During a melee attack, target one unit in an opponent's army at this terrain. The target unit is asleep and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn.
Smite		Dragon Attack Melee	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.
Smother		Melee	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.
Sneak Attack		Dragon Attack Magic Melee Missile	During a missile attack or magic action, Sneak Attack inflicts X damage on an opposing army at this terrain with no save possible. Dragonkin killed by this damage are buried. During a melee or dragon attack, Sneak Attack generates X melee results.
Sortie		Dragon Attack Melee Save	During a melee attack, Sortie generates X melee results. During a save roll, Sortie generates X save results. During a dragon attack, Sortie generates X save and X melee results.

Name	Icon	Applies	Effect
Stomp		Dragon Attack Melee	<p>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.</p> <p>During a dragon attack, Stomp generates X melee results.</p>
Stone		Dragon Attack Melee Missile	<p>During a melee or missile attack, Stone does X damage to the defending army with no save possible.</p> <p>During a dragon attack, Stone generates X missile results.</p>
Stun		Melee	<p>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 stunned and cannot be rolled until the beginning of your turn, unless they are the target of an individual-targeting effect which forces them to. Stunned units that leave the terrain through any means are no longer stunned. Roll this unit again and apply the new result as well.</p>
Summon Dragon		Magic	<p>During a magic action at a terrain, target any dragon that contains the color of this item, or an Ivory Dragon, and summon it to any terrain. Summon Dragon may not be used to summon a White Dragon. Roll this die again and apply the new result as well.</p> <p>During a magic action in reserves, Summon Dragon generates X magic results.</p>
Surprise		Melee	<p>During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.</p>
Swallow		Melee	<p>During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.</p>
Tail		Dragon Attack Melee	<p>During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.</p>

Name	Icon	Applies	Effect
Teleport		Maneuver Non-Maneuver	<p>During a maneuver roll, Teleport generates X maneuver results.</p> <p>During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.</p>
Trample		Any	During any roll, Trample generates X maneuver and X melee results.
Trumpet		Dragon Attack Melee Save	During a dragon attack, melee attack or save roll, each Feral unit in this army doubles its melee and save results.
Vanish		Save	During a save roll, Vanish generates X save results. The unit may then move to any terrain or its Reserve Area. If the unit moves, the save results still apply to the army that the Vanishing unit left.
Volley		Dragon Attack Missile Save*	<p>During a save roll against a missile attack, Volley generates X save and inflicts X damage upon the attacking army. Only save results generated by spells may reduce this damage.</p> <p>During any other save roll, Volley generates X save results.</p> <p>During a missile attack, Volley generates X missile results.</p> <p>During a dragon attack, Volley generates X save and X missile results.</p>
Wave		Melee Maneuver	<p>During a melee attack, the defending army subtracts X from their save results.</p> <p>During a maneuver roll while marching, subtract X from each counter-maneuvering army's maneuver results. Wave does nothing if rolled during a counter-maneuver.</p>

Name	Icon	Applies	Effect
Wayfare		Dragon Attack Maneuver	<p>During a maneuver roll, Wayfare generates X maneuver results. Instead of generating maneuver results, the item and one unit able to carry it may move to any other terrain or your Reserve Area.</p> <p>During a dragon attack, Wayfare allows the item and a unit able to carry it to move to any terrain or your Reserve Area.</p>
Web		Melee Missile	<p>During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a melee roll. Those that do not generate a melee result are webbed and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn. Web does nothing during a missile action targeting an opponent's Reserve Army from a Tower on its eighth-face.</p>
Wild Growth		Non-Maneuver	<p>During any non-maneuver roll, Wild Growth generates X save results or allows you to promote X health-worth of units in this army. Results may be split between saves and promotions in any way you choose. Any promotions happen all at once.</p>
Wither		Melee	<p>During a melee attack, target any opposing army at the same terrain. Until the beginning of your next turn, the targeted army subtracts X results from all rolls it makes.</p>



SPELLS



Spells are cast using the magic results during a magic action and can affect the game in different ways, from increasing roll results, to inflicting damage, to summoning dragons!

Each spell has a number of attributes which are detailed below. Spells are resolved one at a time in the order cast.

Color

There are six spell colors; Black, Blue, Green, Red, Yellow and Elemental. The following rules apply to the colors of magic:

- Spells of a single color (Black, Blue, Green, Red and Yellow) may only be cast using magic results of that color.
- Elemental Spells may only be cast using magic results of any single colour.
- Ivory magic results may only be used to cast Elemental spells.

Casting Cost

This is the number of magic results required to cast a spell. Any number of spells can be cast up to the number of magic results generated by the army. Unused magic results are lost at the end of the army's action.

Some spells may be cast via the 'Cantrip' SAI as well as during a normal magic action. When this SAI is rolled, the number of Cantrip results may be spent as magic results on spells marked with an X in the 'C' (Cantrip) column in the spell lists below. Normal restrictions for color and race still apply to casting these spells.

Race

This indicates the racial requirement of the spells. Some spells may only be cast using magic results generated by units from a specific race. Any spell marked 'any' may be cast using magic from any race.

Target

Every spell has a specified target: army, unit(s), terrain, DUA or BUA.

Spells that target a terrain affect all armies at that terrain.

Individual units that are targeted by a spell will be affected by that spell even if they move to another army.

Most spells require the casting army to be located at a terrain, however a limited number of spells may be cast from the Reserve Area. Those spells which can be cast from reserves are marked with an X in the 'R' (reserves) column in the spell lists below.

Duration

Most spells occur immediately, however certain spells have a duration effect which lasts until the beginning of your next turn.

If the army is destroyed (all of its units are killed) or otherwise no longer exists at a terrain or Reserves Area at the end of any turn step, any spells affecting that army end. If a unit is killed any spells affecting it end.

Effect

Each spell has a different effect on the game state. Effects that modify a particular type of roll follow the usual process explained under 'Die Roll Resolution' (page 28).

Many spell effects are cumulative; this means that multiple castings of that spell may be combined to create a single spell with a stronger effect. To make understanding this easier, any aspects of a spell that have a cumulative effect are highlighted in the text for that spell, like this – **one**. When a spell is cast in this way, multiply the highlighted effect(s) by the number of combined castings. For example, if you were to combine three castings of Wind Walk, then the spell would add twelve results, rather than four.

Any spell that has a cumulative effect may instead be cast multiple separate times (unless otherwise stated), with a different target each time. For example, if you were to cast Palsy three times (costing a total of six magic results), you may subtract three results from any one target, one result from each of three targets, or two from one target and one from another.



BLACK (DEATH) SPELLS

Name	Race	Cost	R	C	Effect
Palsy	Any	2		X	Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
Decay	Goblins	3			Target any opposing army. Subtract two melee results from the target's rolls until the beginning of your next turn.
Evil Eye	Undead	3			Target any opposing army. Subtract two save results from the target's rolls until the beginning of your next turn.
Magic Drain	Frostwings	3			Target any terrain. Subtract two magic results from all army rolls at that terrain until the beginning of your next turn.
Restless Dead	Undead	3	X	X	Target any army. Add three maneuver results to the target's rolls until the beginning of your next turn.
Swamp Fever	Swamp Stalkers	3			Target three health-worth of unit(s) in an opposing army. Roll the targets. If they roll an ID result, they are killed. Any units killed by Swamp Fever make a second roll. If they roll an ID result they are buried.
Finger of Death	Any	4			Target any opposing unit. Inflict one point of damage on the target with no save possible.
Necromantic Wave	Lava Elves	5	X		Target any army. All units in the target army may count magic results as if they were melee or missile results until the beginning of your next turn.
Exhume	Undead	5			Target three health-worth of units in an opposing player's DUA. The targets make a save roll. If the targets do not generate a save result they are buried. You may return units up to the health-worth of units buried in this way, to the casting army from your DUA.
Open Grave	Undead	5	X		Target any army. Until the beginning of your next turn, units in the target army that are killed following a save roll by any army-targeting effects (including melee and missile damage) go to their owner's Reserve Area instead of the DUA. If no save roll was possible when units are killed, Open Grave does nothing.
Soiled Ground	Any	6			Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

BLUE (AIR) SPELLS

Name	Race	Cost	R	C	Effect
Hailstorm	Any	2		X	Target any opposing army. Inflict one point of damage on the target.
Blizzard	Coral Elves	3			Target any terrain. Subtract three melee results from all army results at that terrain until the beginning of your next turn.
Wilding	Feral	3	X		Target any army. The target army may double the melee and save results of any one unit until the beginning of your next turn. Select a unit to double their results after the army makes each roll.
Wind Walk	Any	4	X		Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
Fields of Ice	Frostwings	5			Target any terrain. Subtract four maneuver results from all army results at that terrain until the beginning of your next turn. Ties in maneuver rolls at that terrain are won by the counter-maneuvering army while the terrain is under the effect of Fields of Ice.
Mirage	Firewalkers	5			Target five health-worth of units at any terrain. The targets make a save roll. Those that do not generate a save result are moved to their Reserve Area.
Lightning Strike	Any	6			Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.



GREEN (WATER) SPELLS

Name	Race	Cost	R	C	Effect
Watery Double	Any	2	X	X	Target any army. Add one save result to the target's rolls until the beginning of your next turn.
Accelerated Growth	Treefolk	3	X	X	Target your DUA. When a two (or greater) health-worth Treefolk unit is killed, you may instead exchange it with a one health-worth Treefolk unit from your DUA. This effect lasts until the beginning of your next turn.
Flash Flood	Any	4			Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
Deluge	Coral Elves	5			Target any terrain. Subtract three maneuver and three missile results from all army rolls at that terrain until the beginning of your next turn.
Mire	Swamp Stalkers	5			Target a terrain. Until the beginning of your next turn, any army wishing to march at that terrain must first make a roll. Any unit that does not roll a maneuver result may not be rolled during that march.
Tidal Wave	Scalders	5			Target any terrain. Each army at that terrain takes four points of damage, and makes a combination save and maneuver roll. The terrain is reduced one step unless an army generates at least four maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Tidal Wave.
Wall of Fog	Any	6			Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.



RED (FIRE) SPELLS

Name	Race	Cost	R	C	Effect
Ash Storm	Any	2		X	Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
Fearful Flames	Lava Elves	3			Target any opposing unit. Inflict one point of damage on the target. If the target is killed by Fearful Flames it makes a save roll. If no save result is generated, that unit is buried.
Firebolt	Dwarves	3			Target any opposing unit. Inflict one point of damage on the target.
Firestorm	Scalders	3			Target any terrain. Inflict two points of damage on each army at that terrain.
Flashfire	Firewalkers	3	X	X	Target any army. During any non-maneuver army roll, any one unit in the target army may be re-rolled once, ignoring the previous result. This effect lasts until the beginning of your next turn.
Fiery Weapon	Any	4	X		Target any army. Add two melee or missile results to any roll the target makes until the beginning of your next turn.
Dancing Lights	Any	6			Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.



YELLOW (EARTH) SPELLS

Name	Race	Cost	R	C	Effect
Stone Skin	Any	2	X	X	Target any army. Add one save result to the target's rolls until the beginning of your next turn.
Path	Any	4	X		Target one of your units at a terrain. Move the target to any other terrain where you have an army.
Berserker Rage	Feral	5	X		Target an army containing at least one Feral unit. All Feral units in the target army may count save results as if they were melee results during all counter-attacks, until the beginning of your next turn.
Higher Ground	Dwarves	5			Target any opposing army. The target subtracts five melee results from their rolls until the beginning of your next turn.
Scent of Fear	Goblin	5			Target up to three health-worth of opposing units at any terrain. The target units are moved to their Reserve Area.
Wall of Thorns	Treefolk	5			Target any terrain not at its eighth face. Any army that successfully maneuvers that terrain takes six damage. The army makes a melee roll. Reduce the damage taken by the number of melee results generated. This effect lasts until the beginning of your next turn.
Transmute Rock to Mud	Any	6			Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.



ELEMENTAL SPELLS

Name	Race	Cost	R	C	Effect
Evolve Dragonkin	Eldarim	3	X		Target one of your Dragonkin units that matches the color of magic used to cast this spell. The target is promoted one health-worth.
Resurrect Dead	Any	3	X		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.
Esfah's Gift	Amazons	3	X	X	Target a minor terrain in your BUA. Move that terrain to your summoning pool.
Summon Dragonkin	Any	3			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.
Rally	Amazons	5	X		Target up to three of your Amazon units at a terrain. Move those units to any other terrain where you have at least one Amazon unit.
Rise of the Eldarim	Eldarim	5	X		Target any Eldarim unit that matches the color of magic used to cast this spell. The target is promoted one health-worth.
Summon Dragon	Any	7			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.
Summon White Dragon	Any	14			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.



MULTIPLAYER GAMES



While Dragon Dice is an excellent 2-player game, it can be played with any number of players, offering a new level of depth and strategy. We recommend limiting games to 6-players, though larger games are possible. To play a multiplayer game, players assemble forces and select terrains as normal.

The following exceptions and changes occur when playing a multiplayer game:

- When rolling to determine the order of play, the usual process described in step 4 of 'Setting Up the Game' is replaced with the following process:

STEP 4: Determine Order of Play

All players reveal their forces at the same time. All players then make a maneuver roll with their Horde Armies to determine the turn order: roll the armies and count maneuver results (for this roll, ignore all effects of SAIs, other than maneuver results they generate). Players will take turns in order of their maneuver totals, with the lowest total going last. The player who rolls the most maneuver results may choose to either take the first turn, or to select which proposed Frontier Terrain will be used during the game, as follows:

- If the player chooses to take the first turn, the player with the next highest highest total selects which Frontier Terrain will be used.
- If the player selects the Frontier Terrain, they will go second. The player with the the next highest total takes the first turn.

Any one of the proposed Frontier Terrain dice may be selected. All other proposed Frontier Terrains are removed from the game and are not used. In the event of a tie for any turn order position, the tied players re-roll until a clear order is determined. We suggest players sit in turn order, and in such a way that play proceeds clockwise.

The first player now places their armies as follows:

- 1. Their Home Army is placed at their Home Terrain.**
- 2. Their Horde Army is placed at any other player's Home Terrain.**
- 3. Their Campaign Army is placed at any terrain where the player has not already placed an army.**

The second player then places their armies in the same manner, followed by other players, one by one until all players have placed their armies.

- After initial game set up, a player may have multiple Horde Armies if they wish – one at each opposing player's Home Terrain. We suggest that each player puts their dice on a card so it is clear which dice belong to which army and player at all times.

- When performing a melee or missile attack, a player may target any eligible army. The target of the attack must be declared before the dice are rolled.
- Any effect that targets an 'opposing' unit or army may target the unit or army of any opponent.
- During a maneuver, all opposing armies at the terrain may attempt to counter-maneuver. Counter-maneuvering armies do not combine their maneuver results. Each compares their total with the maneuvering army individually.
- Regardless of how many terrains are in play, a player still wins once they capture their second terrain



ADVANCED RULES



The following section introduces a number of advanced dice and rules for Dragon Dice. All items in this section should be considered optional and all players involved in a game should agree on their inclusion before adding any of them to their force.

DRAGONKIN



Dragonkin are the distant relatives of full-sized dragons. Like dragons, they can be summoned into play during a game, but unlike their less-predicable forerunners, Dragonkin will join your armies and fight for you! For every full three points of a player's force size, that player may bring one health-worth of Dragonkin to the game. For example, in a 36 point game, a player may bring up to 12 health of Dragonkin units.

The following rules apply to Dragonkin:

- Dragonkin are six-sided units. While Dragonkin units consist of different elements, they are all considered the same race.
- Like dragons, Dragonkin start the game in the Summoning Pool.
- Dragonkin cannot leave the terrain where they were summoned.
- If an army is made up solely of Dragonkin, the Dragonkin are immediately returned to the Summoning Pool and the army disappears.
- Dragonkin may never enter a player's DUA. When a Dragonkin unit is killed it is returned to its owner's Summoning Pool. Dragonkin may still be buried by a single effect that both kills and buries a unit, even though they do not pass into the DUA.
- Dragonkin cannot carry items.

Actions

Dragonkin units cannot roll for magic or missile actions.

Dragonkin units cannot roll during a dragon attack that includes a dragon matching their color, an Ivory Dragon, Ivory Hybrid Dragon, or White Dragon, but may take damage during the attack. Dragonkin may take part in dragon attacks with other dragons as normal.

Automatic Saves


All Dragonkin have armored skin, which grants them automatic save results equal to their health. These save results are added to their individual and army's save rolls. For the purpose of 'Die Roll Resolution', Dragonkin's automatic saves are added during step 9, along with other modifiers that add. Their automatic save results are only applied if the Dragonkin are rolled.

DRAGONKIN CHAMPIONS

The Dragonkin Champion is a special Dragonkin unit that has four health and four automatic saves. It is a six-sided die and is considered to be a part of the Dragonkin race just like other Dragonkin. Any rules that apply to Dragonkin also apply to the Dragonkin Champion.

Dragonkin Champion SAI

Dragonkin Champions have an SAI Icon which has the following effect:





Name	Icon	Applies	Effect
SFR/TSR Logo (Dragonkin Champion)		Melee Individual	When saving against an individual targeting effect, the SFR/TSR logo generates four save results. During a melee attack, you may move a summoned dragon that contains the same color as this Dragonkin Champion from one terrain to another.



ADVANCED TERRAINS

Advanced terrains are special terrains that offer new objectives for armies to capture. Advanced terrains follow all the usual rules for terrains, with one exception: *an advanced terrain may only be placed at the frontier.*

Like other terrains, each advanced terrain has a unique Eighth Face effect. These are described below:

Icon	Terrain	Eighth face Effect
	Castle	When you capture this terrain, choose one of the following four terrain types: City, Standing Stones, Temple, or Tower. The castle becomes that terrain until its face is moved.
	Dragon's Lair	During the Eighth Face Phase, you may summon a dragon that matches at least one color of this terrain, an Ivory Dragon or any Ivory Hybrid Dragon, and place it at any terrain. The Dragon's Lair may not summon a White Dragon.
	Grove	During the Eighth Face Phase move one non-Dragonkin unit from any player's BUA to their DUA, a Dragonkin unit or minor terrain from your BUA to your Summoning Pool, or an Item from your BUA to your army controlling this eighth face. This is not optional and must be performed if possible.
	Vortex	During any non-maneuver army roll at this terrain, before resolving SAIs (see step 2 of 'Die Roll Resolution'), you may re-roll one unit, ignoring the previous result.



MINOR TERRAINS



The smaller (18mm) eight-sided dice are minor terrain dice. These dice represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself. These dice do not count toward victory, but they can help achieve that goal.

A player may bring a total of minor terrain dice to a game equal to the number of terrains in the game plus one (for example in a 2-player game, you may bring up to four minor terrains). Minor terrains are placed in a player's Summoning Pool at the start of the game.

BRINGING A MINOR TERRAIN INTO PLAY

When an army marches, the army's owner may bring a minor terrain into play from their Summoning Pool instead of taking a maneuver. The minor terrain's colors must match at least one color of the terrain where the army is located. Deadlands may be brought into play at any terrain, regardless of that terrain's colors.

Roll the minor terrain when it enters play and immediately apply its result - alternate action, modify results, or disaster (See Minor Terrain Icons below). The rolled result will remain in effect as the active bonus for the army who owns the minor terrain until it is re-rolled (see below). Place the die beside the army to show the bonus.

On all future turns, when an army that controls a minor terrain announces a march, they must either:

- Forfeit their maneuver in order to keep the result showing on the minor terrain, OR,
- Roll the minor terrain and apply its new result. The rolled result will remain in effect as the active bonus for the army who owns the minor terrain until it is re-rolled as above.

The following rules apply to minor terrains:

- Each army may only have one minor terrain in play.
- An army that has captured an Eighth Face may not bring a minor terrain into play. If an army controlling a minor terrain captures the terrain's Eighth Face, then the minor terrain is removed from play and buried.
- If an army controlling a minor terrain leaves the terrain (all the units in the army are moved or are killed), then the minor terrain is removed from play and buried.
- When an army controlling a minor terrain takes a march, they may choose to remove the minor terrain from play and bury it instead of taking a maneuver. A new minor terrain may not be brought into play by that army this turn.
- A minor terrain's colors are available to the *controlling army* as if they were part of the terrain for the purposes of Racial Abilities. It does not add to the number or type of colored dragon breath attacks that a white dragon inflicts.
- Any rules that refer to or target a *terrain* do not apply to minor terrains.

DEADLANDS

In addition to the rules on page 58, each Deadlands (black) minor terrain that a player controls at any terrain is counted as one additional unit (of any race) in that player's DUA for the purpose of any applicable racial abilities. Deadlands may be brought into play at any terrain, regardless of its color.



Icon	Name	Effect
	ID (Bridge, Knoll, Village, Woods)	Pick any action face on the minor terrain (magic, melee, or missile). Turn the die to the selected face.
	Magic	The controlling army may conduct a Magic action or the action shown on the terrain.
	Melee	The controlling army may conduct a Melee action or the action shown on the terrain.
	Missile	The controlling army may conduct a Missile action or the action shown on the terrain.
	Double Maneuvers	The controlling army doubles its ID results when rolling for maneuvers.
	Double Saves	The controlling army doubles its ID results when rolling for saves.
	Dust Storm	The controlling army's missile results are halved. The minor terrain is buried at the beginning of the army's next march.
	Flanked	The controlling army's save results are halved. The minor terrain is buried at the beginning of the army's next march.
	Flood	The controlling army's maneuver results are halved. The minor terrain is buried at the beginning of the army's next march.
	Revolt	The controlling army's melee results are halved. The minor terrain is buried at the beginning of the army's next march.

ITEMS, ARTIFACTS & MEDALLIONS



Items, artifacts and medallions represent powerful magical tools which can be equipped to armies, increasing their effectiveness in certain rolls. Items, artifacts and medallions, like units, have a points cost for including them in your force:

Die	Points
Small Four-sided Item	One
Medium Four-sided Item	Three for each pair (two points for the first and one point for the second - while the Medium dice do not need to be brought as a pair, the first is always two points)
Large Four-sided Item	Two
Artifact	Three
Medallion	Four

ITEMS

Items are four-sided dice that have only one type of normal action icon: Maneuver, Melee, Missile, Magic, and Save.

Item dice come in three different sizes: Small (18mm), Medium (20mm), and Large (22mm). Like large six-sided units, large items also have an SAI on one face. Items do not have an ID icon.



The following rules apply to items:

- Items are made up of a single elemental color.
- Item results are not modified by racial abilities.
- Items do not have health and may not take damage.
- Magic results generated by an item are always generated in the color of the item. Magic from items may be used to cast racial spells if at least one unit of that race is in the casting army.
- Each unit may carry and use up to two items. Only a unit that contains the color of the item may carry or use it. Amazon units may use items of any color. Undead units may only use black items. Items are not assigned to a specific unit.
- An item may only move from a terrain or reserves, to another terrain or reserves by a unit carrying it. If there are ever more items in an army than there are units able to carry them, the owner of the army must bury the excess items.
- Items are rolled during all army rolls. However, an item may only be rolled if a unit capable of carrying it is also rolled.
- Items may never be rolled during, or be targeted by, an individual targeting effect.

ARTIFACTS

Artifacts are ten-sided item dice. Unlike four-sided items, artifacts have multiple types of normal action icons, but favor one type over the others. Artifacts also have an ID icon and SAIs. Artifacts adhere to the same rules as items, described above.

Like ten-sided monster dice, Artifacts have a single icon on each face. Each icon generates four results and the ID icon generates four of whatever results you are rolling for.



MEDALLIONS

Medallions are very large, metallic, non-elemental four-sided items that come in three colors: bronze, silver, or gold.




Medallions adhere to the same rules as items, described above, with two exceptions:

- As medallions lack an elemental color, any unit may carry and use a medallion.
- A medallion is considered to be two items for the purposes of how many items a unit can carry and use.



Medallion SAI

Medallions have an SAI Icon which has the following effect:

Name	Icon	Applies	Effect
Bronze Medallion		Magic Non-Maneuver	During a magic action, generate X magic results of any color. During any non-maneuver roll, this SAI works like the Cantrip SAI, which generates X magic results that allow you to cast spells marked as 'Cantrip' from the spell list, ignoring the normal racial or color requirements.
Silver Medallion		Non-Maneuver	During any non-maneuver roll, choose one of the following: <ul style="list-style-type: none"> - Return one four-sided item from your BUA to the army carrying this medallion. - Return one Dragonkin unit or minor terrain from your BUA to your Summoning Pool. - Summon or promote one health-worth of Dragonkin to the army carrying the medallion.
Gold Medallion		Non-Maneuver	During any non-maneuver roll, you may move up to four health-worth of units from your DUA to the army carrying this medallion.

ELDARIM CHAMPIONS



Eldarim Champions represent the heroes of the Eldarim Race. They are represented in the game by very large six-sided dice. Each Eldarim Champion has four health, the same as a monster (Eldarim have Champions instead of monsters).

TYPES OF ELDARIM CHAMPION

There are six different types of Eldarim Champion, though only three different ID icons are used. Each type of champion has access to a different special ability which they may use during the game. All Eldarim Champions are part of the Eldarim race.



**Dragonlord
Dragonmaster**



**Dragonslayer
Dragonhunter**



**Dragoncrusader
Dragonzealot**


Dragonlords, Dragonslayers and Dragoncrusaders are all white in color.

Dragonmasters, Dragonhunters and Dragonzealots come in the five elemental colors.





Eldarim Champion SAI



Eldarim Champions have an SAI with the following rules:

Champion	Icon	Applies	Effect
All Eldarim Champions		Individual	During a save roll against an individual-targeting effect, the SFR/TSR logo generates four save results.





In addition, each type of champion is able to generate an additional ability from the SAI which are detailed below.

Note: Only white Eldarim Champions may affect a white dragon with these abilities.

Champion	Icon	Applies	Effect
Dragonlord (Tame a Dragon)		Dragon Attack	<p>A Dragonlord may tame ANY type of dragon.</p> <p>During the dragon attack phase, when rolling an army's response to a dragon attack (step 6), a unit that rolls this SAI may tame a single dragon that attacked their army this turn. Any non-breath damage that dragon rolled during this dragon attack is ignored.</p> <p>On future turns, a tamed dragon will not attack an army containing the unit that tamed it. Tamed dragons still attack other dragons as normal. During the Retreat Step of the Reserves Phase, the taming unit may move itself and the tamed dragon to any other terrain. The dragon remains tamed when they move in this way.</p> <p>A White Dragon becomes untamed during the Effects Expire step of the taming player's turn. Any other dragon remains tamed by this unit unless any of the following occur:</p> <ul style="list-style-type: none"> - If the taming unit tames another dragon. A unit may only ever have one dragon tamed at any time. - The dragon leaves the terrain without the taming unit (e.g. is summoned away or killed). - The taming unit leaves the terrain without the dragon (e.g. moves or is killed). - The dragon is tamed or controlled by another unit.
Dragon- master (Tame a Dragon)		Dragon Attack Any	<p>A Dragonmaster may tame any dragon that contains its color.</p> <p>See entry for 'Dragonlord' above.</p> <p>In addition, during any other roll, this SAI is considered to be an ID icon which generates two results.</p>

Champion	Icon	Applies	Effect
Dragon-slayer (Slay a Dragon)		Dragon Attack	<p>A Dragonslayer may slay ANY dragon.</p> <p>During the dragon attack phase, when rolling an army's response to a dragon attack (step 6), a unit that rolls this SAI may slay a single dragon that attacked their army this turn. Any non-breath damage that dragon rolled during this dragon attack is ignored.</p> <p>A slain dragon is not returned to its owner's Summoning Pool, but is instead removed from the game entirely. If a White Dragon is slain, roll the dragon. If it rolls a jaws result, the slaying unit is buried. No units are promoted when a dragon is slain.</p>
Dragon-hunter (Slay a Dragon)		Dragon Attack Any	<p>A Dragonhunter may slay any dragon that contains its color.</p> <p>See entry for 'Dragonslayer' above.</p> <p>In addition, during any other roll, this SAI is considered to be an ID icon which generates two results.</p>



Champion	Icon	Applies	Effect
Dragon-crusader (Control a Dragon)	 	Dragon Attack	<p>A Dragoncrusader may control ANY dragon.</p> <p>During the dragon attack phase, when rolling an army's response to a dragon attack (step 6), a unit that rolls this SAI may control a single dragon that attacked their army this turn. Any non-breath damage that dragon rolled during this dragon attack is ignored.</p> <p>On future turns, during the dragon attack phase, the controller may have the controlled dragon not roll, or may have it attack any other dragon, even a type of dragon that it would not usually attack. If another dragon attacks the controller's army, roll the controlled dragon and add any damage it inflicts to the melee results of the army, ignoring any Wings results. The dragon is not considered to be a part of the army and may not take damage when a dragon attacks the controller's army in this way.</p> <p>A White Dragon becomes uncontrolled during the Effects Expire step of the controlling player's turn. Any other dragon remains controlled by this unit unless any of the following occur:</p> <ul style="list-style-type: none"> - The controlling unit controls another dragon. A unit may only ever control one dragon at any time. - The dragon leaves the terrain (e.g. is summoned away or killed). - The controlling unit leaves the terrain (e.g. moves or is killed). - The dragon is controlled or tamed by another unit.
Dragon-zealot (Control a Dragon)	 	Dragon Attack Any	<p>A Dragonzealot may control any dragon that contains its color.</p> <p>See entry for 'Dragoncrusader' above.</p> <p>In addition, during any other roll, this SAI is considered to be an ID icon which generates two results.</p>





RACIAL REFERENCE SHEETS

The following section provides players with a set of racial reference sheets, allowing quick access to all the essential information related to each race.

AMAZONS

ivory

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

RACIAL ABILITIES

Javelin Charge

During a march, instead of taking a maneuver, all Amazons in the marching army may count maneuver results as if they were missile results during a missile action this turn.

Kukri Charge

During a march, instead of taking a maneuver, all Amazons in the marching army may count maneuver results as if they were melee results during a melee action this turn.

Terrain Harmony

Amazon units generate magic results matching the colors of the terrain where they are located. Amazon units in the Reserves Area generate Ivory magic, which may only be used to cast Elemental spells.

HEAVY MELEE	Soldier	Warrior	War Chief	Centaur
LIGHT MELEE	Runner	Envoy	Harbinger	Chimera
CAVALRY	Charioteer	Battle Rider	War Driver	Hydra
MISSILE	Darter	Javelineer	Spearer	Medusa
MAGIC	Seer	Visionary	Oracle	Nightmare

NORMAL ACTION ICONS

Magic	Maneuver	Melee	Missile	Save
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BLACK (DEATH) SPELLS

BLUE (AIR) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (Any): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
4			Finger of Death (Any): Target any opposing unit. Inflict one point of damage on the target with no save possible.
6			Soiled Ground (Any): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (Any): Target any opposing army. Inflict one point of damage on the target.
4	X		Wind Walk (Any): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
6			Lightning Strike (Any): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.

GREEN (WATER) SPELLS

RED (FIRE) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4			Flash Flood (Any): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
6			Wall of Fog (Any): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

Cost	R	C	Name, Race and Effect
2		X	Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
4		X	Fiery Weapon (Any): 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 (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.

AMAZONS







ivory








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.
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.

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	X	X	Esfah's Gift (<i>Amazon</i>): Target a minor terrain in your BUA. Move that terrain to your summoning pool.
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.
5	X		Rally (<i>Amazon</i>): Target up to three of your Amazon units at a terrain. Move those units to any other terrain where you have at least one Amazon unit.
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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	Double Strike (<i>Dragon Attack, Melee</i>): During a melee attack, target four 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, Double Strike generates four melee results.
	Firebreath (<i>Melee</i>): During a melee attack, inflict X points of damage on the defending army with no save possible. Each unit killed makes a save roll. Those that do not generate a save result are buried.
	Firewalking (<i>Maneuver, Non-Maneuver</i>): During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.

Icon	Name and Effect
	Flame (<i>Melee</i>): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Kick (<i>Dragon Attack, Melee, Save</i>): During a melee attack, target one unit in the defending army. The target takes X points of damage. During a save roll, Kick generates X save results. During a dragon attack, Kick generates X melee and 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.
	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.
	Stone (<i>Dragon Attack, Melee, Missile</i>): During a melee or missile attack, Stone does X damage to the defending army with no save possible. During a dragon attack, Stone generates X missile results.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.

CORAL ELVES

air & water

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Coastal Dodge

When at a terrain that contains green (water), Coral Elves may count maneuver results as if they were save results.

Defensive Volley

When at a terrain that contains blue (air), Coral Elves may counter-attack against a missile action. Follow the same process used for a regular melee counter-attack, using missile results instead of melee results.

HEAVY
MELEE



Fighter



Trooper



Protector



Coral Giant

LIGHT
MELEE



Guard



Courier



Herald



Gryphon

CAVALRY



Horseman



Knight



Eagle Knight



Leviathan

MISSILE



Bowman



Archer



Sharpshooter



Sprite Swarm

MAGIC



Evoker



Conjuror



Enchanter



Tako

NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

BLUE (AIR) SPELLS

GREEN (WATER) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (Any): Target any opposing army. Inflict one point of damage on the target.
3			Blizzard (Coral Elves): Target any terrain. Subtract three melee results from all army results at that terrain until the beginning of your next turn.
4	X		Wind Walk (Any): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
6			Lightning Strike (Any): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4			Flash Flood (Any): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
5			Deluge (Coral Elves): Target any terrain. Subtract three maneuver and three missile results from all army rolls at that terrain until the beginning of your next turn.
6			Wall of Fog (Any): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.







CORAL ELVES








water & air

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	Entangle (<i>Dragon Attack, Melee</i>): During a melee attack, target up to X health-worth of units in the defending army. The targets are killed.
	Ferry (<i>Non-Maneuver</i>): During any non-maneuver roll, the Ferrying unit may move itself and up to four health-worth of units in its army to any terrain.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	Hypnotic Glare (<i>Melee</i>): During a melee attack, when the defending army rolls for saves, all units that roll an ID result are hypnotized and may not be rolled until the beginning of your next turn. Those ID results are not counted as saves. The effect ends if the glaring unit leaves the terrain, is killed, or is rolled. The glaring unit may be excluded from any roll until the effect expires. <i>Note: Hypnotic Glare works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs.</i>
	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.
	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.
	Swallow (<i>Melee</i>): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.
	Tail (<i>Dragon Attack, Melee</i>): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.
	Wave (<i>Melee, Maneuver</i>): During a melee attack, the defending army subtracts X from their save results. During a maneuver roll while marching, subtract X from each counter-maneuvering army's maneuver results. Wave does nothing if rolled when counter-maneuvering.

DWARVES

fire & earth

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH





















RACIAL ABILITIES

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.

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



Manoeuvre



Melee



Missile



Save

RED (FIRE) SPELLS

YELLOW (EARTH) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3			Firebolt (Dwarves): Target any opposing unit. Inflict one point of damage on the target.
4		X	Fiery Weapon (Any): 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 (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.

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







DWARVES

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 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 opponent's roll for saves is made, but before they resolve any 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. 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.

ELDARIM

death, earth, air, water & fire

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

RACIAL ABILITIES

HEAVY
MELEE



SHIELD
BEARER



MAGIC



CAVALRY



MISSILE



Resist Fear

Dragonkin units up to the total health of Eldarim in their army ignore any restrictions that prevent them from rolling during a dragon attack.

Dragonkin Handlers

Immediately before taking your first march, after dragon attacks have been resolved, select an army that contains at least one Eldarim unit at a terrain. Recruit or promote one Dragonkin unit (matching a color of that terrain) to the army. This ability may only be used if the total health-worth of Dragonkin after the exchange is not greater than the total health-worth of Eldarim in that army.

NORMAL ACTION ICONS



BLACK (DEATH) SPELLS

BLUE (AIR) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (Any): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
4			Finger of Death (Any): Target any opposing unit. Inflict one point of damage on the target with no save possible.
6			Soiled Ground (Any): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (Any): Target any opposing army. Inflict one point of damage on the target.
4	X		Wind Walk (Any): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
6			Lightning Strike (Any): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.

ELDARIM

fire, water, air, earth & death

GREEN (WATER) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (<i>Any</i>): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4			Flash Flood (<i>Any</i>): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
6			Wall of Fog (<i>Any</i>): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

YELLOW (EARTH) SPELLS


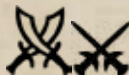
Cost	R	C	Name, Race and Effect
2	X	X	Stone Skin (<i>Any</i>): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		Path (<i>Any</i>): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
6			Transmute Rock 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.


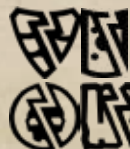
RED (FIRE) SPELLS

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.
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.

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	X		Evolve Dragonkin (<i>Eldarim</i>): Target one of your Dragonkin units that matches the color of magic used to cast this spell. The target is promoted one health-worth.
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.
5	X		Rise of the Eldarim (<i>Eldarim</i>): Target any Eldarim unit that matches the color of magic used to cast this spell. The target is promoted one health-worth.
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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	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.

FERAL

earth & air

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

HEAVY
MELEE



Lynx-Folk



Leopard-Folk



Tiger-Folk



Bear-Folk

LIGHT
MELEE



Hound-Folk



Fox-Folk



Wolf-Folk



Elephant-Folk

CAVALRY



Antelope-Folk



Horse-Folk



Buffalo-Folk



Lion-Folk

MISSILE



Falcon-Folk



Hawk-Folk



Vulture-Folk



Owl-Folk

MAGIC



Weasel-Folk



Badger-Folk



Wolverine-Folk



Rhino-Folk

Feralization

Immediately before taking your first march, after dragon attacks have been resolved, each of your armies containing at least one Feral unit at a terrain that contains yellow (earth) or blue (air) may do one of the following: Recruit one health-worth of Feral to this army, OR, promote one Feral unit in the army.

Stampede

When at a terrain that contains both yellow (earth) and blue (air), Feral units may count maneuver results as if they were melee results during a counter-attack.

NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

BLUE (AIR) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (<i>Any</i>): Target any opposing army. Inflict one point of damage on the target.
3	X		Wilding (<i>Feral</i>): Target any army. The target army may double the melee and save results of any one unit until the beginning of your next turn. Select a unit to double their results after the army makes each roll.
4	X		Wind Walk (<i>Any</i>): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
6			Lightning Strike (<i>Any</i>): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.

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	X		Berserker Rage (<i>Feral</i>): Target an army containing at least one Feral unit. All Feral units in the target army may count save results as if they were melee results during all counter-attacks, 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.

FERAL

air & earth

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	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. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Double Strike (<i>Dragon Attack, Melee</i>): During a melee attack, target four 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, Double Strike generates four melee results.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	Gore (<i>Dragon Attack, Melee</i>): During a melee attack, target one unit in the defending army. The target takes two points of damage. If the unit is killed by Gore, it is then buried. During a dragon attack, Gore generates four melee results.
	Hug (<i>Dragon Attack, Melee</i>): During a melee attack, target one unit in the defending army. The target unit takes X points of damage with no save possible. The targeted unit makes a melee roll. Melee results generated by this roll inflict damage on the Hugging unit with no save possible. During a dragon attack, Hug generates X melee 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.
	Screech (<i>Melee</i>): During a melee attack, the defending army subtracts X save results.
	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.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.
	Trumpet (<i>Dragon Attack, Melee, Save</i>): During a dragon attack, melee attack or save roll, each Feral unit in this army doubles its melee and save results.

FIREWALKERS

air & fire

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Air Flight

During the Retreat Step of the Reserves Phase, Firewalker units may move from any terrain that contains blue (air) to any other terrain that contains blue (air) and where you have at least one Firewalker unit.

Flaming Shields

When at a terrain that contains red (fire), Firewalkers may count save results as if they were melee results. Flaming Shields does not apply when making a counter-attack.

HEAVY
MELEE



Guardian



Watcher



Sentinel



Fireshadow

LIGHT
MELEE



Explorer



Adventurer



Expeditioner



Genie

CAVALRY



Shadowchaser



Nightsbane



Daybringer



Gorgon

MISSILE



Firestarter



Firemaster



Firestormer



Phoenix

MAGIC



Sunburst



Sunflare



Ashbringer



Salamander

NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

BLUE (AIR) SPELLS

RED (FIRE) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (<i>Any</i>): Target any opposing army. Inflict one point of damage on the target.
4	X		Wind Walk (<i>Any</i>): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
5			Mirage (<i>Firewalkers</i>): Target five health-worth of units at any terrain. The targets make a save roll. Those that do not generate a save result are moved to their Reserve Area.
6			Lightning Strike (<i>Any</i>): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.

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	X	X	Flashfire (<i>Firewalkers</i>): Target any army. During any non-maneuver army roll, any one unit in the target army may be re-rolled once, ignoring the previous result. This effect lasts until the beginning of your next turn.
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.

FIREWALKERS

fire & air

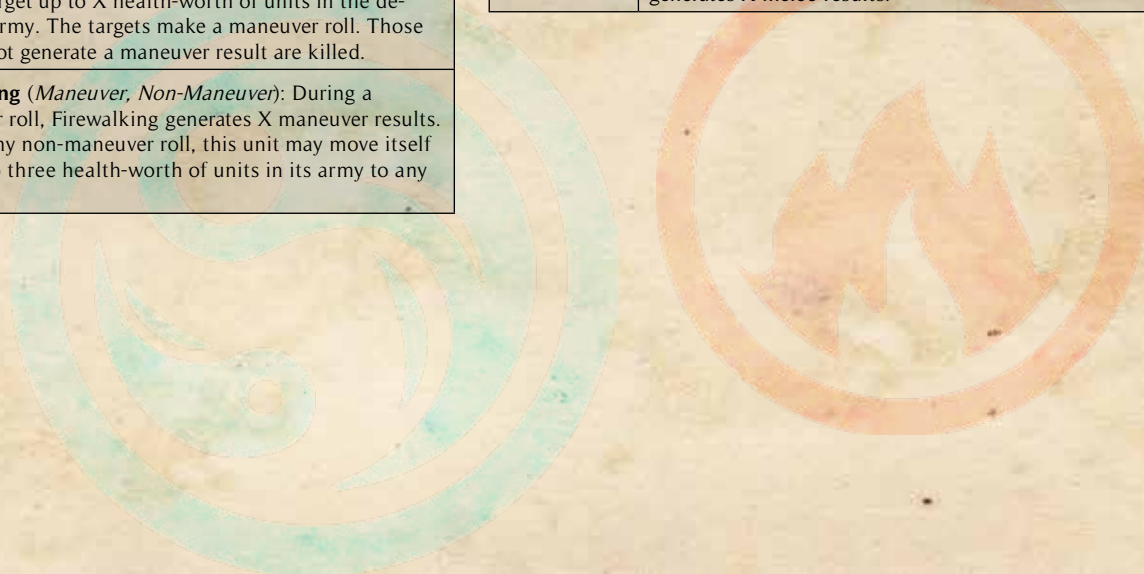
ELEMENTAL SPELLS

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	Create Fireminions (<i>Any Non-Individual</i>): During any army roll, Create Fireminions generates X magic, maneuver, melee, missile or save results.
	Firecloud (<i>Melee, Missile</i>): During a melee or missile 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.
	Firewalking (<i>Maneuver, Non-Maneuver</i>): During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.

Icon	Name and Effect
	Flame (<i>Melee</i>): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Galeforce (<i>Magic, Melee, Missile</i>): During a melee or missile attack, a magic action at a terrain, target an opposing army at that terrain. Until the beginning of your next turn, the target subtracts four save and four maneuver results from all rolls.
	Rise from the Ashes (<i>Save Special</i>): During a save roll, Rise from the Ashes generates X save results. Whenever a unit with this SAI is killed or buried, roll the unit. If Rise from the Ashes is rolled, the unit is moved to your Reserve Area. If an effect both kills and buries this unit, it may roll once when killed and again when buried. If the first roll is successful, the unit is not buried.
	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.



FROSTWINGS

death & air

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Winter's Fortitude

Immediately before taking your first march, after dragon attacks have been resolved, if you have at least one Frostwing unit at a terrain that contains blue (air), you may move one Frostwing unit of your choice from your BUA to your DUA.

Magic Negation

When an opponent takes a magic action at a terrain containing Frostwings, the Frostwing units may make a magic negation roll. Roll the Frostwing units before the opponent totals their magic results. Subtract the non-ID magic results generated by the Frostwing units from the opponent's results. The number of magic results that may be subtracted is equal to the number of Frostwing units in the Frostwing player's DUA, up to a maximum of five 🏹.

HEAVY
MELEE



Advocate



Defender



Vindicator



Cryohydra

LIGHT
MISSILE



Attacker



Assaulter



Assailer



Frost Ogre

CAVALRY



Hound Master



Wolf Master



Bear Master



Remothaz

HEAVY
MISSILE



Destroyer



Dispatcher



Devastator



Wolf Pack

MAGIC



Apprentice



Magus



Magi



Yeti

NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

BLACK (DEATH) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (Any): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
3			Magic Drain (Frostwings): Target any terrain. Subtract two magic results from all army rolls at that terrain until the beginning of your next turn.
4			Finger of Death (Any): Target any opposing unit. Inflict one point of damage on the target with no save possible.
6			Soiled Ground (Any): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

BLUE (AIR) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (Any): Target any opposing army. Inflict one point of damage on the target.
4	X		Wind Walk (Any): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
5			Fields of Ice (Frostwings): Target any terrain. Subtract four maneuver results from all army results at that terrain until the beginning of your next turn. Ties in maneuver rolls at that terrain are won by the counter-maneuvering army while the terrain is under the effect of Fields of Ice.
6			Lightning Strike (Any): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.







FROSTWINGS






air & death

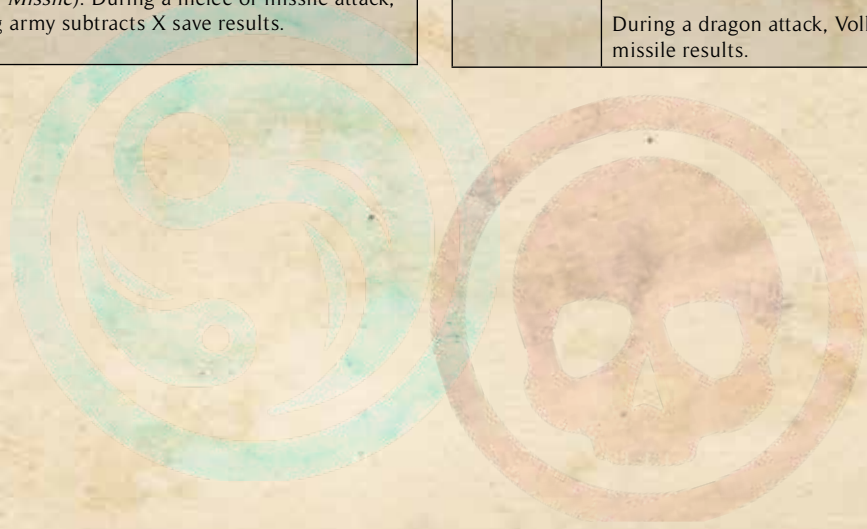
ELEMENTAL SPELLS

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
	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 or Magic Negation roll, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that allow you to cast spells marked as 'Cantrip' from the spell list.
	Double Strike (<i>Dragon Attack, Melee</i>): During a melee attack, target four 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, Double Strike generates four melee results.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Frost Breath (<i>Melee, Missile</i>): During a melee or missile attack, target an opposing army at the same terrain. Until the beginning of your next turn, the target halves all results they roll until the beginning of your next turn.
	Howl (<i>Melee, Missile</i>): During a melee or missile attack, the defending army subtracts X save results.

Icon	Name and Effect
	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.
	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.
	Surprise (<i>Melee</i>): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	Swallow (<i>Melee</i>): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.
	Volley (<i>Dragon Attack, Missile, Save*</i>): During a save roll against a missile attack, Volley generates X save and inflicts X damage upon the attacking army. Only save results generated by spells may reduce this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.



GOBLINS

death & earth

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Swamp Mastery

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

Foul Stench

When an army containing Goblins takes a melee action, the opposing player must select a number of their units after they have resolved their save roll. The selected units cannot perform a counter-attack during this melee action. The number of units that must be selected in this way is equal to the number of Goblin units in the Goblin player's DUA, up to a maximum of three ☠.

HEAVY
MELEE



Thug



Cutthroat



Marauder



Cannibal

LIGHT
MELEE



Mugger



Ambusher



Filcher



Death Nag

CAVALRY



Wardog Rider



Wolf Rider



Leopard Rider



Harpies

MISSILE



Pelter



Slingman



Dendeye



Shambler

MAGIC



Trickster



Hedge Wizard



Death Mage



Troll

NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

BLACK (DEATH) SPELLS

YELLOW (EARTH) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (Any): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
3			Decay (Goblin): Target any opposing army. Subtract two melee results from the target's rolls until the beginning of your next turn.
4			Finger of Death (Any): Target any opposing unit. Inflict one point of damage on the target with no save possible.
6			Soiled Ground (Any): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

Cost	R	C	Name, Race and Effect
2	X	X	Stone Skin (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		Path (Any): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
5			Scent of Fear (Goblin): Target up to three health-worth of opposing units at any terrain. The target units are moved to their Reserve Area.
6			Transmute Rock to Mud (Any): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.







GOBLINS










earth & death

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Net (<i>Individual, Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army. Each targeted unit makes a maneuver roll. Those that do not generate a maneuver result are netted and may not be rolled or leave the terrain they currently occupy until the beginning of your next turn. Net does nothing during a missile attack targeting an opponent's Reserve Army from a Tower on its eighth face. When saving against an individual targeting effect, Net generates X save results.
	Poison (<i>Melee</i>): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.

Icon	Name and Effect
	Regenerate (<i>Non-Maneuver</i>): During any non-maneuver roll, Regenerate generates X save results, OR, you may bring back up to X health-worth of units from your DUA to the army containing this unit.
	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.
	Screech (<i>Melee</i>): During a melee attack, the defending army subtracts X save results.
	Sleep (<i>Melee</i>): During a melee attack, target one unit in an opponent's army at this terrain. The target unit is asleep and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn.
	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.
	Smother (<i>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.
	Stun (<i>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 stunned and cannot be rolled until the beginning of your turn, unless they are the target of an individual-targeting effect which forces them to. Stunned units that leave the terrain through any means are no longer stunned. Roll this unit again and apply the new result as well.
	Surprise (<i>Melee</i>): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	Swallow (<i>Melee</i>): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.

LAVA ELVES

fire & death

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH


RACIAL ABILITIES





















Volcanic Adaptation

When at a terrain that contains red (fire), Lava Elves may count maneuver results as if they were save results.

Cursed Bullets

When targeting an army at the same terrain with a missile attack, Lava Elves missile results inflict damage that may only be reduced by save results generated by spells.

The number of missile results that may be effected in this way is equal to the number of Lava Elves units in the Lava Elves player's DUA, up to a maximum of three .

HEAVY MELEE	 Bladesman	 Duelist	 Conqueror	 Beholder
LIGHT MELEE	 Scout	 Spy	 Infiltrator	 Drider
CAVALRY	 Spider Rider	 Scorpion Knight	 Wyvern Rider	 Hell Hound
MISSILE	 Fusilier	 Dead-Shot	 Assassin	 Lurker in the Deep
MAGIC	 Adept	 Warlock	 Necromancer	 Rakshasa

NORMAL ACTION ICONS



BLACK (DEATH) SPELLS

RED (FIRE) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (Any): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
4			Finger of Death (Any): Target any opposing unit. Inflict one point of damage on the target with no save possible.
5	X		Necromantic Wave (Lava Elves): Target any army. All units in the target army may count magic results as if they were melee or missile results until the beginning of your next turn.
6			Soiled Ground (Any): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

Cost	R	C	Name, Race and Effect
2		X	Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3			Fearful Flames (Lava Elves): Target any opposing unit. Inflict one point of damage on the target. If the target is killed by Fearful Flames it makes a save roll. If no save result is generated, that unit is buried.
4		X	Fiery Weapon (Any): 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 (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.







CAVA ELVES








death & 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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	Charm (<i>Melee</i>): During a melee attack, target up to X health-worth of units in the defending army; those units don't roll to save during this march. Instead, the owner rolls these units and adds their results to the attacking army's results. Those units may take damage from the melee attack as normal.
	Cloak (<i>Dragon Attack, Individual, Magic, Save</i>): During a save roll or dragon attack, add X save results to the army containing this unit until the beginning of your next turn. During a magic action, Cloak generates X magic results. During a roll for an individual-targeting effect, Cloak generates X magic, maneuver, melee, missile, or save results.
	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 opponent's roll for saves is made, but before they resolve any 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
	Flame (<i>Melee</i>): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Illusion (<i>Melee, Magic, Missile</i>): During a magic, melee or missile attack, target any of your armies. Until the beginning of your next turn, the target army cannot be targeted by any missile attacks or spells cast by opposing players.
	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.
	Stone (<i>Dragon Attack, Melee, Missile</i>): During a melee or missile attack, Stone does X damage to the defending army with no save possible. During a dragon attack, Stone generates X missile results.
	Volley (<i>Dragon Attack, Missile, Save*</i>): During a save roll against a missile attack, Volley generates X save and inflicts X damage upon the attacking army. Only save results generated by spells may reduce this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.
	Web (<i>Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a melee roll. Those that do not generate a melee result are webbed and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn. Web does nothing during a missile action targeting an opponent's Reserve Army from a Tower on its eighth-face.

SCALDERS

water & fire

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Scorching Touch

When at a terrain that contains red (fire), Scalders making a save roll against a melee action inflict one point of damage on the attacking army for each save result rolled. Only save results generated by spells may reduce this damage. Scorching Touch does not apply when saving against a counter-attack.

Intangibility

When at a terrain that contains green (water), Scalders may count maneuver results as if they were save results against missile damage.

HEAVY MELEE	 Singedman	 Scorcher	 Scarer	 Ettercap
LIGHT MELEE	 Kindler	 Igniter	 Charkin	 Quackling
CAVALRY	 Dragonnie Tender	 Dragonnie Rider	 Dragonnie Knight	 Unseele Faerie
MISSILE	 Glower	 Burner	 Blazer	 Web Birds
MAGIC	 Sparker	 Smolderer	 Inferno	 Will o' Wisps

NORMAL ACTION ICONS



GREEN (WATER) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4			Flash Flood (Any): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
5			Tidal Wave (Scalders): Target any terrain. Each army at that terrain takes four points of damage, and makes a combination save and maneuver roll. The terrain is reduced one step unless an army generates at least four maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Tidal Wave.
6			Wall of Fog (Any): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

RED (FIRE) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3			Firestorm (Scalders): Target any terrain. Inflict two points of damage on each army at that terrain.
4		X	Fiery Weapon (Any): 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 (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.






SCALDERS






fire & water

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	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 opponent's roll for saves is made, but before they resolve any 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.
	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. Magic targeting other units, armies, or terrains is unaffected by this SAI.

Icon	Name and Effect
	Flaming Arrow (<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. Each unit killed must make another save roll. Those that do not generate a save result on this second roll are buried. During a dragon attack, Flaming Arrow generates X missile results.
	Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results.
	Poison (<i>Melee</i>): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.
	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.
	Web (<i>Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a melee roll. Those that do not generate a melee result are webbed and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn. Web does nothing during a missile action targeting an opponent's Reserve Army from a Tower on its eighth-face.

SWAMP STALKERS

death & water

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Born of the Swamp

When at a terrain that contains green (water), Swamp Stalkers may count maneuver results as if they were save results.

Mutate

Immediately before taking your first march, after dragon attacks have been resolved, you may attempt to Mutate providing the following criteria are met:

- An opposing player must have at least one unit in their Reserves Area.
- You must have at least one army containing a Swamp Stalker at a terrain.
- You must have at least one Swamp Stalker unit in your DUA.

Target units in an opponent's Reserve Area to make a save roll. Units that do not generate a save result are killed. One of your armies at a terrain that contains at least one Swamp Stalker unit can then recruit or promote Swamp Stalker units up to the health-worth that were killed this way. The number of units that may be targeted in this way is equal to the number of Swamp Stalker units in the Swamp Stalker player's DUA, up to a maximum of two.

HEAVY
MELEE



Warmonger



Ravager



Annihilator



Crocosaur

LIGHT
MELEE



Striker



Raider



Invader



Mudmen

CAVALRY



Bog Runner



Marsh Swimmer



Wave Rider



Ormyrr

MISSILE



Sprayer



Stormer



Delinger



Swamp Beast

MAGIC



Bog Adept



Marsh Mage



Swamp Wizard



Swamp Giant

NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

BLACK (DEATH) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (Any): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
3			Swamp Fever (Swamp Stalkers): Target three health-worth of unit(s) in an opposing army. Roll the targets. If they roll an ID result, they are killed. Any units killed by Swamp Fever make a second roll. If they roll an ID result they are buried.
4			Finger of Death (Any): Target any opposing unit. Inflict one point of damage on the target with no save possible.
6			Soiled Ground (Any): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

GREEN (WATER) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4			Flash Flood (Any): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
5			Mire (Swamp Stalkers): Target a terrain. Until the beginning of your next turn, any army wishing to march at that terrain must first make a roll. Any unit that does not roll a maneuver result may not be rolled during that march.
6			Wall of Fog (Any): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

SWAMP STALKERS

water & death

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	Coil (<i>Dragon Attack, Melee</i>): During a melee attack, target one unit in the defending army. The target takes X damage and makes a combination roll, counting save and melee results. Any melee results that the target generates inflict damage on the Coiling unit with no save possible. During a dragon attack, Coil generates X melee results.
	Poison (<i>Melee</i>): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.
	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.

Icon	Name and Effect
	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.
	Smother (<i>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.
	Surprise (<i>Melee</i>): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	Tail (<i>Dragon Attack, Melee</i>): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.
	Wave (<i>Melee, Maneuver</i>): During a melee attack, the defending army subtracts X from their save results. During a maneuver roll while marching, subtract X from each counter-maneuvering army's maneuver results. Wave does nothing if rolled when counter-maneuvering.

TREEFOLK

earth & water

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH

RACIAL ABILITIES

Rapid Growth

When at a terrain that contains yellow (earth), Treefolk units that do not roll an SAI result may be re-rolled once when making a counter-maneuver. The previous results are ignored. Any units you wish to re-roll in this way must be selected and re-rolled together.

Replanting

When at a terrain that contains green (water), Treefolk units that are killed, should be rolled before being moved to the DUA. Any units that roll an ID icon are instead moved to your Reserve Area.

HEAVY MELEE	 Oakling	 Oak	 Oak Lord	 Darktree
LIGHT MELEE	 Willowling	 Willow	 Noble Willow	 Redwood
CAVALRY	 Nymph	 Naiad	 Lady Nereid	 Satyr
MISSILE	 Pineling	 Pine	 Pine Prince	 Strangle Vine
MAGIC	 Hamadryad	 Dryad	 Eldar Dryad	 Unicorn

NORMAL ACTION ICONS



GREEN (WATER) SPELLS

YELLOW (EARTH) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
3	X	X	Accelerated Growth (Treefolk): Target your DUA. When a two (or greater) health-worth Treefolk unit is killed, you may instead exchange it with a one health-worth Treefolk unit from your DUA. This effect lasts until the beginning of your next turn.
4			Flash Flood (Any): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
6			Wall of Fog (Any): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

Cost	R	C	Name, Race and Effect
2	X	X	Stone Skin (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		Path (Any): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
5			Wall of Thorns (Treefolk): Target any terrain not at its eighth face. Any army that successfully maneuvers that terrain takes six damage. The army makes a melee roll. Reduce the damage taken by the number of melee results generated. This effect lasts until the beginning of your next turn.
6			Transmute Rock to Mud (Any): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.







TREEFOLK









water & earth

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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	Choke (<i>Melee</i>): During a melee attack, when the defending army rolls for saves, target up to X health-worth of units in the that army that rolled an ID result. The target units are killed. Their ID results are not counted towards the army's save results. <i>Note: Choke works outside of the normal sequence of die roll resolution, applying its effect immediately after the opponent's roll for saves is made, but before they resolve any SAIs.</i>
	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 opponent's roll for saves is made, but before they resolve any 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.
	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. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Double Strike (<i>Dragon Attack, Melee</i>): During a melee attack, target four 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, Double Strike generates four melee results.

Icon	Name and Effect
	Hoof (<i>Dragon Attack, Maneuver, Save</i>): During a maneuver roll, Hoof generates X maneuver results. During a save roll, Hoof generates X save results. During a dragon attack, Hoof generates X save results.
	Rend (<i>Dragon Attack, Maeuver, 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.
	Sleep (<i>Melee</i>): During a melee attack, target one unit in an opponent's army at this terrain. The target unit is asleep and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn.
	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.
	Smother (<i>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.
	Surprise (<i>Melee</i>): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	Teleport (<i>Maneuver, Non-Maneuver</i>): During a maneuver roll, Teleport generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.
	Volley (<i>Dragon Attack, Missile, Save*</i>): During a save roll against a missile attack, Volley generates X save and inflicts X damage upon the attacking army. Only save results generated by spells may reduce this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.
	Wild Growth (<i>Non-Maneuver</i>): During any non-maneuver roll, Wild Growth generates X save results or allows you to promote X health-worth of units in this army. Results may be split between saves and promotions in any way you choose. Any promotions happen all at once.

UNDEAD

death

SMALL
1-HEALTH

MEDIUM
2-HEALTH

LARGE
3-HEALTH

MONSTER
4-HEALTH


RACIAL ABILITIES















Stepped Damage

When an Undead unit is killed you may instead exchange it with an Undead unit of lesser health from your DUA.

Bone Magic

When an army containing Undead takes a magic action, each Undead unit that rolls at least one non-ID magic result may add one additional magic result.

The number of magic results that may be added in this way is equal to the number of Undead units in the Undead player's DUA, up to a maximum of four .

HEAVY MELEE	 Zombie	 Wight	 Mummy	 Carion Crawler
LIGHT MELEE	 Skeleton	 Revenant	 Death Knight	 Dracolich
CAVALRY	 Wraith	 Spectre	 Ghost	 Fenhound
LIGHT MAGIC	 Ghoul	 Ghast	 Vampire	 Minor Death
HEAVY MAGIC	 Apparition	 Heucuva	 Lich	 Skeletal Steed

NORMAL ACTION ICONS



BLACK (DEATH) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Palsy (<i>Any</i>): Target any opposing army. Subtract one result from the target's non-maneuver rolls until the beginning of your next turn.
3			Evil Eye (<i>Undead</i>): Target any opposing army. Subtract two save results from the target's rolls until the beginning of your next turn.
3	X	X	Restless Dead (<i>Undead</i>): Target any army. Add three maneuver results to the target's rolls until the beginning of your next turn.
4			Finger of Death (<i>Any</i>): Target any opposing unit. Inflict one point of damage on the target with no save possible.

Cost	R	C	Name, Race and Effect
5			Exhume (<i>Undead</i>): Target three health-worth of units in an opposing player's DUA. The targets make a save roll. If the targets do not generate a save result they are buried. You may return units up to the health-worth of units buried in this way, to the casting army from your DUA.
5	X		Open Grave (<i>Undead</i>): Target any army. Until the beginning of your next turn, units in the target army that are killed following a save roll by any army-targeting effects (including melee and missile damage) go to their owner's Reserve Area instead of the DUA. If no save roll was possible when units are killed, Open Grave does nothing.
6			Soiled Ground (<i>Any</i>): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.







UNDEAD








death

ELEMENTAL SPELLS


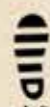




























Cost	R	C	Name, Race and Effect
3	X		Resurrect Dead (<i>Any</i>): Target one health-worth of units in your DUA that contains the color of magic used to cast this spell. Return the target(s) to the casting army. Magic of any one color (or Ivory) may be used to resurrect Amazons.
3			Summon Dragonkin (<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
	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 allow you to cast spells marked as 'Cantrip' from the spell list.
	Convert (<i>Melee</i>): During a melee attack, target up to 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. The attacking player may return up to the amount of health-worth killed this way from their DUA to the attacking army.
	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. 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.
	Plague (<i>Melee</i>): During a melee attack, target one unit in the defending army. The target makes a save roll. If the target fails to generate a save result, it is killed and your opponent targets another unit with Plague in the same army. Continue to target units with Plague until a targeted unit generates a save result.
	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.

Icon	Name and Effect
	Scare (<i>Melee</i>): During a melee attack, target up to X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are immediately moved to their Reserve Area before the defending army rolls for saves. Those that roll their ID icon are killed.
	Slay (<i>Melee</i>): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is 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.
	Stun (<i>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 stunned and cannot be rolled until the beginning of your turn, unless they are the target of an individual-targeting effect which forces them to. Stunned units that leave the terrain through any means are no longer stunned. Roll this unit again and apply the new result as well.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.
	Vanish (<i>Save</i>): During a save roll, Vanish generates X save results. The unit may then move to any terrain or its Reserve Area. If the unit moves, the save results still apply to the army that the Vanishing unit left.
	Wither (<i>Melee</i>): During a melee attack, target any opposing army at the same terrain. Until the beginning of your next turn, the targeted army subtracts X results from all rolls it makes.

ITEM & ARTIFACT ICONS

SMALL	MEDIUM	LARGE	LARGE SAI	ARTIFACT	ARTIFACT SAI
 Speed Slippers	 Winged Sandals	 Seven-league Boots	 Wayfare	 Flying Carpet	 Elevate
 Flicker Foil	 Dawn Blade	 Vopal Sword	 Decapitate	 Blade Golem	 Flurry
 Trueflyer	 Eyebiter	 Heartseeker	 Impale	 Trebuchet	 Crush
 Sight Stone	 Ring of Stars	 Magi's Crown	 Attune	 Dragon Staff	 Summon Dragon
 Wooden Targe	 Steel Buckler	 Mithril Shield	 Bash	 Mantlet	 Sortie

DRAGONKIN ICONS

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH
HEAVY	 Dragontroop	 Dragonhero	 Dragonchamp
LIGHT	 Dragonscout	 Dragonsentry	 Dragonspy
CAVALRY	 Dragonfoal	 Dragonmount	 Dragonsteed

NORMAL ACTION ICONS



Maneuver



Melee

SPECIAL ACTION ICONS



Belly



Breath

Credits

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