

# Rules

# INTRODUCTION



## Dragon Dice® Rules V4.01e

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

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# OBJECT OF THE GAME



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

# GET TO KNOW YOUR DICE



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

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

## Four-sided

These dice represent equipment and medallions. Equipment comes in three sizes: Small, Medium, Large die. Each equipment produces only one type of result. Medallions are items of immense power and the largest of the four-siders.



## Six-sided

These dice represent the soldiers in your army. They come in four sizes and can produce many different types of results. All six-sided dice belong to a species, except for relics (see Items in the 'Advanced Rules' section, page 59).



## Eight-sided

These represent objectives that each player's armies are attempting to capture. They come in two sizes. The larger dice are called terrains. The smaller dice are called minor terrains and are discussed in the 'Advanced Rules' section page 57.



**Ten-sided**

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

**Twelve-sided**

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



# BASIC TERMS



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

**Species**

The fantastical entities represented by units in the game. Coral Elves, Goblins, and Scalders are examples of species. Eldarim of all elements are a single species. Dragonkin of all elements are also a single species.

**Unit**

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

**Item**

Equipment (non-metallic four-sided dice), medallions (metallic four-sided dice), artifacts (the ten-sided dice not of a species) and relics (metallic six-sided dice) are collectively known as items.

**Health**

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

**Force**

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

## Point Value (Army Construction)

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

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

### Icons:

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

### Action icons

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

### ID icons



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

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

### Terrain

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

### Capture (Terrain)

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

### Delayed Effect

A Delayed Effect is an effect that is applied after a save roll is made, but before any modifications to that roll are made.

## Elements and Color:

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

## The Elements

The five elements are represented as follows:

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

These two colors are used in addition to the elements:

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

In addition to the magical elements which make up all of Esfah, the world of Dragon Dice®, there is a powerful and mysterious metal called Eldrymetallum (also known as "star metal"), which is not native to Esfah. This rare metal is primarily found in meteors. Relics are made of a pure form of this metal. It has also been alloyed with native metals and alloys such as bronze, silver, and gold. Items or units made with star metal or its alloys are called metallic, alloys, or non-elemental.

## Elements and Colors of the terrains

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

Terrain Type	Elements (Colors)
Coastland	Air & Water (blue & green)
Deadland	Death only (black)
Flatland	Air & Earth (blue & yellow)
Highland	Fire & Earth (red & yellow)
Swampland	Water & Earth (green & yellow)
Feyland	Water & Fire (green & red)
Wasteland	Air & Fire (blue & red)

## Elements and colors of the species

The following table shows the different species and which elements each of those species contain:

Species	Elements (Colors)
Amazons	No Elements (ivory)
Coral Elves	Air & Water (blue & green)
Dwarves	Fire & Earth (red & yellow)
Eldarim	Each comprised of only one element (Air, Death, Earth, Fire, or Water)
Feral	Air & Earth (blue & yellow)
Firewalkers	Air & Fire (blue & red)
Frostwings	Death & Air (black & blue)
Goblins	Death & Earth (black & yellow)
Lava Elves	Death & Fire (black & red)
Scalders	Water & Fire (green & red)
Swamp Stalkers	Death & Water (black & green)
Treefolk	Water & Earth (green & yellow)
Undead	Death only (black)
Dragoncrusaders, Dragonlords, & Dragonslayers	All Elements (white)
Dragonkin, Dragonmasters, Dragonhunter, & Dragonzealots	Each comprised of only one element (Air, Death, Earth, Fire, or Water)

## Army

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

*Home Army:* This army is at your Home Terrain.

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

*Campaign Army:* This army is at the Frontier Terrain

*Reserve Army:* This army is in your Reserve Area.

## Reserve Area

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

## Dead / Dead Unit Area (DUA)

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

## Buried / Buried Unit Area (BUA)

Dead units may be buried. Buried units are removed from the Dead Unit Area and placed in your Buried Unit Area (or BUA).

**Promotion/Promote**

Some effects allow you to promote your units to other units which have more health. Promotion is detailed later in these rules on page 30.

**Recruitment/Recruit**

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

**Summoning Pool**

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

# PLAYING THE GAME



In each game of Dragon Dice®, two or more players pit their armies against each other to capture two terrains and win the game. While Dragon Dice® can be played by any number of players, the following rules describe a game being played by two players. The additional rules for multi-player games can be found on page 52.

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

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



# SETTING UP THE GAME



## STEP 1: Decide The Total Force Size

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

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

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

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

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

## STEP 2: Assemble Forces

Players divide their units and items into three armies:

**Home Army:** The army that will be placed at a player's own Home Terrain

**Horde Army:** The army that will be placed at an opponent's Home Terrain. This army is used to determine the order of play at the beginning of the game

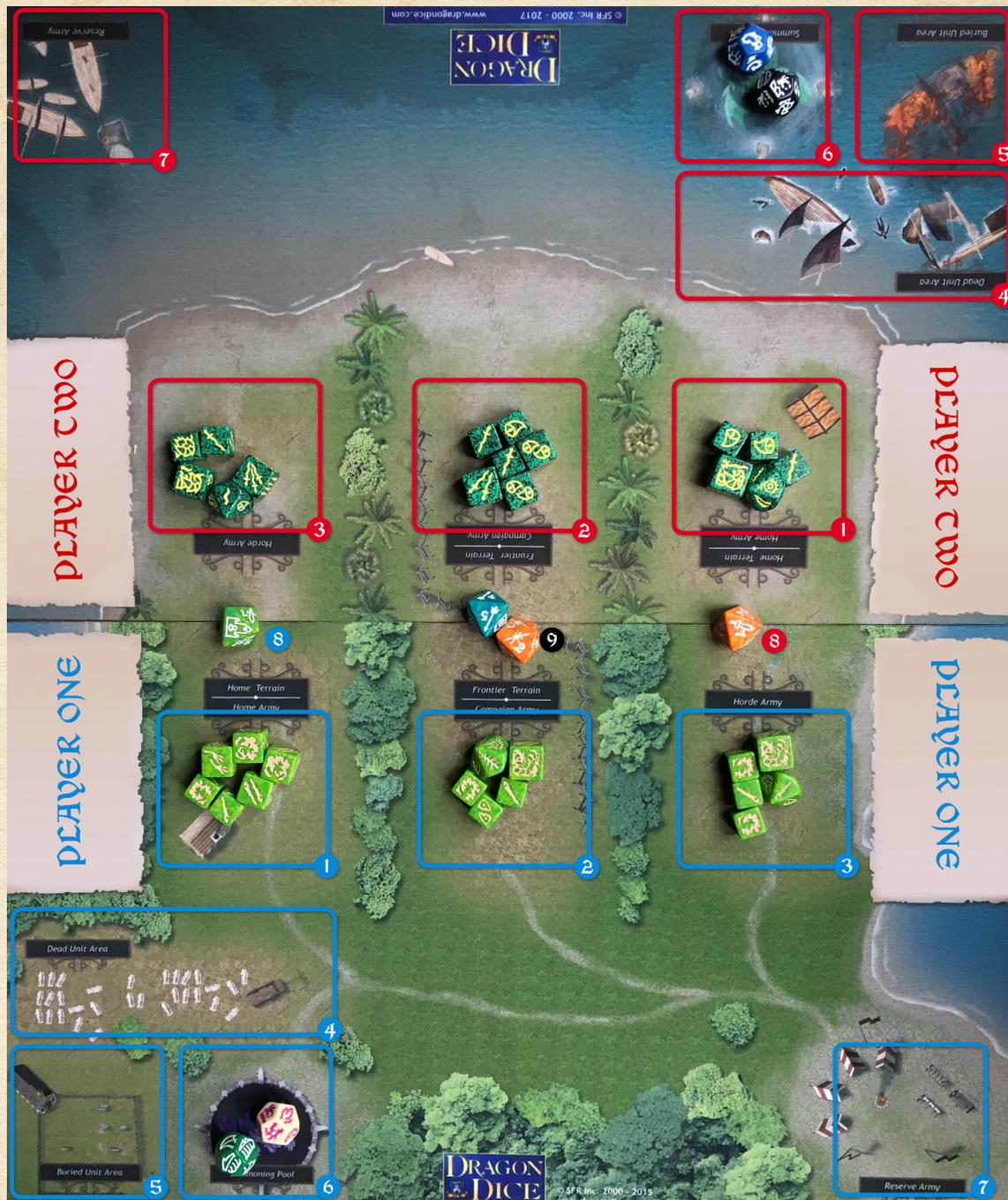
**Campaign Army:** The army that will be placed at a terrain where you do not have an army (Frontier Terrain in a two-player game).

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



### STEP 3: Set the Battlefield

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



- 1) Home Army
- 2) Campaign Army
- 3) Horde Army
- 4) Dead Unit Area (DUA)
- 5) Buried Unit Area (BUA)

- 6) Summoning Pool
- 7) Reserve Army / Area
- 8) Home Terrain
- 9) Proposed Frontier Terrains

**STEP 4: Determine Order of Play**

All players reveal their forces at the same time. All players then make a maneuver roll with their Horde Armies: roll the army and count maneuver results. Only count SAIs that generate maneuver results, ignore any special results. Since this army is not at a terrain, any affect a terrain would have is ignored. In the event of a tie, players re-roll until there is a winner.

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

Any one of the proposed Frontier Terrain dice may be selected. All other proposed Frontier Terrains are removed from the game and not used.

Place your armies as follows:

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

**STEP 5: Determine Starting Distance**

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

**You are now set up and ready to do battle!**



# THE TURN SEQUENCE



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

## 1. EXPIRE EFFECTS PHASE

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

## 2. EIGHTH FACE PHASE

City & Temple terrains on their 8th face apply their effects (see page 15).

## 3. DRAGON ATTACK PHASE

If there are dragons at any terrain *where the marching player has an army*, those dragons will attack that army or other dragons at the same terrain. See the Dragon section (page 16) for details on resolving these attacks. Otherwise, skip this phase.

## 4. SPECIES ABILITIES PHASE

Relevant species abilities are applied here. See Species Abilities starting on page 21.

## 5. FIRST MARCH

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

### Maneuver

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

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

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

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

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

### Action

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

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

The actions are described below:

#### Melee



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

*Make a melee roll:* Roll your army and count the melee results. Resolve any applicable SAIs first (page 31). If there are any melee results, the opposing army makes a save roll. The opposing army resolves any SAIs rolled, then subtracts their save results from your melee results to determine how much damage is inflicted. The opposing player then moves that health-worth of units from the targeted army to their DUA.

The opposing army may then counter-attack, by following the same process above, with you making saves and suffering damage as required. Unless an effect specifically says "counter-attack", all effects for a melee attack apply to the counter-attack.

For more information on Damage see page 29.  
After this exchange, the action ends.

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

#### Missile



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

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

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

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

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

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

**Magic**

If the magic icon (a starburst) shows on the terrain die, or the marching army is in the Reserve Area, then only a magic action may occur.

*Make a magic roll:* Roll your army and count the magic results. Resolve any applicable SAIs first. The number of magic results represent how many points may be spent on casting spells. You may only cast basic spells that match the element of the units that generate those magic results. If a unit has more than one element, choose which element of magic is generated by their results. If a unit generates more than one magic result, the results may be divided between that unit's elements (for example, a Scaldar that is fire and water generates 4 points of magic. These may be considered all fire, all water, or split into any combination of both).

Some spells are species-specific as noted on the spell lists (page 46). A species spell may only be cast with results generated by units from that species. An army in the Reserve Area may only cast certain spells (see 'Targeting of Spells' on page 44).

To resolve a magic action, follow these steps:

**1. Total your magic results**

Total your rolled magic results, taking note of how many results are in each element.

**2. Target your spells**

The Spells section (page 44) gives a complete listing of all the spells and any limitations that apply to them. The target of a spell, or the conditions for a spell's effect to occur, must exist at the time the target is selected. Once you have decided which spells to cast, announce all of the spells you are casting and each of their targets.

**3. Cast your spells**

Once all spells and their targets are announced, cast and resolve the spells one at a time in any order you wish. If for any reason the announced target of a spell is no longer present (for example, it was killed by another spell), then you may not select a new target. After all spells have been resolved, the action ends.

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

**6. SECOND MARCH**

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

## 7. RESERVES PHASE

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

### Reinforce Step

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

### Retreat Step

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

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



# Terrain - Eighth Face



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

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

Eighth face advantages are cumulative with any species abilities.

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



## Eighth Face Icons

The Eighth Face Icons are used as follows:

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

# DRAGONS



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

## TYPES OF DRAGONS

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

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

### Elemental Dragon

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

### Hybrid Dragons

Hybrid Dragons are composed of two elements.

When a breath result is rolled, apply both elemental breath effects. Hybrid Dragons are affected by any spell or effect that can affect either of its elements.

### Ivory Dragons

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

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

### Ivory Hybrid Dragons

Ivory Hybrid Dragons are composed of one element and ivory.

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

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

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

### White Dragons

White Dragons have ten health instead of five.

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

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

White Dragons count as two normal dragons when assembling forces.

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



## DRAGON ATTACKS

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

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

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

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

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



## Performing the Dragon Attack:

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

### 1. Determine target of dragon attacks

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

### 2. Designate dragon vs dragon targets

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

### 3. Roll dragons

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

### 4. Resolve all breath results

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

### 5. Resolve all treasures

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

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

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

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

### 7. Resolve damage

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

### 8. Promotion

If an army kills one or more dragons, it may promote as many units as possible (see Promotion on page 30).

### 9. Resolve wings

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

*After all dragon attacks are resolved, play continues on to the next phase.*

## DRAGON BREATH

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

If breath is rolled in an attack against an army:

- **Five health-worth of units in the army are killed.**
- **The elemental breath effect from the table below is applied, according to the elements of the dragon.**

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

Element	Type	Effect
Air	Lightning Bolt	The army's melee results are halved until the beginning of its next turn. Results are rounded down
Death	Dragon Plague	The army ignores all of its ID results until the beginning of its next turn
Earth	Petrify	The army's maneuver results are halved until the beginning of its next turn. Results are rounded down
Fire	Dragon Fire	Roll the units killed by this dragon's breath attack. Those that do not generate a save result are buried
Ivory	Life Drain	No additional effect
Water	Poisonous Cloud	The army's missile results are halved until the beginning of its next turn. Results are rounded down
White	Terrain Empathy	An additional five health-worth of units in the army are killed, bringing the total health killed to ten. The army suffers the elemental breath effects of both elements of the terrain.



## DRAGON ICONS

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

Icon	Result	Effect
	<b>Belly (dragon)</b>	The dragon's automatic saves do not count during this attack.
	<b>Dragon Breath</b>	See the section on 'Dragon Breath' above.
	<b>Claws</b>	A dragon's claws inflict six points of damage.
	<b>Jaws</b>	A dragon's jaws inflict twelve points of damage.
	<b>Tail (dragon)</b>	The dragon's tail inflicts three points of damage; roll the dragon again and apply the new result as well.
	<b>Treasure</b>	If the dragon is attacking an army, one unit in that army may be promoted (page 30).
	<b>Wing</b>	A dragon's wings inflict five points of damage. After the attack, if the dragon is still alive, it flies away. Return the dragon to its owner's Summoning Pool.



# SPECIES ABILITIES



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



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

## AMAZONS



Ability	Effect
<b>Javelin Charge</b>	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.
<b>Kukri Charge</b>	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.
<b>Terrain Harmony</b>	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.

## CORAL ELVES



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

## DWARVES



Ability	Effect
<b>Mountain Mastery</b>	When at a terrain that contains earth, Dwarves may count melee results as if they were maneuver results.
<b>Dwarven Might</b>	When at a terrain that contains fire, Dwarves may count save results as if they were melee results when rolling for a counter-attack.

## ELDARIM



Ability	Effect
<b>Resist Fear</b>	Dragonkin units up to the total health of Eldarim in their army ignore any restrictions that prevent them from rolling during a dragon attack.
<b>Dragonkin Handlers</b>	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.

*Note that the rules concerning Dragonkin can be found in the 'Advanced Rules' section of this rulebook. See Dragonkin on page 54.*

# FERAL



Ability	Effect
<b>Feralization</b>	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.
<b>Stampede</b>	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.

# FIREWALKERS



Ability	Effect
<b>Air Flight</b>	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.
<b>Flaming Shields</b>	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.

# FROSTWINGS



Ability	Effect
<b>Winter's Fortitude</b>	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.
<b>Magic Negation</b>	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. <b>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</b>  (see page 21).

# GOBLINS



Ability	Effect
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. <b>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</b> 🎲 (see page 21).

# LAVA ELVES



Ability	Effect
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 that would add to a save roll. <b>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</b> 🎲 (see page 21).

# SCALDERS



Ability	Effect
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. This damage is applied when resolving Delayed Effects. The attacking army does not roll for saves. 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.

# SWAMP STACKERS



Ability	Effect
Born of the Swamp	When at a terrain that contains water, Swamp Stalkers may count maneuver results as if they were save results.
Mutate	<p>During the Species Abilities Phase, you may attempt to Mutate providing the following criteria are met:</p> <ul style="list-style-type: none"> <li>- An opposing player must have at least one unit in their Reserves Area.</li> <li>- You must have at least one army containing a Swamp Stalker at a terrain.</li> <li>- You must have at least one Swamp Stalker unit in your DUA (or a Deadlands minor terrain in play).</li> </ul> <p>Target units in an opponent's Reserve Area to make a save roll. Units that do not generate a save result are killed. One of your armies at a terrain that contains at least one Swamp Stalker unit can then recruit or promote Swamp Stalker units up to the health-worth that were killed this way.</p> <p><b>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</b>  (see page 21).</p>

# TREEFOLK



Ability	Effect
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 not killed and are instead moved to your Reserve Area.

# UNDEAD



Ability	Effect
Stepped Damage	When an Undead unit is killed you may instead exchange it with an Undead unit of lesser health from your DUA.
Bone Magic	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. <b>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</b>  (see page 21).



# RULES REFERENCES



The following section provides clarification on some of the mechanics of Dragon Dice®. Note that some clarifications refer to mechanics discussed in the 'Advanced Rules' section (page 54).

## DIE ROLL RESOLUTION

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

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

\*Multiples of the same SAI may be combined to create a single larger effect. See 'SAIs' on page 31 for more details.

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

### 'Counts As' Results

A number of species abilities, and a few spells and SAIs, allow a unit to count one type of result they have rolled as another. For example, the species ability Coastal Dodge states: *'When at a terrain that contains water, Coral Elves may count maneuver results as if they were save results.'* Such an ability is called a 'Counts As' effect. Only rolled results may be counted in this way. Results generated by spells may never be counted as another type of result. Any results that are counted as a different type of result are considered a modifier that adds, and as such are applied during step 10 of Die Roll Resolution.

## ROLL MODIFIERS

When a roll is made, it is not unusual for a number of game effects to modify that roll. To ensure the correct balance of the game, it is important to apply these modifiers in the correct order, as represented in the table on page 27.

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

- Modifiers that affect an army do not affect the roll of an individual unit from that army.
- Modifiers that affect an individual unit do not affect the roll of an army.
- ID icons generate the type of result the roll is for. When results are subtracted or divided, ID results are the last results to be removed by those modifiers. If the roll is a combination roll the owner of the army may choose what result type the ID generates at the time action results are subtotaled (see step 5).
- There may never be more than one modifier that divides applied to each type of result.
- There may never be more than one modifier that multiplies applied to each type of result.

*Examples of this process are provided in the FAQ for Dragon Dice®, which can be downloaded from <https://www.sfr-inc.com>*

## ARMY MODIFIERS

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

## COMBINATION ROLLS

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

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

The following rules apply:

- During a combination roll, any modifiers to that roll which could be applied to different results are applied as the army’s owner desires. All modifiers must be applied if possible.
- If any ID icons are rolled, the owner of the army may choose what type of results they generate. IDs are assigned to a type of result when generated action results are subtotaled (see step 5).
- If an SAI generates a choice of different results (for example, Create Fireminions) then the player may split those results between those required by the roll.
- If an SAI generates different results for each type of roll counted by the combination roll, then the player who rolled that SAI may choose which result to apply. For example, if a unit is targeted by a Coil SAI they make a combination roll counting melee and saves. The targeted unit rolls a Counter SAI – in a melee roll this generates melee results, in a save roll this generates save results. That player may choose to count the SAI as applying to either the melee, or to the save part of the roll, but not to both.

## UP TO

When an SAI targets a friendly army or unit, any number of health or units may be selected, less than or equal to the maximum allowed by the SAI, including none. For all other effects, when applying "up to" X amount of effect to a target, the maximum amount must be used but never in excess of that amount. If the exact X amount cannot be applied then as much as possible must be applied.

## DAMAGE

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

The following points should be observed when inflicting damage:

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

### Damage VS Killed

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

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

If some effect prevents a killed unit from entering the DUA (such as an Open Grave), any effects that take effect when the unit is killed, do not function. Any effect that prevents a unit from leaving a terrain, does not prevent it from being killed and placed into the DUA.

If a unit is under the effects of a spell or some other effect when it is killed, then all such spells and effects expire immediately.

## MONSTERS

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

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



## PROMOTION

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

The following rules apply to promotion:

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

### Notes on exchanging units with the DUA

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

The following points must be observed:

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



# SPECIAL ACTION ICONS (SAIs)



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

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

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

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

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

## APPLICATION

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

The types are:

- **Dragon Attack** – When the army rolls in response to a dragon attack (page 17).
- **Magic** – Any time the army or unit is rolling for magic results.
- **Maneuver** – Any time the army or unit is rolling for maneuver results.
- **Melee** – Any time the army or unit is rolling for melee results.
- **Missile** – Any time the army or unit is rolling for missile results.
- **Save** – Any time the army or unit is rolling for save results against damage. Some SAIs only apply during save rolls against a specific type of damage and are noted as 'Save\*' (for example, "save against melee").
- **Non-Maneuver** – Any roll that does not include maneuver results.
- **Individual** – Any roll to avoid a spell or effect that targets a unit or X health worth of units.
- **Special or marked with '\*'** – Check the SAI details for more information.

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

- Unless the word "may" appears in the SAI description, the effect is mandatory.
- In the DUA, the only SAIs that will function are SAIs that generate save results, unless the SAI specifically states otherwise.
- See 'Combination Rolls' on page 28 for applying SAI results during a combination roll.

**TARGETING:** The following rules apply to the targeting of all SAIs:

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

Name	Icon	Applies	Effect
Attune		Magic	<ul style="list-style-type: none"> <li>•During a magic action, Attune generates X magic results of any element. Attune may also change the normal (non-ID, non-SAI) magic results of one unit in the marching army to the same element as the Attune magic results.</li> </ul>
Bash		Dragon Attack Save*	<ul style="list-style-type: none"> <li>•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.</li> <li>•During other save rolls, Bash generates X save results.</li> <li>•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.</li> </ul>
Belly		Any	<ul style="list-style-type: none"> <li>•During any roll, the unit loses its automatic save results.</li> </ul>
Breath		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, target X health-worth of units in the defending army. The targets are killed.</li> </ul>
Bullseye		Dragon Attack Missile	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Bullseye generates X missile results.</li> </ul>
Cantrip		Magic Non-Maneuver	<ul style="list-style-type: none"> <li>•During a magic action or Magic Negation (Frostwings - page 23) roll, Cantrip generates X magic results.</li> <li>•During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.</li> </ul>

Name	Icon	Applies	Effect
Charge		Melee*	<ul style="list-style-type: none"> <li>•During a melee attack, the attacking army counts all Maneuver results as if they were Melee results. Instead of making a regular save roll or a counter-attack, the defending army makes a combination save and melee roll. The attacking army takes damage equal to these melee results. Only save results generated by spells that would add to a save roll may reduce this damage. Charge has no effect during a counter-attack.</li> </ul>
Charm		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Choke		Melee	<ul style="list-style-type: none"> <li>• During a melee attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army that rolled an ID icon. The targets are killed. None of their results are counted towards the army's save results.</li> </ul>
Cloak		Dragon Attack Individual Magic Save	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a magic action, Cloak generates X magic results.</li> <li>•During a roll for an individual-targeting effect, Cloak generates X magic, maneuver, melee, missile, or save results.</li> </ul>
Coil		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Coil generates X melee results.</li> </ul>
Confuse		Melee Missile	<ul style="list-style-type: none"> <li>•During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.</li> </ul>
Convert		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, target up to X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. The attacking player may return up to the amount of health-worth killed this way from their DUA to the attacking army.</li> </ul>

Name	Icon	Applies	Effect
Counter		Dragon Attack Melee Save*	<ul style="list-style-type: none"> <li>•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.</li> <li>•During any other save roll, Counter generates X save results.</li> <li>•During a melee attack, Counter generates X melee results.</li> <li>•During a dragon attack, Counter generates X save and X melee results.</li> </ul>
Create Fireminions		Any Non-Individual	<ul style="list-style-type: none"> <li>•During any army roll, Create Fireminions generates X magic, maneuver, melee, missile or save results.</li> </ul>
Crush		Dragon Attack Missile	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Crush generates X missile results.</li> </ul>
Decapitate		Melee Dragon Attack	<ul style="list-style-type: none"> <li>•During a melee attack, this effect is applied when resolving Delayed Effects. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results.</li> <li>•During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Decapitate generates three melee results.</li> </ul>
Dispel Magic		Special	<ul style="list-style-type: none"> <li>•Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.</li> </ul>
Double Strike		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Double Strike generates four melee results.</li> </ul>

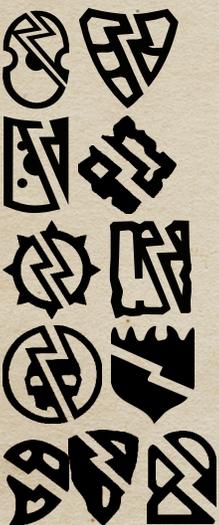
Name	Icon	Applies	Effect
Elemental Relic		Non-Maneuver	<ul style="list-style-type: none"> <li>•During any non-maneuver roll, X health-worth of matching units in the army carrying this relic may be re-rolled once, ignoring the previous result, or you may recruit X small (1 health) matching units to, or promote X health-worth of matching units in, the army carrying this relic. Results may be split between recruiting, promoting, and re-rolling in any way you choose. Any promotions and recruitments happen all at once.</li> </ul>
Elevate		Dragon Attack Maneuver Missile Save*	<ul style="list-style-type: none"> <li>•During a maneuver roll, Elevate generates X maneuver results.</li> <li>•During a missile attack, double one unit's missile results.</li> <li>•During a save roll against a melee attack, double one unit's save results.</li> <li>•During a dragon attack, double one unit's missile or save results.</li> </ul>
Entangle		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, target up to X health-worth of units in the defending army. The targets are killed.</li> </ul>
Ferry		Non-Maneuver	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Firebreath		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Firecloud		Melee Missile	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Fire-walking		Maneuver Non-Maneuver	<ul style="list-style-type: none"> <li>•During a maneuver roll, Firewalking generates X maneuver results.</li> <li>•During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.</li> </ul>
Flame		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.</li> </ul>

Name	Icon	Applies	Effect
Flaming Arrow		Dragon Attack Missile	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Flaming Arrow generates X missile results.</li> </ul>
Flurry		Dragon Attack Melee Save*	<ul style="list-style-type: none"> <li>•During a melee attack, Flurry generates X melee results. Roll the item again and apply the new result as well.</li> <li>•During a save roll against a melee attack, Flurry generates X save results.</li> <li>•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.</li> </ul>
Fly		Any	<ul style="list-style-type: none"> <li>•During any roll, Fly generates X maneuver or X save results.</li> </ul>
Frost Breath		Melee Missile	<ul style="list-style-type: none"> <li>•During a melee or missile attack, target an opposing army at the same terrain. Until the beginning of your next turn, the target army halves all results they roll.</li> </ul>
Galeforce		Magic* Melee Missile	<ul style="list-style-type: none"> <li>•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.</li> </ul>

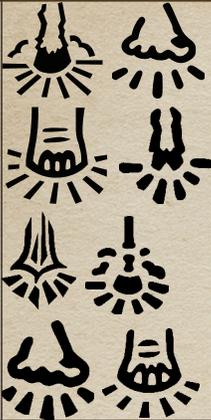
Name	Icon	Applies	Effect
Gore		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•During a melee attack, target one unit in the defending army. The target takes two points of damage. If the unit is killed by Gore, it is then buried.</li> <li>•During a dragon attack, Gore generates four melee results.</li> </ul>
Hoof		Dragon Attack Maneuver Save	<ul style="list-style-type: none"> <li>•During a maneuver roll, Hoof generates X maneuver results.</li> <li>•During a save roll, Hoof generates X save results.</li> <li>•During a dragon attack, Hoof generates X save results.</li> </ul>
Howl		Melee Missile	<ul style="list-style-type: none"> <li>•During a melee or missile attack, the defending army subtracts X save results.</li> </ul>
Hug		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Hug generates X melee results.</li> </ul>
Hypnotic Glare		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, this effect is applied when resolving Delayed Effects. 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.</li> </ul>
Illusion		Magic Melee Missile	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Impale		Dragon Attack Missile	<ul style="list-style-type: none"> <li>•During a missile attack, this effect is applied when resolving Delayed Effects. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results.</li> <li>•During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Impale generates three missile results.</li> </ul>
Kick		Dragon Attack Melee Save	<ul style="list-style-type: none"> <li>•During a melee attack, target one unit in the defending army. The target takes X points of damage.</li> <li>•During a save roll, Kick generates X save results.</li> <li>•During a dragon attack, Kick generates X melee and X save results.</li> </ul>

Name	Icon	Applies	Effect
Net		Individual Melee Missile	<ul style="list-style-type: none"> <li>•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.</li> <li>•When saving against an individual targeting effect, Net generates X save results.</li> </ul>
Plague		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, target one unit in the defending army. The target makes a save roll. If the target fails to generate a save result it is killed. That unit's owner then targets another unit in the same army to save or be killed. Continue to target units in this way until a targeted unit generates a save result.</li> </ul>
Poison		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Regenerate		Non-Maneuver	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Rend		Dragon Attack Maneuver Melee	<ul style="list-style-type: none"> <li>•During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well.</li> <li>•During a maneuver roll, Rend generates X maneuver results.</li> </ul>

Name	Icon	Applies	Effect
Rise from the Ashes		Save Special	<ul style="list-style-type: none"> <li>•During a save roll, Rise from the Ashes generates X save results.</li> <li>•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.</li> </ul>
Roar		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Scare		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Screech		Melee	<ul style="list-style-type: none"> <li>•During a melee attack, the defending army subtracts X save results.</li> </ul>
Seize		Missile	<ul style="list-style-type: none"> <li>•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.</li> </ul>
SFR / TSR Logo (Eldarim & Dragonkin Champion)		Special	Eldarim Champion: During a dragon attack, the champion uses its special ability - Control, Slay or Tame a Dragon. In addition, during any other roll, this SAI is considered to be an ID icon which generates two results (only certain Eldarim Champions). See description of Eldarim Champions (page 62). Dragonkin Champion: See description of Dragonkin Champions (page 55).
SFR / TSR Logo (Medallion)		Special	Medallions have different special abilities for this icon, depending on the medallion's alloy. See description of Medallions (page 60).
SFR Logo (Relic)		Special	Relics have different special abilities for this icon, depending on the relic. See description of Relics (page 61).

Name	Icon	Applies	Effect
Slay		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Sleep		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Smite		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•During a melee attack, Smite inflicts X points of damage to the defending army with no save possible.</li> <li>•During a dragon attack, Smite generates X melee results.</li> </ul>
Smother		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Sneak Attack		Dragon Attack Magic Melee Missile	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a melee or dragon attack, Sneak Attack generates X melee results.</li> </ul>
Sortie		Dragon Attack Melee Save	<ul style="list-style-type: none"> <li>•During a melee attack, Sortie generates X melee results.</li> <li>•During a save roll, Sortie generates X save results.</li> <li>•During a dragon attack, Sortie generates X save and X melee results.</li> </ul>

Name	Icon	Applies	Effect
Stomp		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Stomp generates X melee results.</li> </ul>
Stone		Dragon Attack Melee Missile	<ul style="list-style-type: none"> <li>•During a melee or missile attack, Stone does X damage to the defending army with no save possible.</li> <li>•During a dragon attack, Stone generates X missile results.</li> </ul>
Stun		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Summon Dragon		Magic*	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a magic action in reserves, Summon Dragon generates X magic results.</li> </ul>
Surprise		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Swallow		Melee	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Tail		Dragon Attack Melee	<ul style="list-style-type: none"> <li>•During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.</li> </ul>
Teleport		Maneuver Non-Maneuver	<ul style="list-style-type: none"> <li>•During a maneuver roll, Teleport generates X maneuver results.</li> <li>•During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.</li> </ul>

Name	Icon	Applies	Effect
Trample		Any	<ul style="list-style-type: none"> <li>•During any roll, Trample generates X maneuver and X melee results.</li> </ul>
Trumpet		Dragon Attack Melee Save	<ul style="list-style-type: none"> <li>•During a dragon attack, melee attack or save roll, each Feral unit in this army doubles its melee and save results.</li> </ul>
Vanish		Save	<ul style="list-style-type: none"> <li>•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.</li> </ul>
Volley		Dragon Attack Missile Save*	<ul style="list-style-type: none"> <li>•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.</li> <li>•During any other save roll, Volley generates X save results.</li> <li>•During a missile attack, Volley generates X missile results.</li> <li>•During a dragon attack, Volley generates X save and X missile results.</li> </ul>
Wave		Melee Maneuver*	<ul style="list-style-type: none"> <li>•During a melee attack, the defending army subtracts X save results.</li> <li>•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.</li> </ul>
Wayfare		Dragon Attack Maneuver	<ul style="list-style-type: none"> <li>•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.</li> <li>•During a dragon attack, Wayfare allows the item and a unit able to carry it to move to any terrain or your Reserve Area.</li> </ul>

Name	Icon	Applies	Effect
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.
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.
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.



# SPELLS



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

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

## Element

There are six spell elements; Death, Air, Water, Fire, Earth, and Elemental. The following rules apply to the element of magic:

- Spells of a single element (Death, Air, Water, Fire, and Earth) may only be cast using magic results of that element.
- Elemental Spells may only be cast using magic results of any single element.
- Ivory magic results may only be used to cast Elemental spells.

## Casting Cost

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

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

## Species

This indicates the species requirement of the spells. Some spells may only be cast using magic results generated by units from a specific species. Spells marked 'any' may be cast using magic from any species that can cast elemental spells.

## Targeting of Spells

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

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

Spells that target an army are fixed at that army location. If the army moves, the spells do not move with the army.

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

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

### Duration

Some spells have instantaneous effects. Most have effects which last until the beginning of your next turn.

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

### Effect

Each spell has a different effect on the game state. Effects that modify a particular type of roll follow the usual process explained under 'Die Roll Resolution' (page 27).

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

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

For any spell that does not have a highlighted number, multiple castings have no additional effect if cast on the same target.



# AIR SPELLS

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



# DEATH SPELLS

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

# EARTH SPELLS

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



# FIRE SPELLS

Name	Species	Cost	R	C	Effect
Ash Storm	Any	2		X	Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
Fearful Flames	Lava Elves	3			Target any opposing unit. Inflict <b>one</b> point of damage on the target. If the target unit saves against the damage, the target unit makes a second save roll. Unless the target unit gets a save result, the target unit flees to reserves.
Firebolt	Dwarves	3			Target any opposing unit. Inflict <b>one</b> point of damage on the target.
Firestorm	Scalders	3			Target any terrain. Inflict <b>two</b> points of damage on each army at that terrain.
Flashfire	Firewalkers	3	X	X	Target any army. During any non-maneuver army roll, the target's owner may re-roll any <b>one</b> unit in the target army once, ignoring the previous result. This effect lasts until the beginning of your next turn.
Fiery Weapon	Any	4	X		Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
Dancing Lights	Any	6			Target any opposing army. Subtract <b>six</b> melee results from the target's rolls until the beginning of your next turn.



# WATER SPELLS

Name	Species	Cost	R	C	Effect
Watery Double	Any	2	X	X	Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
Accelerated Growth	Treefolk	3	X	X	Target your DUA. When a two (or greater) health 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.
Flash Flood	Any	4			Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
Deluge	Coral Elves	5			Target any terrain. Subtract <b>three</b> maneuver and <b>three</b> missile results from all army rolls at that terrain until the beginning of your next turn.
Mire	Swamp Stalkers	5			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.
Tidal Wave	Scalders	5			Target any terrain. Each army at that terrain takes <b>four</b> 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 <b>four</b> maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Tidal Wave.
Wall of Fog	Any	6			Target any terrain. Subtract <b>six</b> missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.



# ELEMENTAL SPELLS

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



# MULTI-PLAYER GAMES



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

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

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

## **STEP 4: Determine Order of Play**

All players reveal their forces at the same time. All players then make a maneuver roll with their Horde Armies: roll the army and count maneuver results. Only count SAIs that generate maneuver results, ignore any special results. Since this army is not at a terrain, any affect a terrain would have is ignored. In the event of a tie for any turn order position, the tied players re-roll until a clear order is determined. Players will take turns in order of their maneuver totals, with the lowest total going last. The player who rolls the most maneuver results may choose to either take the first turn, or to select which proposed Frontier Terrain will be used during the game, as follows:

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

Any one of the proposed Frontier Terrain dice may be selected. All other proposed Frontier Terrains are removed from the game and are not used. We suggest players sit in turn order, and in such a way that play proceeds clockwise.

The first player now places their armies as follows:

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

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

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

- When performing a melee or missile attack, a player may target any eligible army. The target of the attack must be declared before the dice are rolled.
- Any effect that targets an 'opposing' unit or army may target the unit or army of any opponent.
- During a maneuver, all opposing armies at the terrain may attempt to counter-maneuver.
- Counter-maneuvering armies do not combine their maneuver results. Each compares their total with the maneuvering army individually.
- Regardless of how many terrains are in play, a player still wins once they capture their second terrain.
- If a player is eliminated, all spells cast by that player expire when they would otherwise take their next turn. Simply skip their turn from then on.



# ADVANCED RULES



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

## DRAGONKIN



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

### The following rules apply to Dragonkin:

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

### Actions

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

### Automatic Saves

All Dragonkin have armored skin, which grants them automatic save results equal to their health. These save results are added to their individual and army's save rolls. For the purpose of 'Die Roll Resolution', Dragonkin automatic saves are added during step 10, along with other modifiers that add. Their automatic save results are only applied if the Dragonkin are rolled.

## Dragonkin Champion SAI

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



# ADVANCED TERRAINS



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

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

Icon	Terrain	Eighth face Effect
	Castle	When you capture this terrain, choose one of the following four terrain types: City, Standing Stones, Temple, or Tower. The Castle becomes that terrain until its face is moved.
	Dragon's Lair	During the Eighth Face Phase, you may summon a dragon that matches at least one element of this terrain, an Ivory Dragon or any Ivory Hybrid Dragon, and place it at any terrain. The Dragon's Lair may not summon a White Dragon.
	Grove	During the Eighth Face Phase move one non-Dragonkin unit from any player's BUA to their DUA, a Dragonkin unit or minor terrain from your BUA to your Summoning Pool, or an Item from your BUA to your army controlling this eighth face. This is not optional and must be performed if possible.
	Vortex	During any non-maneuver army roll at this terrain, before resolving SAIs (see step 3 of 'Die Roll Resolution'), you may re-roll one unit, ignoring the previous result.



# MINOR TERRAINS



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

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

## BRINGING A MINOR TERRAIN INTO PLAY

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

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

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

- Forfeit the maneuver step in order to keep the result showing on the minor terrain, OR,
- Roll the minor terrain before the maneuver step and apply its new result. The rolled result will remain in effect as the active bonus for the army who owns the minor terrain until the minor terrain is rolled again on a future turn.

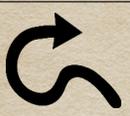
## The following rules apply to minor terrains:

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

## DEADLANDS

In addition to other minor terrain rules, each Deadlands (death) minor terrain a player controls counts as  units (of any species) in their DUA for use with species abilities (see page 21). In a 24 point game, a Deadlands counts as one unit, in a 25-48 point game it counts as two, and so on. Deadlands may be brought into play at any terrain.



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

# ITEMS



There are many powerful objects in Esfah. Some are magical tools used by the armies of Esfah to gain an advantage in their endless wars, and are called “items.” There are four varieties of items: equipment, artifacts, medallions, and relics. Like units, items have a point cost for including them in your force:

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

## The following rules apply to all items:

- Item results are not modified by species abilities.
- Items do not have health and may not take damage.
- Magic from items may be used to cast species spells if at least one unit of that species is in the casting army.
- Items are not assigned to a specific unit.
- An item may only move from a terrain or reserves, to another terrain or reserves by a unit carrying it.
- During setup of starting forces, all items must be placed in an army such that a unit can carry it.
- If there are ever more items in an army than there are units able to carry them, the owner of the army must bury the excess items.
- Items are rolled during all army rolls. However, an item may only be rolled if a unit capable of carrying it is also rolled.
- Items may never be rolled during, or be targeted by, an individual targeting effect.

## EQUIPMENT

Equipment are four-sided dice that have only one type of normal action icon: Maneuver, Melee, Missile, Magic, and Save. Equipment dice come in three different sizes: Small (18mm), Medium (20mm), and Large (22mm). Like large six-sided units, large equipment also have an SAI on one face. Equipment does not have an ID icon. Equipment follows these rules in addition to the rules for all items:

- Equipment items are made up of a single element.
- Magic results generated by equipment are always generated in the element of the equipment.
- Each unit may carry and use up to two equipment items (or artifacts, or one of each).
- Only a unit that contains the element of the equipment may carry or use it. Amazon units may use equipment of any element. Undead units may only use death equipment.



## ARTIFACTS

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

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



## MEDALLIONS AND RELICS

Medallions and relics are very large, metallic, non-elemental items.

Both medallions and relics follow these rules in addition to the rules for all items:

- Medallions and relics lack elements, so any unit may carry and use a medallion or relic.
- Because medallions and relics are so powerful, a unit that carries one may not carry a second item.

### Medallion SAI

Medallions are four-sided items that come in three alloys: bronze, silver, or gold. Medallions have a unique SAI, which has the following effect:



Name	Icon	Applies	Effect
Bronze Medallion	<b>TSR</b>	Magic Non-Maneuver	<ul style="list-style-type: none"> <li>•During a magic action, this SAI generates X magic results of any element.</li> <li>•During any non-maneuver roll, this SAI works like the Cantrip SAI, which generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list, ignoring the normal species or element requirements.</li> </ul>
Silver Medallion	<b>TSR</b>	Non-Maneuver	<ul style="list-style-type: none"> <li>•During any non-maneuver roll, choose one of the following: <ul style="list-style-type: none"> <li>- Return one item from your BUA to the army carrying this medallion.</li> <li>- Return one Dragonkin unit or minor terrain from your BUA to your Summoning Pool.</li> <li>- If at a terrain, move a small (1 health) Dragonkin unit from the Summoning Pool to the army, or promote one health-worth of Dragonkin to the army carrying the medallion.</li> </ul> </li> </ul>
Gold Medallion	<b>TSR</b>	Non-Maneuver	<ul style="list-style-type: none"> <li>•During any non-maneuver roll, you may return up to four health-worth of units from your DUA to the army carrying this medallion.</li> </ul>

## RELICS

Relics are large six-sided items. These ancient items are created from Eldrymetallum (also known as "star metal"), a metal not native to Esfah, the world of Dragon Dice.

### Elemental Relic

- When rolled with an army, the Elemental Relic icon indicates which element units must contain to be affected by the relic. The SFR Logo contains all elements and ivory, but not alloys.
- Multiple Elemental Relics in an army may cancel each other. Elemental Relics that roll the same element have no effect on that roll. Note that the SFR logo matches all elements.
- During any non-maneuver roll, X health-worth of matching units in the army carrying this relic may be re-rolled once, ignoring the previous result, or you may recruit X small (1 health) matching units to, or promote X health-worth of matching units in, the army carrying this relic. Results may be split between recruiting, promoting, and re-rolling in any way you choose. Any promotions and recruitments happen all at once.



### Earthfang Relic

When rolled with an army, Earthfang has numerous SAIs that are documented under the SAI section. The SFR Logo is here:

Name	Icon	Applies	Effect
Earthfang		Magic Missile Melee* Dragon Attack	<ul style="list-style-type: none"> <li>•During a magic or missile action, this SAI summons a Chill Wind. Subtract <b>two</b> results from all army rolls at this terrain until the terrain is successfully maneuvered to a new facing. This effect is cumulative.</li> <li>•During a melee attack, this effect is applied when resolving Delayed Effects. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results.</li> <li>•During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Earthfang generates four melee results.</li> </ul>

# ELDARIM CHAMPIONS



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

## TYPES OF ELDARIM CHAMPION

There are six different types of Eldarim Champion, though only three different ID icons are used. Each type of champion has access to a different special ability.

All Eldarim Champions are part of the Eldarim species.



**Dragonlord  
Dragonmaster**



**Dragonslayer  
Dragonhunter**



**Dragoncrusader  
Dragonzealot**

Dragonlords, Dragonslayers and Dragoncrusaders are all white and therefore contain all elements.

Dragonmasters, Dragonhunters and Dragonzealots come in all of the five elements.



## Eldarim Champion SAI

Eldarim Champions have an SAI with the following rules:

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

In addition, each type of champion has a special ability connected to this SAI. Those abilities are detailed below.

*Note: Only white Eldarim Champions may affect a White Dragon with these abilities.*

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

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



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

# SPECIES REFERENCE SHEETS

## V4.01e

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

## DRAGONKIN ICONS

	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



Belly



Breath



Counter



Fly



Rend



Smite



Trample

### SPECIAL ACTION ICONS



Icon	Name and Effect
	<b>Belly</b> ( <i>any</i> ): During any roll, the unit loses its automatic save results.
	<b>Breath</b> ( <i>Melee</i> ): During a melee attack, target X health-worth of units in the defending army. The targets are killed.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results

Icon	Name and Effect
	<b>Logo</b> ( <i>Individual, Melee</i> ): 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.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Trample</b> ( <i>Any</i> ): During any roll, Trample generates X maneuver and X melee results.

# EQUIPMENT & ARTIFACT ICONS

	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	 Vorpall 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
	<b>Attune</b> ( <i>Magic</i> ): During a magic action, Attune generates X magic results of any element. Attune may also count the normal (non-ID, nonSAI) magic results of one unit in the marching army as the same element.
	<b>Bash</b> ( <i>Dragon Attack, Save</i> ): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	<b>Crush</b> ( <i>Dragon Attack, Missile</i> ): 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.
	<b>Decapitate</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, this effect is applied when resolving Delayed Effects. 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.
	<b>Elevate</b> ( <i>Dragon Attack, Maneuver, Missile, Save*</i> ): 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
	<b>Flurry</b> ( <i>Dragon Attack, Melee, Save*</i> ): 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.
	<b>Impale</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, this effect is applied when resolving Delayed Effects. 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.
	<b>Sortie</b> ( <i>Dragon Attack, Melee, Save</i> ): 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.
	<b>Summon Dragon</b> ( <i>Magic</i> ): 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.
	<b>Wayfare</b> ( <i>Dragon Attack, Maneuver</i> ): 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 MEDIUM LARGE MONSTER  
1-HEALTH 2-HEALTH 3-HEALTH 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



## 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	<b>Palsy (Any):</b> Target any opposing army. Subtract <b>one</b> result from the target's non-maneuver rolls until the beginning of your next turn.
4			<b>Finger of Death (Any):</b> Target any opposing unit. Inflict <b>one</b> point of damage on the target with no save possible.
6			<b>Soiled Ground (Any):</b> 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	<b>Hailstorm (Any):</b> Target any opposing army. Inflict <b>one</b> point of damage on the target.
4	X*		<b>Wind Walk (Any):</b> Target any army. Add <b>four</b> maneuver results to the target's rolls until the beginning of your next turn.
6			<b>Lightning Strike (Any):</b> 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	<b>Watery Double (Any):</b> Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4			<b>Flash Flood (Any):</b> Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> 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			<b>Wall of Fog (Any):</b> Target any terrain. Subtract <b>six</b> 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	<b>Ash Storm (Any):</b> Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
4	X*		<b>Fiery Weapon (Any):</b> Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
6			<b>Dancing Lights (Any):</b> Target any opposing army. Subtract <b>six</b> melee results from the target's rolls until the beginning of your next turn.

\*These spells can only be cast in reserves with Attune.

# AMAZONS

## Ivory

### EARTH SPELLS

Cost	R	C	Name, Species and Effect
2	X*	X	<b>Stone Skin</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4	X*		<b>Path</b> ( <i>Any</i> ): Target <b>one</b> of your units at a terrain. Move the target to any other terrain where you have an army.
6			<b>Transmute Rock to Mud</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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	<b>Esfah's Gift</b> ( <i>Amazon</i> ): Target a minor terrain in your BUA. Move that terrain to your summoning pool.
3			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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		<b>Rally</b> ( <i>Amazon</i> ): Target up to <b>three</b> of your Amazon units at a terrain. Move those units to any other terrain where you have at least one Amazon unit.
7			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Double Strike</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	<b>Firebreath</b> ( <i>Melee</i> ): During a melee attack, inflict X points of damage on the defending army with no save possible. Each unit killed makes a save roll. Those that do not generate a save result are buried.
	<b>Firewalking</b> ( <i>Maneuver, Non-Maneuver</i> ): During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.
	<b>Flame</b> ( <i>Melee</i> ): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.

Icon	Name and Effect
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Kick</b> ( <i>Dragon Attack, Melee, Save</i> ): During a melee attack, target one unit in the defending army. The target takes X points of damage. During a save roll, Kick generates X save results. During a dragon attack, Kick generates X melee and X save results.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Stone</b> ( <i>Dragon Attack, Melee, Missile</i> ): During a melee or missile attack, Stone does X damage to the defending army with no save possible. During a dragon attack, Stone generates X missile results.
	<b>Trample</b> ( <i>Any</i> ): During any roll, Trample generates X maneuver and X melee results.

# CORAL ELVES

## Air & Water

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

### WATER SPELLS

Cost	R	C	Name, Species and Effect
2	X	X	<b>Watery Double</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4			<b>Flash Flood</b> ( <i>Any</i> ): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> 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			<b>Deluge</b> ( <i>Coral Elves</i> ): Target any terrain. Subtract <b>three</b> maneuver and <b>three</b> missile results from all army rolls at that terrain until the beginning of your next turn.
6			<b>Wall of Fog</b> ( <i>Any</i> ): Target any terrain. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Entangle</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets are killed.
	<b>Ferry</b> ( <i>Non-Maneuver</i> ): During any non-maneuver roll, the Ferrying unit may move itself and up to four health-worth of units in its army to any terrain.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	<b>Hypnotic Glare</b> ( <i>Melee</i> ): During a melee attack, this effect is applied when resolving Delayed Effects. 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.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Swallow</b> ( <i>Melee</i> ): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.
	<b>Tail</b> ( <i>Dragon Attack, Melee</i> ): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	<b>Trample</b> ( <i>Any</i> ): During any roll, Trample generates X maneuver and X melee results.
	<b>Wave</b> ( <i>Melee, Maneuver</i> ): 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



## 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

## EARTH SPELLS

Cost	R	C	Name, Species and Effect
2		X	<b>Ash Storm</b> (Any): Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
3			<b>Firebolt</b> (Dwarves): Target any opposing unit. Inflict <b>one</b> point of damage on the target.
4	X		<b>Fiery Weapon</b> (Any): Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
6			<b>Dancing Lights</b> (Any): Target any opposing army. Subtract <b>six</b> melee results from the target's rolls until the beginning of your next turn.

Cost	R	C	Name, Species and Effect
2	X	X	<b>Stone Skin</b> (Any): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4	X		<b>Path</b> (Any): Target <b>one</b> of your units at a terrain. Move the target to any other terrain where you have an army.
5			<b>Higher Ground</b> (Dwarves): Target any opposing army. Subtract <b>five</b> melee results from the target's rolls until the beginning of your next turn.
6			<b>Transmute Rock to Mud</b> (Any): Target any opposing army. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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.

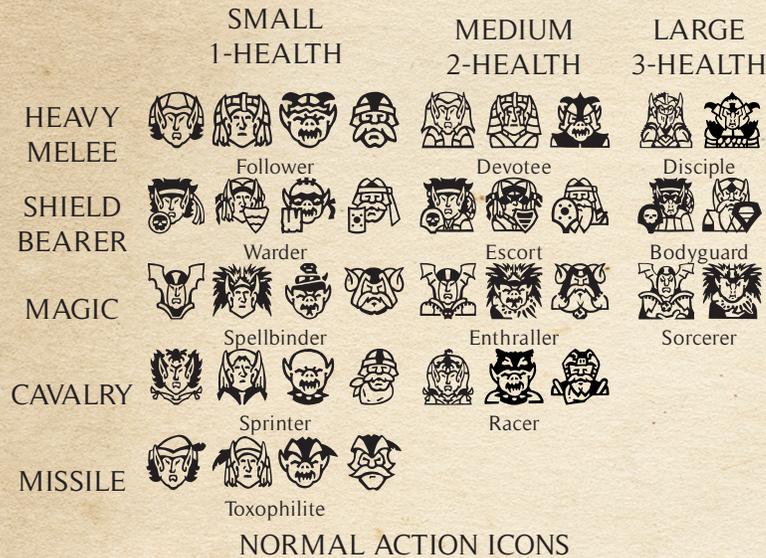
Cost	R	C	Name, Species and Effect
7			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> dragon that contains the element used to cast this spell from any Summoning Pool or terrain to the target terrain. Magic of any one element may be used to summon an Ivory or Ivory Hybrid Dragon from any Summoning Pool to the target terrain.
14			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bash</b> ( <i>Dragon Attack, Save*</i> ): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Charge</b> ( <i>Melee</i> ): During a melee attack, the attacking army counts all Maneuver results as if they were Melee results. Instead of making a regular save roll or a counter-attack, the defending army makes a combination save and melee roll. The attacking army takes damage equal to these melee results. Only save results generated by spells that would add to a save roll may reduce this damage. Charge has no effect during a counter-attack.
	<b>Confuse</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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
	<b>Dispel Magic</b> ( <i>Special</i> ): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Roar</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets are immediately moved to their Reserve Area before the defending army rolls for saves.
	<b>Seize</b> ( <i>Missile</i> ): 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.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Stomp</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed and must make a save roll. Those that do not generate a save result are buried. During a dragon attack, Stomp generates X melee results.
	<b>Trample</b> ( <i>Any</i> ): 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	<b>Palsy</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>one</b> result from the target's non-manuever rolls until the beginning of your next turn.
4			<b>Finger of Death</b> ( <i>Any</i> ): Target any opposing unit. Inflict <b>one</b> point of damage on the target with no save possible.
6			<b>Soiled Ground</b> ( <i>Any</i> ): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

## FIRE SPELLS

Cost	R	C	Name, Species and Effect
2		X	<b>Ash Storm</b> ( <i>Any</i> ): Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
4	X		<b>Fiery Weapon</b> ( <i>Any</i> ): Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
6			<b>Dancing Lights</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>six</b> melee results from the target's rolls until the beginning of your next turn.

## AIR SPELLS

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

## WATER SPELLS

Cost	R	C	Name, Species and Effect
2	X	X	<b>Watery Double</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4			<b>Flash Flood</b> ( <i>Any</i> ): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> 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			<b>Wall of Fog</b> ( <i>Any</i> ): Target any terrain. Subtract <b>six</b> 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	<b>Stone Skin</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4	X		<b>Path</b> ( <i>Any</i> ): Target <b>one</b> of your units at a terrain. Move the target to any other terrain where you have an army.
6			<b>Transmute Rock to Mud</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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		<b>Evolve Dragonkin</b> ( <i>Eldarim</i> ): Target one of your Dragonkin units that matches the element of magic used to cast this spell. The target is promoted <b>one</b> health-worth.
3			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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		<b>Rise of the Eldarim</b> ( <i>Eldarim</i> ): Target any Eldarim unit that matches the element of magic used to cast this spell. The target is promoted <b>one</b> health-worth.
7			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bash</b> ( <i>Dragon Attack Save</i> ): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. 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
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Sneak Attack</b> ( <i>Dragon Attack, Magic, Melee, Missile</i> ): 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 MEDIUM LARGE MONSTER  
1-HEALTH 2-HEALTH 3-HEALTH 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



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

## EARTH SPELLS

Cost	R	C	Name, Species and Effect
2	X	X	<b>Stone Skin</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4	X		<b>Path</b> ( <i>Any</i> ): Target <b>one</b> of your units at a terrain. Move the target to any other terrain where you have an army.
5	X		<b>Berserker Rage</b> ( <i>Feral</i> ): Target an army containing at least one Feral unit. All Feral units in the target army may count save results as if they were melee results during all counter-attacks, until the beginning of your next turn.
6			<b>Transmute Rock to Mud</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Dispel Magic</b> ( <i>Special</i> ): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate all unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	<b>Double Strike</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	<b>Gore</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target one unit in the defending army. The target takes two points of damage. If the unit is killed by Gore, it is then buried. During a dragon attack, Gore generates four melee results.
	<b>Hug</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target one unit in the defending army. The target unit takes X points of damage with no save possible. The targeted unit makes a melee roll. Melee results generated by this roll inflict damage on the Hugging unit with no save possible. During a dragon attack, Hug generates X melee results.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Roar</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets are immediately moved to their Reserve Area before the defending army rolls for saves.
	<b>Screech</b> ( <i>Melee</i> ): During a melee attack, the defending army subtracts X save results.
	<b>Seize</b> ( <i>Missile</i> ): 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.
	<b>Trample</b> ( <i>Any</i> ): During any roll, Trample generates X maneuver and X melee results.
	<b>Trumpet</b> ( <i>Dragon Attack, Melee, Save</i> ): During a dragon attack, melee attack or save roll, each Feral unit in this army doubles its melee and save results.

# FIREWALKERS

## Air & Fire

SMALL MEDIUM LARGE MONSTER  
1-HEALTH 2-HEALTH 3-HEALTH 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	<b>Hailstorm</b> (Any): Target any opposing army. Inflict <b>one</b> point of damage on the target.
4	X		<b>Wind Walk</b> (Any): Target any army. Add <b>four</b> maneuver results to the target's rolls until the beginning of your next turn.
5			<b>Mirage</b> (Firewalkers): Target up to <b>five</b> 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			<b>Lightning Strike</b> (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	<b>Ash Storm</b> (Any): Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
3	X	X	<b>Flashfire</b> (Firewalkers): Target any army. During any non-maneuver army roll, the target's owner may re-roll any <b>one</b> unit in the target army once, ignoring the previous result. This effect lasts until the beginning of your next turn.
4	X		<b>Fiery Weapon</b> (Any): Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
6			<b>Dancing Lights</b> (Any): Target any opposing army. Subtract <b>six</b> melee results from the target's rolls until the beginning of your next turn.

# FIREWALKERS

## fire & Air

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### ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Create Fireminions</b> ( <i>Any Non-Individual</i> ): During any army roll, Create Fireminions generates X magic, maneuver, melee, missile or save results.
	<b>Firecloud</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	<b>Firewalking</b> ( <i>Maneuver, Non-Maneuver</i> ): During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.

Icon	Name and Effect
	<b>Flame</b> ( <i>Melee</i> ): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Galeforce</b> ( <i>Magic, Melee, Missile</i> ): 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.
	<b>Rise from the Ashes</b> ( <i>Save Special</i> ): During a save roll, Rise from the Ashes generates X save results. Whenever a unit with this SAI is killed or buried, roll the unit. If Rise from the Ashes is rolled, the unit is moved to your Reserve Area. If an effect both kills and buries this unit, it may roll once when killed and again when buried. If the first roll is successful, the unit is not buried.
	<b>Seize</b> ( <i>Missile</i> ): 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.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.

# FROSTWINGS

## Death & Air

SMALL MEDIUM LARGE MONSTER  
1-HEALTH 2-HEALTH 3-HEALTH 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	<b>Palsy</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>one</b> result from the target's non-maneuver rolls until the beginning of your next turn.
3			<b>Magic Drain</b> ( <i>Frostwings</i> ): Target any terrain. Subtract <b>two</b> magic results from all army rolls at that terrain until the beginning of your next turn.
4			<b>Finger of Death</b> ( <i>Any</i> ): Target any opposing unit. Inflict <b>one</b> point of damage on the target with no save possible.
6			<b>Soiled Ground</b> ( <i>Any</i> ): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

## AIR SPELLS

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

# FROSTWINGS

## Air & Death

### ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action or Magic Negation roll, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Double Strike</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Frost Breath</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, target an opposing army at the same terrain. Until the beginning of your next turn, the target halves all results they roll until the beginning of your next turn.
	<b>Howl</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, the defending army subtracts X save results.

Icon	Name and Effect
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Surprise</b> ( <i>Melee</i> ): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	<b>Swallow</b> ( <i>Melee</i> ): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.
	<b>Volley</b> ( <i>Dragon Attack, Missile, Save*</i> ): 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 MEDIUM LARGE MONSTER  
1-HEALTH 2-HEALTH 3-HEALTH 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	<b>Palsy</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>one</b> result from the target's non-maneuver rolls until the beginning of your next turn.
3			<b>Decay</b> ( <i>Goblin</i> ): Target any opposing army. Subtract <b>two</b> melee results from the target's rolls until the beginning of your next turn.
4			<b>Finger of Death</b> ( <i>Any</i> ): Target any opposing unit. Inflict <b>one</b> point of damage on the target with no save possible.
6			<b>Soiled Ground</b> ( <i>Any</i> ): Target any terrain. Until the beginning of your next turn, any unit killed at that terrain that goes into the DUA must make a save roll. Those that do not generate a save result are buried.

### EARTH SPELLS

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

# GOBLINS

## Earth & Death

### ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Net</b> ( <i>Individual, Melee, Missile</i> ): During a melee or missile attack, target up to X health-worth of units in the defending army. Each targeted unit makes a maneuver roll. Those that do not generate a maneuver result are netted and may not be rolled or leave the terrain they currently occupy until the beginning of your next turn. Net does nothing during a missile attack targeting an opponent's Reserve Army from a Tower on its eighth face. When saving against an individual targeting effect, Net generates X save results.
	<b>Poison</b> ( <i>Melee</i> ): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.

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

# LAVA ELVES

## fire & Death

SMALL MEDIUM LARGE MONSTER  
1-HEALTH 2-HEALTH 3-HEALTH 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	 DeadShot	 Assassin	 Lurker in the Deep
MAGIC	 Adept	 Warlock	 Necromancer	 Rakshasa

### NORMAL ACTION ICONS



## 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 that would add to a save roll.

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	<b>Palsy (Any):</b> Target any opposing army. Subtract <b>one</b> result from the target's non-maneuver rolls until the beginning of your next turn.
4			<b>Finger of Death (Any):</b> Target any opposing unit. Inflict <b>one</b> point of damage on the target with no save possible.
5	X		<b>Necromantic Wave (Lava Elves):</b> 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			<b>Soiled Ground (Any):</b> 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	<b>Ash Storm (Any):</b> Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
3			<b>Fearful Flames (Lava Elves):</b> Target any opposing unit. Inflict <b>one</b> 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		<b>Fiery Weapon (Any):</b> Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
6			<b>Dancing Lights (Any):</b> Target any opposing army. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Charm</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army; those units don't roll to save during this march. Instead, the owner rolls these units and adds their results to the attacking army's results. Those units may take damage from the melee attack as normal.
	<b>Cloak</b> ( <i>Dragon Attack, Individual, Magic, Save</i> ): 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.
	<b>Confuse</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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
	<b>Flame</b> ( <i>Melee</i> ): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Illusion</b> ( <i>Melee, Magic, Missile</i> ): During a magic, melee or missile attack, target any of your armies. Until the beginning of your next turn, the target army cannot be targeted by any missile attacks or spells cast by opposing players.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Stone</b> ( <i>Dragon Attack, Melee, Missile</i> ): During a melee or missile attack, Stone does X damage to the defending army with no save possible. During a dragon attack, Stone generates X missile results.
	<b>Volley</b> ( <i>Dragon Attack, Missile, Save*</i> ): 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.
	<b>Web</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a melee roll. Those that do not generate a melee result are webbed and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn. Web does nothing during a missile action targeting an opponent's Reserve Army from a Tower on its eighth-face.

# SCALDERS

## Water & fire

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	MONSTER 4-HEALTH
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. This damage is applied when resolving Delayed Effects. The attacking army does not roll for saves. 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	<b>Watery Double</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4			<b>Flash Flood</b> ( <i>Any</i> ): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> 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			<b>Tidal Wave</b> ( <i>Scalders</i> ): Target any terrain. Each army at that terrain takes <b>four</b> 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 <b>four</b> 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			<b>Wall of Fog</b> ( <i>Any</i> ): Target any terrain. Subtract <b>six</b> 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	<b>Ash Storm</b> ( <i>Any</i> ): Target any terrain. Subtract <b>one</b> result from all army rolls at that terrain until the beginning of your next turn.
3			<b>Firestorm</b> ( <i>Scalders</i> ): Target any terrain. Inflict <b>two</b> points of damage on each army at that terrain.
4	X		<b>Fiery Weapon</b> ( <i>Any</i> ): Target any army. Add <b>two</b> melee or missile results to any roll the target makes until the beginning of your next turn.
6			<b>Dancing Lights</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>six</b> melee results from the target's rolls until the beginning of your next turn.

# SCALDERS

## Fire & Water

### ELEMENTAL SPELLS

Cost	R	C	Name, Species and Effect
3	X		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Confuse</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Dispel Magic</b> ( <i>Special</i> ): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.

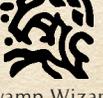
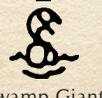
Icon	Name and Effect
	<b>Flaming Arrow</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Each unit killed must make another save roll. Those that do not generate a save result on this second roll are buried. During a dragon attack, Flaming Arrow generates X missile results.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Poison</b> ( <i>Melee</i> ): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Web</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a melee roll. Those that do not generate a melee result are webbed and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn. Web does nothing during a missile action targeting an opponent's Reserve Army from a Tower on its eighth-face.

# SWAMP STALKERS

## Death & Water

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

### SPECIES ABILITIES

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

### 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).

### NORMAL ACTION ICONS

				
Magic	Maneuver	Melee	Missile	Save

### DEATH SPELLS

### WATER SPELLS

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

Cost	R	C	Name, Species and Effect
2	X	X	<b>Watery Double</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4			<b>Flash Flood</b> ( <i>Any</i> ): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> 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			<b>Mire</b> ( <i>Swamp Stalkers</i> ): 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			<b>Wall of Fog</b> ( <i>Any</i> ): Target any terrain. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Bullseye</b> ( <i>Dragon Attack, Missile</i> ): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Coil</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target one unit in the defending army. The target takes X damage and makes a combination roll, counting save and melee results. Any melee results that the target generates inflict damage on the Coiling unit with no save possible. During a dragon attack, Coil generates X melee results.
	<b>Poison</b> ( <i>Melee</i> ): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.

Icon	Name and Effect
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Smother</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	<b>Surprise</b> ( <i>Melee</i> ): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	<b>Tail</b> ( <i>Dragon Attack, Melee</i> ): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	<b>Trample</b> ( <i>Any</i> ): During any roll, Trample generates X maneuver and X melee results.
	<b>Wave</b> ( <i>Melee, Maneuver</i> ): During a melee attack, the defending army subtracts X from their save results. During a maneuver roll while marching, subtract X from each counter-maneuvering army's maneuver results. Wave does nothing if rolled when counter-maneuvering.

# TREEFOLK

## Earth & Water

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

### SPECIES ABILITIES

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

### 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 not killed and are instead moved to your Reserve Area.

### NORMAL ACTION ICONS



Magic



Maneuver



Melee



Missile



Save

### WATER SPELLS

### EARTH SPELLS

Cost	R	C	Name, Species and Effect
2	X	X	<b>Watery Double</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
3	X	X	<b>Accelerated Growth</b> ( <i>Treefolk</i> ): 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			<b>Flash Flood</b> ( <i>Any</i> ): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least <b>six</b> 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			<b>Wall of Fog</b> ( <i>Any</i> ): Target any terrain. Subtract <b>six</b> missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

Cost	R	C	Name, Species and Effect
2	X	X	<b>Stone Skin</b> ( <i>Any</i> ): Target any army. Add <b>one</b> save result to the target's rolls until the beginning of your next turn.
4	X		<b>Path</b> ( <i>Any</i> ): Target <b>one</b> of your units at a terrain. Move the target to any other terrain where you have an army.
5			<b>Wall of Thorns</b> ( <i>Treefolk</i> ): Target any terrain not at its eighth face. Any army that successfully maneuvers that terrain takes <b>six</b> 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			<b>Transmute Rock to Mud</b> ( <i>Any</i> ): Target any opposing army. Subtract <b>six</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Choke</b> ( <i>Melee</i> ): During a melee attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army that rolled an ID icon. The targets are killed. None of their results are counted towards the army's save results.
	<b>Confuse</b> ( <i>Melee, Missile</i> ): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	<b>Counter</b> ( <i>Dragon Attack, Melee, Save*</i> ): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, 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.
	<b>Dispel Magic</b> ( <i>Special</i> ): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	<b>Double Strike</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	<b>Hoof</b> ( <i>Dragon Attack, Maneuver, Save</i> ): During a maneuver roll, Hoof generates X maneuver results. During a save roll, Hoof generates X save results. During a dragon attack, Hoof generates X save results.

Icon	Name and Effect
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	<b>Sleep</b> ( <i>Melee</i> ): During a melee attack, target one unit in an opponent's army at this terrain. The target unit is asleep and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn.
	<b>Smite</b> ( <i>Dragon Attack, Melee</i> ): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	<b>Smother</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	<b>Surprise</b> ( <i>Melee</i> ): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	<b>Teleport</b> ( <i>Maneuver, Non-Maneuver</i> ): During a maneuver roll, Teleport generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.
	<b>Trample</b> ( <i>Any</i> ): During any roll, Trample generates X maneuver and X melee results.
	<b>Volley</b> ( <i>Dragon Attack, Missile, Save*</i> ): 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.
	<b>Wild Growth</b> ( <i>Non-Maneuver</i> ): During any non-maneuver roll, Wild Growth generates X save results or allows you to promote X health-worth of units in this army. Results may be split between saves and promotions in any way you choose. Any promotions happen all at once.

# UNDEAD

## Death

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

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

### 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).

#### NORMAL ACTION ICONS



### DEATH SPELLS

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

Cost	R	C	Name, Species and Effect
5			<b>Exhume (Undead):</b> Target up to <b>three</b> 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		<b>Open Grave (Undead):</b> 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			<b>Soiled Ground (Any):</b> 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		<b>Resurrect Dead</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragonkin</b> ( <i>Any</i> ): Target <b>one</b> 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			<b>Summon Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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			<b>Summon White Dragon</b> ( <i>Any</i> ): Target any terrain. Summon <b>one</b> 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
	<b>Cantrip</b> ( <i>Magic, Non-Maneuver</i> ): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	<b>Convert</b> ( <i>Melee</i> ): During a melee attack, target up to X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. The attacking player may return up to the amount of health-worth killed this way from their DUA to the attacking army.
	<b>Dispel Magic</b> ( <i>Special</i> ): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	<b>Fly</b> ( <i>Any</i> ): During any roll, Fly generates X maneuver or X save results.
	<b>Plague</b> ( <i>Melee</i> ): During a melee attack, target one unit in the defending army. The target makes a save roll. If the target fails to generate a save result, it is killed and your opponent targets another unit with Plague in the same army. Continue to target units with Plague until a targeted unit generates a save result.
	<b>Rend</b> ( <i>Dragon Attack, Maneuver, Melee</i> ): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.

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

# Credits

Original Design: Lester Smith

Original Design Revised by: David Eckelberry, Dori Hein, Bill Olmesdahl

Dragon Dice® V4.0 Rules™: Chuck Pint, Cliff Wiggs, Chris 'Shep' Shepperson, Joshua Kaine Cavalchini, Jacqueline Mitchell

Dragon Dice® V4.01 Rules™: Chuck Pint, Cliff Wiggs, D Scott O'Brien.

Editing: John Monnett, Chris 'Shep' Shepperson, Joshua Kaine Cavalchini, Chuck Pint, Tom Alsteen, Patrick Kurrat, Jeff Denmon, Paul Pint, Steve Allen, Travis Dean.

Dice Art: Chris Adams, Renee Ciske, Stephen A. Daniele, Jennell Jaquays, Rob Lazzaretti, Jim Rayborn, Cliff Wiggs

Rulebook Graphics and Layout: Paul David Allen, Chris 'Shep' Shepperson, Chuck Pint

Artwork: Jeremy Mchugh

Back Story: Christopher Schmitz

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