Reference Sheets

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INTRODUCTION

Dragon Dice® Rules V4.01d

Welcome to Dragon Dice®, a compact wargame played with dice armies!
This booklet contains quick reference sheets to aid your gaming experience.

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EXPLORE THE

DICE COMMANDER

ONLINE

DRAGONKIN

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	CHAMPIONS 4-HEALTH
HEAVY	Dragontroop	Dragonhero	Dragonchamp	Dragonvictor
LIGHT	Dragonscout	Dragonsentry	Dragonspy	Dragonvedette
CAVALRY	Dragonfoal	Dragonmount	Dragonsteed	Dragonstallion

NORMAL ACTION ICONS

Maneuver

Melee

SPECIAL ACTION ICONS

Belly

Breath

Counter

Fly

Rend

Smite

Trample

Icon	Name and Effect
	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.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*Any*): During any roll, Fly generates X maneuver or X save results

Icon	Name and Effect
	Logo (*Individual, Melee*): 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 element as this Dragonkin Champion from one terrain to another.
	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.
	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.
	Trample (*Any*): During any roll, Trample generates X maneuver and X melee results.

EQUIPMENT & ARTIFACTS

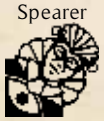
	SMALL	MEDIUM	LARGE	LARGE SAI	ARTIFACT	ARTIFACT SAI
MANEUVER	Speed Slippers	Winged Sandals	Seven League Boots	Wayfare	Flying Carpet	Elevate
MELEE	Flicker Foil	Dawn Blade	Vorpal Sword	Decapitate	Blade Golem	Flurry
MISSILE	Trueflyer	Eyebiter	Heartseeker	Impale	Trebuchet	Crush
MAGIC	Sight Stone	Ring of Stars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

Icon	Name and Effect
	Attune (*Magic*): During a magic action, Attune generates X magic results of any element. Attune may also count the normal (non-ID, non-SAI) magic results of one unit in the marching army as the same element.
	Bash (*Dragon Attack, Save*): 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.
	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, this effect is delayed until after the target army rolls for saves. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results. During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Decapitate generates three 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.

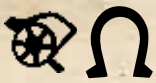
Icon	Name and Effect
	Flurry (*Dragon Attack, Melee, Save**): During a melee attack, Flurry generates X melee results. Roll the item again and apply the new result as well. During a save roll against a melee attack, Flurry generates X save results. During a dragon attack, Flurry generates either X save results, or X melee results. If it generates melee results, roll the item again and apply the new result as well.
	Impale (*Dragon Attack, Missile*):During a missile attack, this effect is delayed until after the target army rolls for saves. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results. During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Impale generates three missile 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.
	Summon Dragon (*Magic*): During a magic action at a terrain, target any dragon (Elemental, Hybrid, or Ivory Hybrid) that contains the element 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. During a magic action in reserves, Summon Dragon generates X magic results.
	Wayfare (Dragon Attack, *Maneuver*): 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. During a dragon attack, Wayfare allows the item and a unit able to carry it to move to any terrain or your Reserve Area.

AMAZONS

Ivory

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

SPECIES ABILITIES

Javelin Charge

During a march, instead of taking the maneuver step, you may bury a minor terrain the marching army controls. Amazons in that army may then count maneuver results as if they were missile results during a missile action this turn.

Kukri Charge

During a march, instead of taking the maneuver step, you may bury a minor terrain the marching army controls. Amazons in that army may then count maneuver results as if they were melee results during a melee action this turn.

Terrain Harmony

Amazon units generate magic results matching the elements 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.

DEATH SPELLS

Cost	R	C	Name, Species 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.

AIR SPELLS

Cost	R	C	Name, Species 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.

WATER SPELLS

Cost	R	C	Name, Species 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.

FIRE SPELLS

Cost	R	C	Name, Species 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.

X* can only be cast using the Attune SAI (page 3).

AMAZONS
Ivory

EARTH SPELLS

Cost	R	C	Name, Species 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.
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.

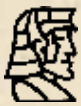
Icon	Name and Effect
	Bullseye (*Dragon Attack, Missile*): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*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.
	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.
	Firewalking (*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.
	Flame (*Melee*): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.

ELEMENTAL SPELLS

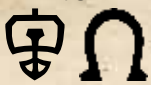
Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3	X	X	**Esfah's Gift** (*Amazon*): Target a minor terrain in your BUA. Move that terrain to your summoning pool.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.
5	X		**Rally** (*Amazon*): 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** (*Any*): Target any terrain. Summon one dragon that contains the element used to cast this spell from any Summoning Pool or terrain to the target terrain. Magic of any one element may be used to summon an Ivory or Ivory Hybrid Dragon from any Summoning Pool to the target terrain.
14			**Summon White Dragon** (*Any*): Target any terrain. Summon one White Dragon from any Summoning Pool or terrain to the target terrain. Any combination of magic elements may be used to cast this spell.

Icon	Name and Effect
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.
	Kick (*Dragon Attack, Melee, Save*): 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 (*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.
	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.
	Stone (*Dragon Attack, Melee, Missile*): 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 (*Any*): 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
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	Conjurer	Enchanter	Tako

NORMAL ACTION ICONS

Magic
 Maneuver
Melee
Missile
Save

SPECIES ABILITIES

Coastal Dodge

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

Defensive Volley

When at a terrain that contains 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.

AIR SPELLS

Cost	R	C	Name, Species 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 rolls 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.

WATER SPELLS

Cost	R	C	Name, Species 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, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*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.
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	Hypnotic Glare (*Melee*): During a melee attack, this effect is delayed until after the target army rolls for saves. All units that roll an ID icon are hypnotized and may not be rolled until the beginning of your next turn. None of their results are counted towards the army's save results. 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.
	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.
	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.
	Swallow (*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 and buried.
	Tail (*Dragon Attack, Melee*): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	Trample (*Any*): During any roll, Trample generates X maneuver and X melee results.
	Wave (*Melee, Maneuver*): During a melee attack, the defending army subtracts X save results. 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.

DWARVES
Fire & Earth

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	MONSTER 4-HEALTH
HEAVY MELEE	Footman	Sergeant	Warlord	Androsphinx
LIGHT MELEE	Sentry	Patroller	Skirmisher	Behemoth
CAVALRY	Pony Rider	Lizard Rider	Mammoth Rider	Gargoyle
MISSILE	Crossbowman	Marksman	Crack-Shot	Roc
MAGIC	Theurgist	Thaumaturgist	Wizard	Umber Hulk

NORMAL ACTION ICONS

Magic Maneuver Melee Missile Save

SPECIES ABILITIES

Mountain Mastery
When at a terrain that contains earth, Dwarves may count melee results as if they were maneuver results.

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

FIRE SPELLS

Cost	R	C	Name, Species 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.

EARTH SPELLS

Cost	R	C	Name, Species 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. Subtract five melee results from the target's 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, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

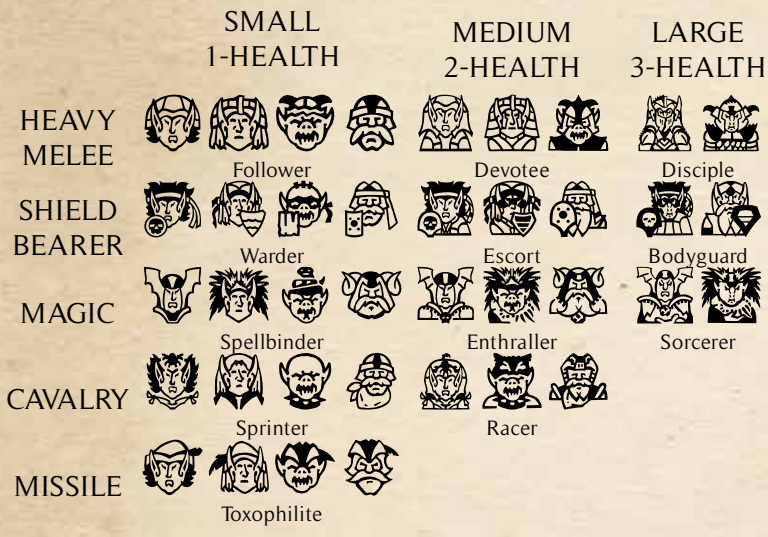
Cost	R	C	Name, Species and Effect
7			**Summon Dragon** (*Any*): Target any terrain. Summon one dragon that contains the element used to cast this spell from any Summoning Pool or terrain to the target terrain. Magic of any one element may be used to summon an Ivory or Ivory Hybrid Dragon from any Summoning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

Icon	Name and Effect
	Bash (*Dragon Attack, Save**): 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 (*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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Charge (*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, which may not roll for saves, takes damage equal to these melee results. Only save results generated by spells that would add to a save roll may reduce this damage. Charge has no effect during a counter-attack.
	Confuse (*Melee, Missile*): During a melee or missile attack, this effect is delayed until after the target army rolls for saves. Target up to X health-worth of units in the that army. Re-roll the targeted units, ignoring all previous results.
	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.

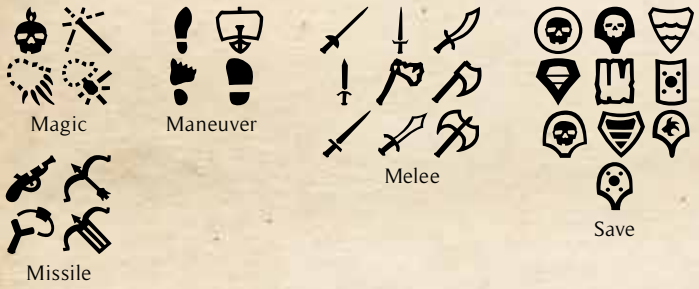
Icon	Name and Effect
	Dispel Magic (*Special*): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate *all* unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.
	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.
	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.
	Seize (*Missile*): During a 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 (*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.
	Stomp (*Dragon Attack, 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 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 (*Any*): During any roll, Trample generates X maneuver and X melee results.

ELDARIM

Death, Earth, Air, Water & Fire



NORMAL ACTION ICONS



SPECIES ABILITIES

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

During the Species Abilities Phase, select an army that contains at least one Eldarim unit at a terrain. Move a small (1 health) Dragonkin unit from the Summoning Pool to the army, or promote one Dragonkin unit in the army. Moved or promoted units must match an element of the terrain. 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.

DEATH SPELLS

Cost	R	C	Name, Species 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.

AIR SPELLS

Cost	R	C	Name, Species 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.

FIRE SPELLS

Cost	R	C	Name, Species 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.

WATER SPELLS

Cost	R	C	Name, Species 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.

ELDARIM
Fire, Water, Air, Earth & Death

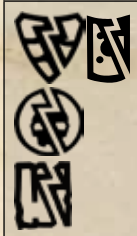
EARTH SPELLS

Cost	R	C	Name, Species 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.
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.

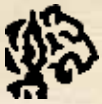
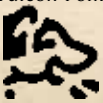
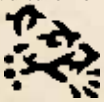
ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3	X		**Evolve Dragonkin** (*Eldarim*): Target one of your Dragonkin units that matches the element of magic used to cast this spell. The target is promoted one health-worth.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.
5	X		**Rise of the Eldarim** (*Eldarim*): Target any Eldarim unit that matches the element of magic used to cast this spell. The target is promoted one health-worth.
7			**Summon Dragon** (*Any*): Target any terrain. Summon one dragon that contains the element used to cast this spell from any Summoning Pool or terrain to the target terrain. Magic of any one element may be used to summon an Ivory or Ivory Hybrid Dragon from any Summoning Pool to the target terrain.
14			**Summon White Dragon** (*Any*): Target any terrain. Summon one White Dragon from any Summoning Pool or terrain to the target terrain. Any combination of magic elements may be used to cast this spell.

Icon	Name and Effect
	Bash (*Dragon Attack Save*): 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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*Any*): During any roll, Fly generates X maneuver or X save results.
	**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.
	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.

FERAL
Earth & Air

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

NORMAL ACTION ICONS

Magic Maneuver Melee Missile Save

SPECIES ABILITIES

Feralization

During the Species Abilities Phase, each of your armies containing at least one Feral unit at a terrain that contains earth or air may recruit a small (1 health) Feral unit to, or promote one Feral unit in, the army.

Stampede

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

AIR SPELLS

Cost	R	C	Name, Species and Effect
2		X	**Hailstorm** (*Any*): Target any opposing army. Inflict one point of damage on the target,
3	X		**Wilding** (*Feral*): 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 the unit to double its results after the army makes each roll.
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.

EARTH SPELLS

Cost	R	C	Name, Species 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	X		**Berserker Rage** (*Feral*): 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** (*Any*): 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, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*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 all unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	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.
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	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.
	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.
	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.
	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.
	Screech (*Melee*): During a melee attack, the defending army subtracts X save results.
	Seize (*Missile*): During a 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 (*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.

FIREWALKERS
Air & Fire

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

SPECIES ABILITIES

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

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

AIR SPELLS

Cost	R	C	Name, Species 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			**Mirage** (*Firewalkers*): Target up to 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** (*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.

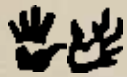
FIRE SPELLS

Cost	R	C	Name, Species 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	X	X	**Flashfire** (*Firewalkers*): Target any army. During any non-maneuver army roll, the target's owner may re-roll any one unit in the target army once, ignoring the previous result. This effect lasts 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.

Elemental Spells

Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	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.
	**Cantrip** (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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.
	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.
	Firewalking (*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.

Icon	Name and 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.
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.
	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.
	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.
	Seize (*Missile*): During a 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 (*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.

FROSTWINGS
Death & Air

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	MONSTER 4-HEALTH
MELEE	Advocate	Defender	Vindicator	Cryohydra
CAVALRY	Hound Master	Wolf Master	Bear Master	Frost Ogre
LIGHT MISSILE	Attacker	Assaulter	Assailer	Remorhaz
HEAVY MISSILE	Destroyer	Dispatcher	Devastator	Wolf Pack
MAGIC	Apprentice	Magus	Magi	Yeti

NORMAL ACTION ICONS

Magic
Maneuver
Melee
Missile
Save

SPECIES ABILITIES

Winter's Fortitude

During the Species Abilities Phase, if you have at least one Frostwing unit at a terrain that contains 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 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 (see page 21).

DEATH SPELLS

Cost	R	C	Name, Species 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.

AIR SPELLS

Cost	R	C	Name, Species 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 rolls 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.

ELEMENTAL SPELLS

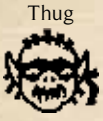
Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action or Magic Negation roll, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	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 halves all results they roll until the beginning of your next turn.
	Howl (*Melee, Missile*): During a melee or missile attack, the defending army subtracts X save results.

Icon	Name and 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.
	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.
	Surprise (*Melee*): 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 (*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 and buried.
	Volley (*Dragon Attack, Missile, Save**): During a save roll against a missile attack, Volley generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll 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
HEAVY MELEE	Thug	Cutthroat	Marauder	Cannibal
LIGHT MELEE	 Mugger	Ambusher	Filcher	Death Naga
CAVALRY	Wardog Rider	Wolf Rider	Leopard Rider	Harpy
MISSILE	Pelter	Slingman	Deadeye	Shambler
MAGIC	Trickster	Hedge Wizard	Death Mage	Troll

NORMAL ACTION ICONS

Magic
Maneuver
Melee
Missile
Save

SPECIES ABILITIES

Swamp Mastery
When at a terrain that contains 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 (see page 21).

DEATH SPELLS

Cost	R	C	Name, Species 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.

EARTH SPELLS

Cost	R	C	Name, Species 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.

ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*Any*): During any roll, Fly generates X maneuver or X save results.
	Net (Individual, *Melee, Missile*): 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 (*Melee*): 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 (*Non-Maneuver*): During any non-maneuver roll, choose one: Regenerate generates X save results, OR, you may return up to X health-worth of units from your DUA to the army containing this unit.
	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.
	Screech (*Melee*): During a melee attack, the defending army subtracts X save results.
	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.
	Stun (*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 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 (*Melee*): 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 (*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 and buried.

LAVA ELVES
Fire & Death

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

Magic
Maneuver
Melee
Missile
Save

SPECIES ABILITIES

Volcanic Adaptation
When at a terrain that contains 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 (see page 21).

DEATH SPELLS

Cost	R	C	Name, Species 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.

FIRE SPELLS

Cost	R	C	Name, Species 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 unit saves against the damage, it makes a second save roll. Unless the target unit gets a save result, it flees to reserves.
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.

LAVA ELVES
Death & Fire

ELEMENTAL SPELLS

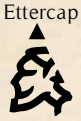
Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

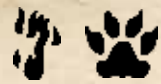
Icon	Name and Effect
	Bullseye (*Dragon Attack, Missile*): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	Cloak (*Dragon Attack, Individual, Magic, Save*): During a save roll or dragon attack, add X non-magical 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 (*Melee, Missile*): During a melee or missile attack, this effect is delayed until after the target army rolls for saves. Target up to X health-worth of units in the that army. Re-roll the targeted units, ignoring all previous results.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*Melee*): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.
	Illusion (*Melee, Magic, 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.
	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.
	Stone (*Dragon Attack, Melee, Missile*): 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 (*Dragon Attack, Missile, Save**): During a save roll against a missile attack, Volley generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*Melee, Missile*): 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
HEAVY MELEE	Singeman	Scorcher	Searer	Ettercap
LIGHT MELEE	Kindler	Igniter	Charkin	 Quickling
CAVALRY	Dragonne Tender	Dragonne Rider	Dragonne Knight	Unseelie Faerie
MISSILE	Glower	Burner	Blazer	Web Bird
MAGIC	Sparker	Smolderer	Inferno	Will o' Wisp

NORMAL ACTION ICONS

Magic
 Maneuver
Melee
Missile
Save

SPECIES ABILITIES

Scorching Touch

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

Intangibility

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

WATER SPELLS

Cost	R	C	Name, Species 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. For this special combination roll, only effects that generate normal save and maneuver results count. 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.

FIRE SPELLS

Cost	R	C	Name, Species 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.

Elemental Spells

Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

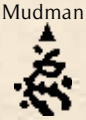
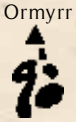
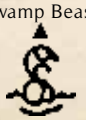
Cost	R	C	Name, Species and Effect
7			**Summon Dragon** (*Any*): Target any terrain. Summon one dragon that contains the element used to cast this spell from any Summoning Pool or terrain to the target terrain. Magic of any one element may be used to summon an Ivory or Ivory Hybrid Dragon from any Summoning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

Icon	Name and Effect
	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.
	Cantrip (*Magic, Non-Maneuver*):During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Confuse (*Melee, Missile*): During a melee or missile attack, this effect is delayed until after the target army rolls for saves. Target up to X health-worth of units in the that army. Re-roll the targeted units, ignoring all previous results.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*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 *all* unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.

Icon	Name and Effect
	Flaming Arrow (*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. 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 (*Any*): During any roll, Fly generates X maneuver or X save results.
	Poison (*Melee*): 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 (*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.
	Web (*Melee, Missile*): 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
HEAVY MELEE	Warmonger	Ravager	Annihilator	Crocosaur
LIGHT MELEE	Striker	Raider	Invader	Mudman
CAVALRY	Bog Runner	Marsh Swimmer	Wave Rider	 Ormyrr
MISSILE	Sprayer	Stormer	Deluger	 Swamp Beast
MAGIC	Bog Adept	Marsh Mage	Swamp Wizard	 Swamp Giant

NORMAL ACTION ICONS

Magic
Maneuver
Melee
Missile
Save

SPECIES ABILITIES

Born of the Swamp

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

Mutate

During the Species Abilities Phase, 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 (or a Deadlands minor terrain in play).

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 one (see page 21).

DEATH SPELLS

Cost	R	C	Name, Species 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 up to three health-worth of units in an opposing army. Roll the targets. If they roll an ID icon, they are killed. Any units killed by Swamp Fever make a second roll. If they roll an ID icon 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.

WATER SPELLS

Cost	R	C	Name, Species 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 any terrain. Until the beginning of your next turn, any army marching at that terrain must first make a maneuver roll. The marching player then selects health-worth of units up to the maneuver results generated by this first roll. The army uses only those units, and items they carry, for any rolls in the march for both the maneuver step and the action step.
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.

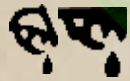
SWAMP STALKERS

Water & death

ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	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.
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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.
	**Poison** (*Melee*): 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 (*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.

Icon	Name and Effect
	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.
	Surprise (*Melee*): 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 (*Dragon Attack, Melee*): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	Trample (*Any*): During any roll, Trample generates X maneuver and X melee results.
	Wave (*Melee, Maneuver*): 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
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

Magic

Maneuver

Melee

Missile

Save

SPECIES ABILITIES

Rapid Growth

When at a terrain that contains 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 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.

WATER SPELLS

Cost	R	C	Name, Species 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 Treefolk unit is killed, you may instead exchange it with a one health 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.

EARTH SPELLS

Cost	R	C	Name, Species 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 points of damage. The army makes a melee roll instead of a save 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.

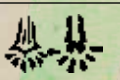
TREEFOLK
Water & Earth

ELEMENTAL SPELLS

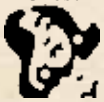
Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Choke (*Melee*): During a melee attack, this effect is delayed until after the target army rolls for saves. Target up to X health-worth of units in the that army that rolled an ID icon. The targets are killed. None of their results are counted towards the army's save results.
	Confuse (*Melee, Missile*): During a melee or missile attack, this effect is delayed until after the target army rolls for saves. Target up to X health-worth of units in the that army. Re-roll the targeted units, ignoring all previous results.
	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, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*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 *all* unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	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.
	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.

Icon	Name and 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.
	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.
	Surprise (*Melee*): 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 (*Maneuver, Non-Maneuver*): 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** (*Any*): During any roll, Trample generates X maneuver and X melee results.
	Volley (*Dragon Attack, Missile, Save**): During a save roll against a missile attack, Volley generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll 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 (*Non-Maneuver*): 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
HEAVY MELEE	Zombie	Wight	Mummy	Carrion 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

Magic

Maneuver

Melee

Missile

Save

SPECIES 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 ✝ (see page 21).

DEATH SPELLS

Cost	R	C	Name, Species 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			**Evil Eye** (*Undead*): 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** (*Undead*): Target any army. Add three maneuver results to 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.

Cost	R	C	Name, Species and Effect
5			**Exhume** (*Undead*): Target up to 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** (*Undead*): 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 is possible when units are killed, Open Grave does nothing.
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.

UNDEAD
Death

ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the element of magic used to cast this spell. Return the targets to the casting army. Magic of any one element (or Ivory) may be used to resurrect Amazons. Multiple casting of this spell targeting a single unit must all use the same element of magic.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the element of magic used to cast this spell. The targets join the casting army.

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

Icon	Name and Effect
	Cantrip (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	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 heath-worth killed this way from their DUA to the attacking army.
	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 *all* unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Fly (*Any*): During any roll, Fly generates X maneuver or X save results.
	Plague (*Melee*): 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 (*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.

Icon	Name and Effect
	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.
	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.
	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.
	Stun (*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 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 (*Any*): During any roll, Trample generates X maneuver and X melee 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.
	Wither (*Melee*): 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.