Dragon Dice™ Rules

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For more information of Dragon Dice™, including the latest rules, new releases, and Dragon Dice™ events, visit us on the web at http://www.sfr-inc.com

Dragon Dice, Esfah, Selumari, Vagha, Morehl, Trogs, Coral Elf, Dwarf, Lava Elf, Goblin, Amazon, Firewalker, Undead, Feral, Swamp Stalker, Frostwing, Scalder, Treefolk, Dragonkin, Eldarim, Magestorm! and Dragon Dice II: Gamer's Edition are trademarks owned by SFR, Inc.

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As his legions swarmed out of the city gate, Merod grimly smiled. Things had gone badly for the empire ever since the Vagha had placed the Thunderfist in charge of the border. His reputation cowed the goblins, who still remembered his legendary stand. Now, however, the Morehl had new allies-allies that knew no fear, allies that crept through the swamps with great stealth and skill. The reward for conquest would be great-promotion, wealth, and perhaps, someday, the Obsidian Throne itself. Merod had no fear of the dwarves, or their allies, the Selumari. As long as the Amazons remained hidden in Seshara, the battle would be his. It was to be a glorious day, one that would live long in the annals of Esfah…

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. The rules are broken down into the following sections:

Standard Rules: These are the rules that cover the dice you will get in the starter sets and kicker packs. Use these rules to get started with your new armies. All the basics of the game are covered in the Standard Rules.

Spell Lists: These are comprehensive spell lists, including all the spells available in the Dragon Dice™ game. Don't let the size of the list intimidate you- when you begin to play, you will only need to refer to spells marked "Basic" or that match one of the races you have in play. *The title of all "Basic" spells is printed in italics and underlined; when you begin, you may choose to use only these spells until you become more familiar with magic in the game.*

Special Action Icon lists: These lists cover every special action icon (SAI) for every die currently available in the game. Again, don't be overwhelmed- you will only use a limited number of these SAIs at first. When your collection expands, you will find all the SAIs for your rare, monster, and special dice here.

Advanced Rules: These rules cover the dice from the Magestorm! Expansion and other SFR expansions, as well as all the special and promotional dice you may add to your collection.

Glossary: Many game terms are defined in the Glossary. Use this section for a quick reference while you play. Many advanced concepts are explained here. Please read it before using any advanced rules.

Icon layouts for each Race: Each race is presented with the ID and other icons of that race in a handy table.

If you've played Dragon Dice™ before, you can dig out your old dice and use them with these new starters. Every die ever made for the game is fully compatible with the new Dragon Dice™ rules, so your collection never becomes obsolete!

Now, take to the battlefield and ROLL TO VICTORY!

NOTE: The rules in this rule book are the complete official rules for the game, effective January 1, 2013, and supersede all previous rules issued for the game. Version 2.8

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"There's more to war than killing the enemy," Zephras told the young dwarf footmen gathered before him. "War isn't about casualties, it's about territory. Controlling a terrain may be the single most important aspect to war. It gives you the advantage, the edge, the power to conquer. Remember that, and your battles will go well. Forget it, and you may as well find a hole and lie down in it." He hefted his battle axe so that the wickedly sharp blade gleamed in the bright sunshine. "But this, this is also a part of battle. In all war, there is Death, but whether it is yours or your enemies depends on how well you can think and plan. Strategy is the key to victory."

Object of the Game

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

Before you start your first game

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. There are plenty of examples to help keep you on the right path. In no time at all, you'll be commanding armies like a pro.

However, there are a few things you'll want to become familiar with 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.

Get to know your dice

The dice are the building blocks of the Dragon Dice game. Monsters, units, items, dragons, and terrains are all represented by dice of various shapes and colors. It's easy to tell what a die is. First look at how many sides it has, then see what colors it contains. Here is a quick breakdown of all the dice produced for the Dragon Dice game:

Four-sided: These dice represent magical items. They come in three sizes and each item produces only one type of result. Magical items can be found in expansion sets. The medallions are also magical items of immense power; these were released as promotional dice.

Six-sided: These dice represent the units in your army. They come in four sizes and can produce many different types of results. All six-siders (except the Kings' Die) belong to a race. These dice can be found in the Starter Set, the Kicker Packs, and expansion sets. Some were also released as promotional dice.

Eight-sided: These dice represent the land that your armies battle to capture. They come in two sizes. The large eight-siders included in the Starter Set are called Major Terrains; however, throughout the rules they are simply referred to as terrains. The smaller eight-siders included in expansion sets are called Minor Terrains. They represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself.

Ten-sided: The ten-sided dice included in the Starter and Kicker Packs are called monsters. Monsters are always part of a race. The ten-sided dice included in expansion sets are called Artifacts. Artifacts are very similar to magical items and follow all the same rules as magical items.

Twelve-sided: The twelve-sided dice are called dragons. They come in two forms: drakes, which have wings, and wyrms, which are wingless. Dragons do not belong to a race. Dragons can be found in starters (single color black, blue, gold, green, red, and ivory), and as promotional dice (white, hybrid, ivory hybrid).

Basic Terms

Here are some basic terms you should become familiar with. In addition, there is a glossary in the back that lists all the terms used throughout the rules.

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

Unit: Any six-sided or ten-sided die that belongs to a race. The Kings' Die is also considered a unit even though it doesn't belong to a race. The six-sided units come in four sizes. The smallest (16mm) is called a common, the next size larger (18mm) is called an uncommon, the next larger (20mm) is called a rare, and the largest (22mm) is called a champion. A ten-sided unit is called a monster.

Item: Magical items (the four-sided dice) and artifacts (the ten-sided dice) are collectively known as items. Items are from expansion sets. Items do not belong to any race, and they are not units. The four-sided items come in four sizes. The smallest is called a common, the next size larger is called an uncommon, the next larger is called a rare, and the largest is a medallion. See the Magical Items, Artifacts, and Promotion Dice sections to learn more about them.

Health: Most dice in this game can receive a specific amount of damage points during an action before being "killed" and removed from play. This number of points is defined as the die's health. The smallest six-sided units (commons) have 1 health (one point of damage kills a common unit). Uncommon units have 2 health, rare units have 3 health, and champions and monsters have 4 health. Dragons have five health. Terrains cannot be killed and so have no health points. Magical items and artifacts cannot be killed, but they do have health values when assembling your armies. The smallest four-sided item (commons) cost 1 point of health to include in your army. Uncommon items cost 2 health points, rare items cost 3 health points, and medallions and artifacts cost 4 health points to include in your army.

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

Action icons: There are two types of action icons: normal action icons and Special Action Icons (SAI). 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 "name" the units. For example, an icon of a Dwarf wearing a feathered cap on a common die identifies it as a "Crossbowman." The most important thing to remember about ID icons is that they always count as whatever results you are rolling for, but only those results you are rolling for. If you are rolling for saves, ID icons count as save results; if you are rolling for maneuvers, they count as maneuver results; and so forth. Furthermore, each unit's ID icon counts as a number of points equal to its health; therefore, ID icons are referred to by "x health-worth of ID icons."

Example: Your army engages an enemy army in a melee action. You roll your entire army, and three of your units come up as ID icons. These units, two uncommons and one common, provide five points of melee damage (two 2-health units and one 1-health unit: 2+2+1=5).

Dragons and terrains have their own set of icons that will be explained later on in the rules.

Aspects and Elements: The colors of the units represent the magical aspects that make up each race. The colors of the items, terrains, and dragons represent the magical elements that make up each item, terrain, or dragon. Gold signifies earth; blue indicates air; red typifies fire; green represents water; and black connotes death.

The following depicts the aspects of the races: Coral Elves are blue and green (air and water), Dwarves are gold and red (earth and fire), Goblins are gold and black (earth and death), Lava Elves are red and black (fire and death), Firewalkers are blue and red (air and fire), Feral are gold and blue (earth and air), Swamp Stalkers are green and black (water and death), Frostwings are blue and black (air and death), Scalders are red and green (fire and water), and Treefolk are gold and green (earth and water). Amazons are ivory, which signifies that they are not inherently any specific aspect but derive their aspects from the terrain where they are located. Undead are black and ivory (the ivory merely indicates the lack of another element). Dragonlords, Dragonslayers, and the Kings' Die are white, which signifies that they are composed of all five aspects. Dragonmasters and Dragonhunters are composed of one of the aspects. Medallions are unique as they are made of metallic bronze, silver, and gold (which is not the same as the gold element that makes up the rest of the dice in the game).

The following depicts the elements of the terrains: Coastland is blue and green (air and water), Flatland is gold and blue (earth and air), Highland is gold and red (earth and fire), Swampland is gold and green (earth and water), Feylands are green and red (water and fire), and Wastelands are blue and red (air and fire).

Terrain: The faces on each terrain die are numbered from 1 to 8, and each face features an icon. These icons determine, abstractly, the distance between armies at the terrain and the type of action they can engage in. So a low value or number showing on a face means the armies are very far apart, while a large value means the armies are very close. When you maneuver a terrain to its eighth face, you capture that terrain. At the start of the game, each player brings two terrains: a Home terrain and a Frontier terrain.

Home Terrain: The terrain die placed in front of you at the start of the game. You select this die, and your home army starts here.

Frontier Terrain: The terrain die placed in the center of the table at the start of the game. Each player proposes one of the terrains brought to be the frontier terrain. The frontier terrain to be used during play will be selected from these proposed terrains. Certain special terrains (see advanced rules) can only be placed at the frontier.

Reserve Area: At times, units need to pull back and regroup or move to another terrain. They must first retreat to your reserve area, kept to your right. The units in a player's reserve area form an army.

Army: All of your units at a single terrain or the reserve area. At the start of the game, you begin with three armies: a Home army, a Horde army, and a Campaign army.

Home army: This army is placed at your home terrain at the beginning of the game.

Horde army: This army is used to determine the order of play at the beginning of the game and is placed at another player's home terrain.

Campaign army: At the beginning of the game, this army is placed at any terrain where you do not already have an army.

Dead: Units that take damage equal to or exceeding their health are removed from their armies and placed in your dead unit area (DUA), to your left. Magic can bring these units back into play.

Buried: Dead units may be buried. Buried units are removed from play and must be placed in the buried unit area (BUA), to the left of the DUA.

Promotion: To promote a unit, take a unit from the army it is in and replace it with a unit one health larger in size of the same race from your dead unit area or summoning pool. A common promotes to an uncommon, an uncommon promotes to a rare, and a rare promotes to a monster or champion. All promotions occur simultaneously. Note that Dragonkin can be promoted, and the Dragonkin promoted does not have to be the same color (element).

Example 1: You have a common Dwarf, uncommon green Eldarim and a rare Dwarf in an army that can promote a unit. In your dead unit area, you have an uncommon red Eldarim and a rare black Eldarim. You could choose to promote the uncommon green Eldarim unit in your army to the rare in your DUA, however you could not promote the common Dwarf unit because there is no dead uncommon Dwarf in your DUA. Note that for Eldarim, the color does not matter, all colors are part of the race.

Example 2: A common blue Dragonkin can be promoted to an uncommon red Dragonkin.

Recruitment: To recruit a unit, simply take a common (1-health) unit from your dead unit area and place it in the acting army. You may not recruit from the Summoning Pool.

Summoning Pool: This is where dragons, dragonkin, and minor terrains are put at the start of the game. The summoning pool is usually kept to the left, but is 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 at one time, it is suggested that a game be limited to four players.

"Death has always created chaos," Aalerd said. "This alliance of Morehl and Trog will last as long as it is convenient." He paused, then continued sadly, "Unfortunately, so may this alliance of Selumari, Vagha, and Amazon." He turned to the captain's young son. "Never forget how fragile Death has made things, and strive to stay close to your allies in Nature, young Weldyn. Long after you and I are gone, it will be those like your son Matrek that shall lead our people. They must keep the balance."

Outline of Play

Set-Up

1. Decide total force size
2. Assemble armies
3. Set the battlefield
4. Determine order of play
5. Place armies
6. Determine starting distances

The Turn Sequence

1. Spell and effect expiration (beginning of turn)
2. Initial Effects Phase
    - Racial abilities
    - Eighth face special location icon abilities
    - Royalty Die abilities
3. Dragon Attack Phase
4. First March
    - Maneuver
    - Action
5. Second March
    - Maneuver
    - Action
6. Reserve Phase
    - Reinforce
    - Retreat
7. Spell and effect expiration (end of turn)

Dragon Attack Sequence

1. Resolve Eldarim special abilities.
2. Roll Dragons.
3. Resolve all Breaths.
4. Resolve all Treasures.
5. Army's response to the dragon's attack.
6. Dragon slaying.
7. Resolve Wings.

Starting the Game

The following six steps for set-up take place before the game begins:

Step 1: Decide Total Force Size

Players agree on the size of their total force in the game. To do this, agree on a number of health points for each player's total forces, then bring components (units or magic items) totaling that many health points to the game. Good total force sizes are 18, 24, 36 or 60 health points. Unless a particular game format specifically allows, the number of health points consisting of magic users can be no more than half of the total number of health points (rounded down) in each player's total forces. Any component with a magic or Cantrip icon counts as a magic user or magic-generating item. Thus, in a total force size of 36 health points, no more than 18 health points can be components with a magic or Cantrip icon.

If playing with a single starter box split between two people, each would have 18 health. The suggested way to play is to split the armies by race.

Note: Components with at least one magic icon have a magic point value equal to their health. Exception: the Undead rare light magic troop (Vampire), even though it is a 3-health unit, has a magic point value of 2 because it only has one face with a magic icon. Monsters and artifacts are covered under the following special rule. If a monster or artifact has a magic icon or Cantrip SAI, it does not necessarily count as having a magic point value of 4. When determining the magic point value of a monster or artifact, each face with a normal magic icon counts as one point and each face with a Cantrip, Create Fireminions, or other potentially magic-generating SAI counts as two points. The magic point value of a monster or artifact is the sum of these values, up to a total of four points.

Example: The Fireshadow has one Cantrip face (two points) and two Create Fireminions faces (four points). It has a magic point value of 4 (the maximum).

Example: The Sprite Swarm has three normal magic faces (three points). It has a magic point value of 3.

Example: The Flying Carpet artifact has one normal magic face (one point). It has a magic point value of 1.

Regardless of the total force size, each player must bring two terrains: one will be the player's home terrain, the other will be the player's proposed frontier terrain.

You are also required to bring dragons to the game. To calculate how many dragons you must bring, take the total force size and divide by 24 (round up any fractions). These dragons can be any color(s) you wish. You cannot bring more than or less than the required number of dragons. Your dragons are set in your summoning pool, to your left.

Note: Dragons do not count as part of your component total. So, in a 24-point total force game, you bring one dragon and 24 health-worth of components; in a 36-point total force game, you bring two dragons and 36 health-worth of components; in a 60-point total force game, you bring three dragons and 60 health-worth of components.

Zephras counted the soldiers spread out across the mountainside. Far below in the foothills the Morehl were gathering for another frontal attack. He turned to the sergeant standing next to him and issued his orders. "Gather the mammoth and lizard-riders to flank the Morehl. Tell them that once the main force is engaged they are to attack from the sides. I'll take a full platoon right into their midst. The crack-shots and marksmen are to hold back and defend our home to the last dwarf. Tell them they are to fire only if the lava elves break through our line. Only then. If we succeed in driving the thrice-cursed red elves back, we'll regroup here for a final assault."

Step 2: Assemble Armies

At the start of the game, divide your components into three armies. When assembling your armies, you may have no more than half the total number of health points (rounded down) of your total forces placed in a single army but you must have at least 1-health of units in each army. After initial army placement, this restriction is no longer in effect. So, later in the game, you can pull components into the reserve area and then regroup them into larger armies. You should build and designate your armies in secret, so the other players will not be able to make decisions based on your strategy. Put your Home army on the left, your Campaign army in the middle, and your Horde army on the right.

Example: You are playing a 24-point total force game. The largest number of health points that you can assign to any one of your three armies at the start of the game is 12. This can be twelve 1-health common components, six 2-health uncommon components, four 3-health rare components, or any combination that totals 12 health points or less, but at least one health must be in each army.

Step 3: Set the Battlefield

Players must choose one of the two terrain dice they brought and place it in front of themselves to be their home terrain. Then, players place their second terrain die in the center of the playing area as their proposed frontier terrain.

Step 4: Determine Order of Play

Reveal your forces at the same time as the other players. Then roll your entire horde army and add up all the maneuver and ID icon results.

The player who rolls the most points of maneuver results may choose to play first or select the frontier terrain. If the player chooses to play first, then the one with the second highest total selects the frontier terrain. If the player who rolled the most maneuver results decides to select the frontier terrain, then the player with the second highest total would play first. Any of the proposed frontier terrain dice, even one proposed by another player, may be selected. The other proposed frontier terrain dice are not used and are out of the game. In the event of a tie, tied players reroll until there is a winner.

The remaining players will take their turn in decreasing order based on the amount of maneuvers they rolled. Players should sit around the table in clockwise order from the first player to speed play along and make it easier to keep track of turn order.

Step 5: Place Armies

The first player places his or her armies as follows:

1) the home army is placed at the player's home terrain,

2) the horde army is placed at another player's home terrain,

3) the campaign army is placed at any other terrain where the player does not already have an army.

The second player then places his or her armies in the same manner, followed by the next player, and so on, until all players have placed their armies.

Step 6: Determine Starting Distances

Each player rolls their home terrain die to determine initial battle distances. The player that selected the frontier terrain rolls this die. Any results of an eight (8) are rolled again and any results of seven (7) are turned down to six (6).

The Turn Sequence

A turn consists of up to five phases, which must be conducted in this order: Initial Effects, Dragon Attacks, a First March, a Second March, and a Reserve Movement. When a player is conducting a turn they are called the marching player. The marching player has the option to perform none, one, two, three or four of these phases, except Dragon Attacks. If dragons are present at any terrain where the marching player has an army, then the dragons must do combat.

Spell & Effect Expiration (beginning of turn)

After your turn begins but before you can conduct your Initial Effects phase, all the spells you cast that expire "at the beginning of your next turn" immediately expire and any durational effects (ex. Black Dragon Breath) that expire "at the beginning of your next turn" also immediately expire.

Initial Effects Phase

There are several steps within the Initial Effects phase that must be resolved in this order:

Racial Abilities: Feralization and Swamp Stalker mutation: see section on racial abilities.

Eighth Face Special Location Icons: City, Temple. Dragons' Lair, and Grove: see section on Eighth faces.

Royalty Die Abilities: Promotion or recruiting by a Kings' Die. See Kings' Die under the promotional dice section.

The effects within a step can occur in any order the acting player chooses (e.g. Swamp Stalker mutation can occur before Feralization). Each step, however, is a separate occurrence. Hence, it is possible to affect a unit more than once during the Initial Effects phase.

Example 1: A player with one Feral common unit in an army controlling an eighth face showing a City special location icon with a Kings' Die in reserve begins her turn. There are several Feral units of various health-worth in her DUA. During the Initial Effects phase, she decides to use the Feralization ability to promote the common unit to an uncommon. Next, applying the City special location icon ability, promotes the uncommon unit to a rare. And finally, applying the Kings' Die ability, recruits a common unit from her DUA to the reserve area.

Example 2: A player with one common Swamp Stalker unit in an army controlling an eighth face showing a City special location icon with a Kings' Die in reserve begins his turn. The turn starts with only one common and one uncommon Swamp Stalker units in his DUA. During the Initial Effects phase, he decides to make a mutation attempt and is successful in only recovering the common Swamp Stalker unit, leaving the uncommon unit in the DUA. Next, he applies the City special location icon to promote one of the common Swamp Stalker units to an uncommon, exchanging these two units. Now, only a common Swamp Stalker unit is remaining in his DUA. Finally, he applies the Kings' Die ability and recruits the remaining common unit into the reserve area.

Dragon Attack Phase

Trog and Morehl alike trembled as the mages completed their chant. A deep black shadow loomed on the horizon, a swirling mass of dark energies moving at the speed of the wind toward them. Thus were they the first to behold the might of Morguus Ebraxas. But even as the wyrm began to crawl from the vortex that spawned its creation, the Death mages realized they may have called for more than they themselves could handle. At once the army began to retreat.

"Brilliant!" Zephras raged. "They leave the field to us and the wyrm. If it kills us all they win. If we manage to destroy the beast they'll attack as we recover. There's only one way out of this."

"What's that, warlord?" asked the sergeant.

"We lead the dragon to them."

When dragons are summoned to a terrain, they attack armies at that terrain. After the Initial Effects phase, wherever dragon(s) and an army of yours are at the same terrain, a dragon attack occurs. If a player has armies located at multiple terrains, each containing a dragon(s), the marching player decides the order in which each army will battle their dragon(s).

Note: In some cases the dragon's owner and the acting army will be the same player. A dragon attacks any armies at its terrain at the beginning of their respective turns.

If there are no dragons at any of the terrains where the marching player has an army, then no dragon attacks occur; play proceeds to the next part of your turn, the First March. If dragons of different colors (except ivory or ivory hybrid dragons) are at the same terrain, they will attack each other rather than the army (see Step 5: Dragon vs. Dragon). If no dragons are attacking the army, only Step 5: Dragon vs. Dragon will be done, skip all the other steps. Ivory and ivory hybrid dragons always attack the army at the terrain regardless of what any other dragons at the terrain do. Ivory in a dragon is always "seen" by other color dragons as matching the color of the dragon. If multiple dragons of compatible colors are at the same terrain, they attack the marching player's army at the same time. The owner of the dragon die rolls the dragon die. Dragon attacks follow these eight steps:

Step 1: Resolve Eldarim special abilities.
If your army contains a Dragonlord, a Dragonslayer, a Dragonmaster whose color matches a color of a dragon attacking your army, or a Dragonhunter whose color matches a color of a dragon attacking your army, then you may roll those dice now. Any Eldarim that rolls its SFR/TSR logo face applies its effect (dragon controling, dragon taming, or dragon slaying); all other results rolled are ignored. See the Advanced Rules section "Eldarim Effect on Dragons" for more information.

Step 2: Roll Dragons.
If there are any untamed dragons, or your opponent controls a tamed dragon and decides to have it attack your army, then roll the dragon(s). If any Tails are rolled (see Dragon Icons refernce section), then apply them now.

Step 3: Resolve all Breaths.
Note that armies with Dragonslayers in them are immune to all dragon breaths and armies with Dragonhunters in them are immune to the breath of dragons that match the color of the Dragonhunter.

Step 4: Resolve all Treasures.
If a dragon rolled a Treasure icon, you may promote a unit now.

Step 5: Dragon vs. Dragon
When dragons of different colors (except ivory and ivory hybrid dragons) are at the same terrain, they attack one another rather than the acting player's army. Each dragon's owner chooses a dragon of a different color than his or her own as a target. If needed, each player records in secret which dragon his/her dragon is attacking. All players reveal their choice after the dragons are rolled. All dragons are rolled simultaneously and the results are applied. If there is an ivory or ivory hybird dragon at the terrain, it always attacks the army at the terrain. Ivory dragons never attack other dragons nor are ivory dragons ever attacked by other dragons. Ivory Hybrid dragons never attack other dragons, but may be attacked by other dragons (see ivory hybrid dragon rules).

Example 1: At a terrain there is an ivory dragon and a green dragon. The green dragon "sees" the ivory dragon as green, so both dragons attack the army rather than each other.

Example 2: Following the above example, someone summons a black dragon to the terrain. The black and green dragon attack each other, while the ivory dragon attacks the army.

Example 3: At a terrain there is an ivory/red hybrid dragon and a black dragon. The ivory/red hybrid dragon attacks the army, the black dragon attacks the ivory/red hybrid dragon.

Step 6: Army's response to the dragon's attack.
The army rolls a combination roll and applies any melee, missile, or save results generated by normal and special action icons. (Exception: if the army is under the effects of a Blue Dragon Breath, the army can only make a save roll.) Any special result from an SAI that specifically states it has an effect during a dragon attack can also be applied. Note: all Eldarim in the army are also rolled, but the logo faces count for nothing on the Dragonlord and Dragonslayer, and the logo faces on the Dragonmasters and Dragonhunters count as 2 point ID icons.

Each dragon is worth 5-health and has 5 automatic saves. Therefore, it takes 10 or more missile or melee results to slay a dragon. Melee and missile results cannot be combined to kill the same dragon. However, the player may kill multiple dragons using melee results for one or more and missile results for another (or more), as long as the results used to kill each dragon total at least 10 and are all of the same type (missile or melee). Note that if you have 10 or more melee results (5 if a dragon rolled belly), or 10 or more missile results (5 if a dragon rolled belly) after applying any penalties, but without counting IDs (which could after all be applied to saves), then the dragon must be killed.

Example 1: A player battling two dragons rolls 20 non-ID melee results. The player cannot choose to have all 20 melee hits applied to one dragon (e.g. in order to leave the other dragon to attack another player's army on the next turn). Both dragons would be slain, each receiving 10 melee hits apiece.

Example 2: Three red dragons attack an army. The dragons roll Belly, Breath, and Tail. The dragon that rolled the tail is rolled again and comes up Jaws. So the dragons inflict a total of 15 points of damage. The army must first resolve the dragon's breath so the acting player kills five health-worth of units and rolls to see how many are buried. He then rolls the army getting nine melee results, four missile results, 12 saves results, and five health-worth of ID icons. So the player could use one ID icon as melee, one ID icon as missile and the rest as saves thereby killing two dragons (the one that rolled Belly with five missile and one other with 10 melee) and saving all 15 points of damage.

Example 3: Three green dragons attack an army. The dragons roll Wing, Belly, and Jaws. So the total is 17 points of damage. The acting army rolls and gets 15 melee results, no missile results, eight save results and two health-worth of ID icons. The 15 points of melee is enough to kill two dragons (the dragon that rolled Belly and either the dragon that rolled Wing or Jaws) however he did not roll enough to save and must kill 7 health-worth of units.

Example 4: Two blue dragons attack an army. The dragons roll Tail and Breath. The dragon that rolled the Tail is rolled again and comes up Belly. The Breath is resolved next. The army then makes a save roll instead of a combination roll (because of the Blue Dragon Breath's effect) and generates 2 saves and 8 points worth of Counter SAI. The results generated by the Counter SAI can be used to kill the dragon that rolled Belly because Counter generates both save and melee results simultaneously during a save roll.

Example 5: Four black dragons attack an army. The dragons roll Belly, Treasure, Breath, and Claw. After applying the Breath (removing five health-worth of units) and the results of the Treasure (promoting a unit) the army rolls to save against the six points of damage. During the army's roll it generates 22 points of melee, six points of missile, five saves and three health-worth of ID icons. Applying the results of this roll, one common unit in the army would be killed and three of the four dragons would be killed (The dragon that rolled Belly could be killed by the six missile results while 20 points of melee is enough to kill two more dragons.) Note: the ID results are ignored because of the Breath effects.

Step 7: Dragon slaying.

The great black wyrm thrashed as it emerged from the vortex of magic. It screamed its bestial rage at being summoned, lashing out with its long sinuous tail. Opening a mouth filled with razor-sharp fangs it spewed liquid putrescence at the dwarf army. Five unlucky soldiers fell to the ground. "Fire!" Zephras commanded, and the archers let loose a mighty barrage. Unable to dodge at such close range, the wyrm was hit countless times. It collapsed as a single crossbow bolt struck it in the eye. The massive body twitched and lay still. The beast was dead.

When dragons are killed, they are placed back in their summoning pool. If an army kills one or more dragons and the army does not contain a Dragonslayer or a Dragonhunter that matches a color of the dragon, it may now simultaneously promote as many units as possible.

Step 8: Resolve Wings.
Any surviving dragons that rolled Wings now go back to their summoning pool.

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

First March

Each march has two steps: a Maneuver and an Action. Choose one of your armies. This army may be at a terrain or in your reserve area. You may maneuver the terrain and/or perform the action indicated on the terrain die. A maneuver and an action are distinct events and each is optional. A player can maneuver and opt not to take an action, skip the maneuver and proceed with an action, or do both – a maneuver followed by an action. If a player does not win the maneuver roll, they can still take an action. A maneuver has no bearing on your ability to take an action. Conducting a maneuver is not considered an action. Throughout the rules, when a result states it takes effect when rolled during an action, it counts as nothing when rolled during a maneuver. Likewise, if a result only takes effect during a maneuver

attempt, it is ignored when rolled during an action. Note: If the acting player chooses his or her reserve army to conduct a march, no maneuver roll is made.

"The Vagha are often suspicious to the point of paranoia," Alexandria said, "but if the Thunderfist sees trouble, then the Amazons shall go to their aid. I have never known him to call needlessly."

Herestia smacked the side of her chariot. "I can see the faces of the Trogs even now. If they dare attempt to cross our lands, they'll pay dearly for that impertinence. None move on the plains so fast as we, and there will be no escape for them."

Maneuver: If the acting army is at a terrain die, you can try to turn the terrain die up or down one step (from face 5 up to face 6 or down to face 4, for example) or bring in a minor terrain. After you have attempted to maneuver the die, or if you decide not to maneuver, go to Actions below.

To maneuver, you announce, "I'm maneuvering." Don't reveal whether you intend to turn the die up or down. Players with armies at the same terrain can, if they want, oppose the acting army's maneuver by announcing, "I'm counter-maneuvering."

If no players oppose the acting army's maneuver, you automatically turn the terrain die up or down one step or instead bring in a minor terrain, without rolling your army.

If the acting army's maneuver is opposed, that army and all counter-maneuvering armies are rolled simultaneously. Compare the number of maneuver results generated by the acting army to the number of maneuver results generated by each counter-maneuvering army.

Note: Certain spells and effects can add or subtract maneuver results to an army's roll.

If the total number of maneuver results generated by the acting army equals or exceeds that of the highest counter-maneuvering army, the acting army's maneuver succeeds. The acting army adjusts the terrain die up or down one step or brings in a minor terrain. However, if one or more of the counter-maneuvering armies generates more maneuver results than the acting army, the maneuver fails and the terrain remains unchanged.

Note: Even if an army attempting to maneuver a terrain generates zero maneuvers, it can still win the maneuver roll if the other armies at the terrain also generate zero maneuvers since ties go to the acting army.

Example: There are three armies at a terrain. The acting army makes a maneuver attempt and generates 3 maneuver icons and 2 health-worth of ID icons on the maneuver roll and is under the effect of a Wind Walk spell (which adds 4 maneuver results to this army's roll), giving the acting army a total of 9 maneuver results. One of the counter-maneuvering armies generates 7 and the other 9 total maneuver results. The acting army would win the maneuver attempt since its total maneuver results equals or exceeds each of the counter-maneuvering armies.

Actions: If the acting army is at a terrain die, the face showing on that terrain dictates its action. Actions include melee, missile, or magic. If your army is in the reserve area, however, it may only cast magic.

Note: An exception to this is Amazon units in reserve. They cannot cast magic but fire missiles instead.

The three types of actions are described as follows:

Zephras laid a hand on the young lieutenant's shoulder. "Son, there are many ways to overcome your enemies, and a wise commander makes use of them all." He smiled grimly. "Still, when it comes down to that crucial moment, give me a sturdy axe in my hand and someone to fight in front of me, and I will make certain my enemies never forget the name of Zephras Thunderfist."



Melee: If the melee icon (a sword) is showing on the terrain die, then only melee combat may occur.

The acting army may engage an opposing army (i.e. another player's army at the same terrain) in melee combat. Select an opposing army to attack and roll your own army, looking for melee or ID icons. Each point of melee inflicts one point of damage to the defending army. If and only if normal damage is inflicted does the defending army roll to save. Each save rolled by the defending army negates one point of damage. Your opponent removes, from the defending army, the number of health equal to the damage inflicted.

Example: Your army and an opponent's army are located on a terrain showing melee. During your march you decide to conduct a melee attack. You roll your army and get 7 melee icons and an ID icon on an uncommon unit (which counts as 2 melee results) for a total of 9 melee hits. Since your army rolled melee hits, your opponent's army must now roll their army to save against the 9 points of melee damage. The defending army rolls 3 saves and 2 ID icons (one on a common unit, which counts as 1 save, and one on a rare unit, which counts as 3 saves) for a total of 7 saves (the 3 save icons plus the 4 saves from the ID icons). The defending army saves against 7 of the 9 points of melee damage and must remove 2 health-worth of units to account for this damage.

If any units remain in the defending army, it may attack back if the defending army's owner chooses. This is called a counter-attack. The defending army, which becomes the acting army during this counter-attack, rolls and is looking

for melee or ID icons. Each point of melee inflicts one point of damage to the defending army (which was the acting army at the beginning of the melee attack). If and only if normal damage is inflicted does the defending army roll for saves. Each save rolled by the defending army negates one point of damage. Remove, from the defending army, the number of health equal to the damage inflicted.

Example: Continuing the action from the example above, your opponent still has units left in her army after removing 2 health-worth. She decides to counter-attack your army. Her army (now the acting army) rolls only 2 melee hits. Your army (now the defending army) rolls to save against these melee hits and rolls 5 save results. Thus taking no damage.

Example: Suppose during the counter-attack above, instead of the acting army rolling 2 melee hits, it rolls none. The defending army would not roll for saves and the action would end.

After this exchange, the action ends for that army. Go to the next phase of the turn sequence (Second March or Reserve Movement.)

Laskar chuckled as he sighted his gun on the head of the Vaghan warlord leading the troops. "The goblins played their part well, without even knowing they were doing so. The dwarf forces are reduced, if only slightly. Once the Vagha are in our sights, they will learn to fear our flashpowder." Another few paces and the dwarf would be in range. Laskar's enemy would never see Lord Death's hand reaching for him. "Today you die, Thunderfist."



Missile: If the missile icon (an arrow) shows on the terrain die, the acting army may make a missile action on an enemy army. Missile actions can target enemy armies at the same terrain (i.e. opposing armies), or can reach an enemy army up to one terrain away (i.e. from any home terrain to the frontier, or from the frontier to any home terrain).

After selecting a target, roll your army and count the number of missile and ID icons that appear. Each point of missile counts as one point of damage to the defending army. If and only if any normal damage is inflicted, the defending army rolls for saves. Subtract the number of saves from the amount of damage inflicted and remove this number of health points from the defending army.

Unlike during melee combat, the target army cannot attack back, even if it occupies the same terrain.

Example: Your army is located at your home terrain showing a missile icon. There is an enemy army at the frontier terrain. You decide to conduct a missile attack. Rolling your army, you get 5 missile icons and an ID icon on a common unit (which counts a 1 missile result) for a total of 6 missile results. The defending army must now roll to save against the 6 missile hits and rolls 4 save icons and an ID icon on an uncommon unit (which counts as 2 saves) for a total of 6 saves. The defending army takes no damage and the march ends.

After the acting army's missile attack has been made, the action ends. Go to the next phase of the turn sequence (Second March or Reserve Movement.)

The Evokers joined Aalerd near the stones. "It is said the Morehl fear nothing save their own ambition," the Enchanter said, "but we shall make them fear the very skies above them." The Selumari mages began their chants, and winds and fog swept across the battlefield. "Let them see now what the magic of the coral elves can unleash!' Clouds roiled in the skies, and lightning struck among the Morehl.



Magic: If the magic icon (a starburst) shows on the terrain die or the acting army is in the reserve area, the acting army may attempt to cast spells. Roll your army and separate those components that show magic or ID icons.

The next step is to count the number of magic points you have rolled. When tallying, however, remember that each unit may normally cast magic only according to its aspect colors. Coral Elves cast blue and green magic; Lava Elves cast red and black magic; Dwarves cast red and gold magic; Goblins cast black and gold magic; Firewalkers cast blue and red magic; Feral cast blue and gold magic; Swamp Stalkers cast green and black magic; Frostwings cast blue and black magic; Scalders cast red and green magic; and Treefolk cast green and gold magic. One point of magic on a Goblin, for example, means you have one point of black or one point of gold magic – not one point of each. Thus, if you're playing a multiracial army, you're likely to get a lot of magic points in several different colors. For Amazons, they may cast magic based on the element colors of the terrain where they are located. So Amazon units on a highland terrain can cast red and gold magic. Since Undead are only one aspect, black, they can normally cast only that color magic. Eldarim are another special case, while they come in all 5 colors, any individual Acolyte of Eldarim can only cast one color of magic. Only the mighty Dragonlord and Dragonslayer can cast multiple colors.

Magic points of a particular color can be combined from component to component as the player chooses, and multiple points of a particular unit can be divided between that unit's colors.

Example: One point of magic from a Goblin (gold and black) and two points from a Dwarf (gold and red) can be combined to obtain any of the following types of magic: three points of gold; two points of gold and one point of red;

two points of gold and one point of black; two points of red and one point of gold; two points of red and one point of black; or one point of gold, one point of red, and one point of black.

Doubling Magic: A unit or artifact that rolls an ID icon may double its magic results. The following two conditions describe when doubling magic is applicable. Note: Doubling magic is a multiply modifier (see Applying Dice Modifiers) and occurs after any subtraction and/or division modifiers have been applied.

Rannon closed his eyes and sought the forces of the highlands. When he opened them again, the air in front of him was swimming with red and gold motes of magic. He gathered several of the gold into his fist and chanted softly. Opening his hand he revealed a small ball of damp dirt. He threw it across the battlefield and watched with satisfaction as the solid earth became a churning caldera of mud, slowing the advance of the Morehl troops. His hand swept the air again as he gathered the motes of fire magic. The air around the enemy forces was suddenly filled with bright sparkles of fiery light that danced around their heads, effectively blinding them. "Warlord," he said, turning to Zephras, "the time to attack is now."

Terrain Advantage: Elemental colors are an important part in Dragon Dice. You will recall that ID icons always count as whatever you are rolling for. In magic, any components that roll an ID icon and match at least one of the colors in a terrain die can double the resulting magic points that correspond to that color.

Note: It is possible that a spell can give a terrain an element it does not already have (e.g. a Deadlands spell gives a terrain the black element).

Only the magic points generated through ID icons are doubled, not normal or special action magic icons. Units in reserve can never double magic because they are not at a terrain. You can "split" a multi-health ID icon into the equivalent number of 1-health IDs, each of which may be doubled (or not doubled, your choice) for a different color of magic. Amazons, which do not have any aspect color, cast magic based only on the color of the terrain where they are located. Amazons and Frostwings can only double ID icons at a terrain with a Standing Stones as its eighth face (i.e. the eighth face does not need to be showing).

Example : If at a flatland (gold and blue), a Goblin and Dwarf can double their gold points if they roll ID icons. If in highland (gold and red), the Dwarf could double either its red or gold magic points while a Goblin unit could only double its gold if it rolls an ID icon.

Example : A Coral Elf Eagle Knight rolls for magic at a swampland terrain and rolls its ID icon. That would count as three points of blue magic or up to six points of green magic since the Coral Elf unit shares that color with the terrain. These points could also be split to make one point of blue magic (to be combined with other components since there are no one point spells) and four points of green or two points of blue magic and two points of green magic.

Example : An Amazon Visionary (an uncommon unit) rolls for magic at a coastland terrain showing 1 as its face and generates 2 magic icons. The unit can count these magic points as two blue, two green or one blue and one green. If the coastland terrain had a Standing Stones as its eighth face (note, this face does not need to be showing) and the Visionary rolled its ID icon, it could double these magic points to generate four green, four blue or two green and two blue.

Dead Unit Area Advantage: Death (black) Magic may be doubled normally as stated above. It may also be doubled differently than the other four colors of magic. Death races (those races with a black aspect) may double their magic through the power of Death itself. The more dead units in the game, the more ID icons the Death races can double. During a magic action with a Death race, choose the player with the most health-worth of units in their DUA as the "target". For every health-worth of units in the target player's DUA, you may double an equal value of ID icons of black magic. Undead may use all dead units in the game to double their ID icons. Nothing happens to the units in the player's dead unit area – they are simply the channels through which Death sends its power.

Example : A Goblin Pelter (a common unit) and Filcher (a rare unit) roll ID icons during a magic action. If any single player's DUA contains four or more health-worth of dead units, then these Goblins could double all four health-worth of ID icons, giving eight points of black magic. If there are three health-worth of dead units, then only 3 health-worth of ID icons could be doubled, giving seven points of black magic. If there are two health-worth of dead units in any players DUA, then two health-worth of ID icons could be doubled, giving six points of black magic. If the only dead unit in the game is a common unit, then only a single health-worth of ID icons could be doubled giving five points of black magic. Finally, if there are no dead units in the game, then the Goblin units could not double their black magic unless the terrain contains the black element, giving a total of four points of black magic.

Example : A Deadlands spell cast on a highland terrain during a previous magic action. Any Lava Elves at this terrain could double all of their ID icons normally since the highland terrain contains the red and black (via the spell) elements.

Example : If any Amazon units were at the same terrain as the Lava Elves (in example 2), they would be able to cast black, gold, or red magic – gold and red from the terrain and black (via the spell).

Total your magic results: After applying all modifiers to your magic results, this total is now your finalized magic results. These finalized results (or points) can be spent to cast spells. Some spells, however, have limitations on what races can cast them or how many times they can be cast during a single magic action. Refer to the Spell Attributes

section for a description of these limitations. The Spell List that follows the Spell Attributes section gives a complete listing of all the spells. Once you have decided how to spend your magic points, announce all of the spells you are casting and their targets. Then resolve the spells one at a time in any order you wish (unless where noted in the Multiplicity sub-section under Spell Attributes in the Reference section).

Example: An army announces it will cast a Transmute Rock to Mud spell on an enemy army and a Flash Flood spell on the terrain that enemy army is located. By resolving the Transmute Rock to Mud spell first, the targeted army has a reduced chance of resisting the Flash Flood spell.

Target your spells: The target of a spell or the conditions for a spell's effect to occur must exist at the time spells are announced. Again, you must announce which spells you are casting and at what targets before you resolve the effects of any spells. This is known as "Sequential Spell Resolution".

Note: Certain effects can negate spells after they are announced (e.g. Dispel Magic SAI).

Example : You cannot use Reanimate Dead to bring a dead unit back and then cast Burning Hands on that unit in the same magic action because the unit was not in play at the time the Burning Hands was announced.

Example : You cannot Path a unit to a terrain where you do not have an army (thereby creating a new army), and then cast a Wind Walk on this newly created army because that army did not exist at the time the Wind Walk was announced.

Example: A Mirage spell targets a Coastland terrain which has a Coral Elf army located there. Several Firebolt spells target individual units in that army. The order in which the spells are resolved could make a difference. If the Firebolts were resolved first, then the units could count their maneuvers as saves. If you hit the army with the Mirage first and the units targeted by the Firebolts go to the reserves, then the units targeted by the Firebolt spells could not count their maneuvers as saves (since the units are in the reserve when the Firebolt spells are resolved). Since Firebolt targets individual units, it doesn't matter where the units are when you announce the spell and where they are when you resolve the spell - magic has no range. They are still the announced targets and you can hit them even if they have moved in the mean time. However; note well that the targets of the Firebolts must be announced before the Mirage is resolved.

Example : An army taking a magic action announces and resolves their spells. One of the spells is a Backlash cast at the terrain the casting army is located. This army would not have to make a save due to the effect of the Backlash because that spell did not exist at the time the army conducted its magic action.

One exception to this "announce and resolve" rule is the Spirit Furnace spell. This spell must be announced and resolved first, before any other spells are announced or resolved. Then the points gained through the casting of this spell are added to the remaining magic results and the magic action proceeds normally. In this way, points gained through Spirit Furnace are treated as a modifier that adds (and thus are unaffected by any dice modifiers).

Reserve Magic: An army in the reserve area may cast spells, but it can never double its magic points. Spells can be cast on units, armies, magical items, dead unit area or buried unit area belonging to the player rolling for the reserve magic action. Terrain dice, summoning pool, spells and other players components, armies or dead unit area (unless specified in the spell's description) cannot be targeted by a reserve army's magic.

Amazon units cannot cast magic in the reserve area; instead they fire missiles. See the Amazon section under Racial Abilities. The acting player would pick a target army at a terrain to apply any missile results before rolling the army in the reserve area. The missile results generated by the Amazon units would be applied to the defending army, which may roll for saves against this damage.

The following is a list of those spells that can be cast from the reserve area, no other spells can be cast from reserves:

Black (Death): Reanimate Dead, Fade, Necromantic Wave, Restless Dead, Spirit Furnace, Open Grave, Night Moves

Blue (Air): Breath of Life, Call of the Wild, Airy Acquisition, Wind Wall, Wind Walk, Wilding

Gold (Earth): Stoneskin, Camouflage, Earthen Armor, Hide, Path, Leaving

Green (Water): Watery Double, Wall of Ice, Water of Life, Water Walking

Red (Fire): Spark of Life, Flashfire, Reforge Item, Burning Hands, Flaming Armor, Flaming Spears

Elemental (all colors based on unit): Promote Dragonkin, Rise of the Eldarim

After the acting army's magic action has been made, the action ends. Go to the next phase of the turn sequence (Second March or Reserve Phase).

Second March

You may choose a second army to act with, just as in First March detailed above. This Second March is optional. A different army than the one used in the First March must be used in the Second March. You must have at least two armies in play to take a Second March. A player with only one army can only take one march.

After your Second March is complete, proceed to the final phase of your turn sequence, the Reserve Movement.

Reserve Movement

Your reserve army is kept to your right. After finishing both of your marches, you can move units out of and into your reserve area. A reserve army can only be attacked by magic. The Reserve Movement phase has two steps that must be conducted in the following order: reinforce and retreat.

Reinforce Step: If you have any units in the reserve area, you can move any or all of them to any terrain. You can 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. In really large Dragon Dice games, you may end up dividing your units into more than three armies.

Retreat Step: After reinforcing, you can move any or all of your units from the terrain they occupy and place them in the reserve area.

Example: It is the Reserve Movement phase of your turn. You have three units in the reserve area. First, you decide to move two units to reinforce your home terrain army, and move the third unit to reinforce your army at the frontier. Second, your army at your opponent's home has taken a beating, so you retreat all the units in that army to your reserve area.

Because movement from terrain to reserve area and from reserve area to terrain occurs by units and not armies, modifiers to an army's rolls – such as spells like Stoneskin or Wind Walk – do not travel between locations. This is true even if all the units in an entire army move.

Spell & Effect Expiration (end of turn)

After your Reserve phase is completed, all durational effects from this turn that expire "at the end of your turn" and all durational effects from your previous turn that expire "at the end of your next turn" immediately expire.

Your turn is now over. The next player now begins their turn at the beginning of the Turn Sequence.

Reference Sections

Damage

When armies meet in battle, melee or missile or magic may result in units taking damage. If a unit takes damage equal to or greater than its health, the unit is "killed" and is considered "dead." Killed units are removed from their armies and placed in the owning player's dead unit area (to the player's left). They can be restored by certain magical spells and special effects.

Damage is usually targeted at an entire army. If an attack on an army inflicts any normal damage, the army rolls for saves.

Each point of saves generated, either from save or ID icons or spells, negates one point of generated damage. However, if the only damage is from SAIs that have a special resolution type (e.g. Smite, Bullseye, Stone), then the target army would not roll for saves because these SAIs are resolved before the army would roll for saves. Each point of damage that is not negated by a save inflicts one health-worth of damage on the army's units. The owner chooses which units are killed (though some special effects or spells may dictate otherwise).

If possible, enough units must be discarded to cover the health loss, but never in excess of that loss.

Example: If two points of damage are inflicted on an army consisting of two 1-health units, one 2-health unit, and one 3-health unit, the owner could discard both 1-health units or the single 2-health unit, but not the 3-health unit. You must discard the full amount of damage whenever possible; you cannot arbitrarily assign the two points of damage to the 3-health unit. If the army consisted of four 3-health units, on the other hand, no damage could be applied and so no units would be killed.

Individual units can escape from effects that target their armies, but they cannot escape from effects that target them individually. Effects that target individual units are considered to have "unlimited" range.

Example: A rare magic unit is the only unit in an army. The army takes 3 or more points of damage. The unit rolls a Cantrip during the save roll. It uses the Cantrip to Path itself to another terrain. The unit would live because it is no longer part of the army.

Example: A rare magic unit is targeted by a Lightning Strike and rolls a Cantrip during its save roll. It uses the Cantrip to Path itself to another terrain. The unit would still die since it failed the save roll and the Lightning Strike spell is a unit targeting effect.

The Stoneskin Rule: The Stoneskin Rule is a benchmark that is applied when determining if an effect can do damage (either normal melee/missile hits, spells or SAIs) to the target when it is magically protected, either by spells that provide saves or prevent units that are killed from going to the dead unit area (e.g. Open Grave). It is named after the most common spell that protects an army from damage – Stoneskin.

This rule has one condition in its application: an army is the target of the damage, either from normal (melee/missile) means, spells or SAIs. Hence, if an individual unit in a magically protected army is specifically targeted with a damaging effect, that unit (or units) does not receive the benefit of the saving effect from the spell and may suffer the damage.

The exception to this rule is SAIs that state: "no saves (including those provided by spells)". The damage from these army-targeting SAIs cannot be avoided by magical protection.

Avoidance Rolls

There are effects that require an army or unit to make a roll to generate a specific result (i.e. a maneuver, melee, missile, magic or save) to prevent the effect from occurring. These are called avoidance rolls.

If an effect calls for an army or unit to generate maneuvers to avoid, it is a maneuver avoidance roll. If an effect requires melee results to avoid, it is a melee avoidance roll – and so on for missile and magic results. If an effect requires a save result to avoid, it is a save avoidance roll.

Note: The difference between a save avoidance roll and a save roll is a save avoidance roll requires a save result to avoid an effect, whereas a save roll requires save results to decrease the amount of damage inflicted.

If an effect requires the result from any action or save roll to avoid, it is a non-maneuver avoidance roll. Some effects require a unit to roll either its ID icon or a non-ID save. These unique variations are still considered avoidance rolls. SAIs that generate a specific normal result or produce an applicable effect during a maneuver roll, melee attack, missile action, magic action, save roll or any combination of these results are also applicable during the corresponding avoidance roll.

Example : The terrain where an army is located is targeted with a Flash Flood spell. The army must make a maneuver avoidance roll against the spell's effect. The army rolls five maneuver results and a 3-point Rend SAI. Since a Rend is applicable during a maneuver roll (each Rend icon counts as one maneuver result), the three points from the Rend are included with the other five maneuver results to avoid the Flash Flood.

Example : The terrain where an army is located is targeted with a Wall of Thorns spell. When the army maneuvers the terrain, it must make a melee avoidance roll against the spell's effect. The army, totaling 15 health-worth of units, rolls eight melee results, a 3-point Smite SAI and a 4-point Counter SAI. Since the Smite and Counter SAIs are each applicable during a melee attack or melee avoidance roll (their icons counting as melee results), the seven melee results from these SAIs are included with the other eight melee results to avoid the Wall of Thorns effect.

Example : A unit is targeted with a Poison SAI. When the unit makes its first save avoidance roll, it rolls a Cantrip SAI. The unit does not save, but it does get to spend the Cantrip because this SAI is applicable during a save roll. If it had rolled Cantrip during the second save avoidance roll, it would not count, because it is in the DUA, and no special SAI results (unless the SAI description states otherwise) works in the DUA.

If, in order for a unit to avoid an effect or to have an effect occur it must roll its ID icon, the ID icon must be the final result of the roll.

Note: Group Monsters would not be able to avoid the effect or enable the effect to occur in these situations because the immediate rerolling effect of a Group Monster causes the ID icon to never be the final result.

Those avoidance rolls that allow multiple results to be applied are called combination avoidance rolls. If an SAI is applicable for any of the rolls to generate each of these multiple results, it is applicable during the combination avoidance roll. The SAI does not need to be applicable for every result of the combination roll, just at least one.

Example: An army is making a combination avoidance roll against a Tidal Wave spell. The army rolls four maneuver results and a 4-point Rend SAI. Since save and maneuver results can be applied during this combination avoidance roll, the Rend would be counted as maneuver results. Thus, the army prevents the terrain die from being reduced one step.

During an avoidance roll, the normal results generated by an SAI can be counted as another result due to a racial ability effect.

For racial abilities that allow one result to be counted as another, during a combination avoidance roll a player must choose each result to be counted as one or the other, not both.

Example: A Lava Elf army located on a highland terrain is making a combination avoidance roll against a Volcanic Eruption spell. The army rolls ten maneuver results. This army can choose to count the maneuvers as saves, due to their racial ability, to avoid all of the damage or count eight of these as maneuver results (to prevent the target terrain from being reduced) and the remaining two as save results to offset the damage from the spell. But none of these results can be counted as both.

Dice Modifiers

Army Modifiers

Effects with a duration that target an army do not follow that army if it moves. If you move one or more units from an army that had a effect on that army or that terrain, the effect(s) no longer affects those units. (An example would be Frostbreath on an army or Ash Storm cast on a terrain; units pulled into the reserve area or sent to another terrain would no longer be affected.) Armies never actually move; only units in that army move. Even if every unit in the army is moved to another terrain or to the reserve area, or the entire army is exchanged with units from the DUA (e.g. by Stepped Damage or promotion), the movement/exchange is considered to happen by units. On the other hand, if new units join the army that is under the influence of a effect with a duration, the new units are also affected by the effect. If all the units in an army move away from their current location then all effects on that army immediately expire.

Modifiers and combination rolls

Whenever rolling for multiple results (e.g. a combination roll during a dragon attack), any modifiers to that roll are applied as the army's owner desires. All modifiers must be applied, however, if possible.

Example: A dragon attacks an army that is under the effects of five Palsy spells. The dragon rolls a tail then a claw doing nine points of damage to the army. The acting player rolls their army and gets 10 melee results, four missile results, six save results, and three health-worth of ID results from which he must subtract five results. The player decides that they would like to kill the dragon and thus takes a -4 to their missile results and a -1 to their save results. Thereby using their 10 melee results to kill the dragon, however one health-worth of units would be killed.

Applying Dice Modifiers

When more than one modifier is in effect, apply them in the following order:

Modifiers that subtract: results can never be negative; 0 is as low as a result can go

Modifiers that divide: round down

Modifiers that multiply

Racial abilities: that either multiply or count one result as another

Modifiers that add

All unit modifiers are applied before any army modifiers are applied. The same order of modifiers apply to a unit that is rolled by itself to escape some effect. Note that any spells or effects that put a penalty or benefit to an army (or a terrain effecting spell that affects the army) does not work during a unit roll.

Example : Several spells are cast on a coastland terrain at the 8th face along with a Coral Elf army controlling the terrain. The spells are as follows: two Ash Storms and a Wall of Fog on the terrain; a Transmute Rock to Mud spell, two Watery Doubles, a Wind Walk and a Wall of Ice on the army. The Coral Elf army is attacked during a missile action by another army that generates 30 missile results. This is halved because of the Wall of Fog spell giving the attacking army 15 missile results. The Coral Elf army rolls to save against this damage and generates 12 maneuvers, three saves, and two health-worth of ID icons. Since the army was rolling for saves, the ID results become save results. So the army has 12 maneuvers, and 5 saves. The army must now apply the modifiers like so:

First, it must subtract 6 maneuvers because of the Transmute Rock to Mud spell. Next it must subtract two results because of the Ash Storm spells. The player subtracts two save results since the results the player is rolling for is saves. This leaves six maneuver results and three save results.

Next, the army must halve (round down) its maneuver results because of the Wall of Fog spell. This leaves the army with three maneuver results and three saves.

Next, the army will double its maneuver results and save results because it is in control of an 8th face. This gives the army six maneuver results, six saves.

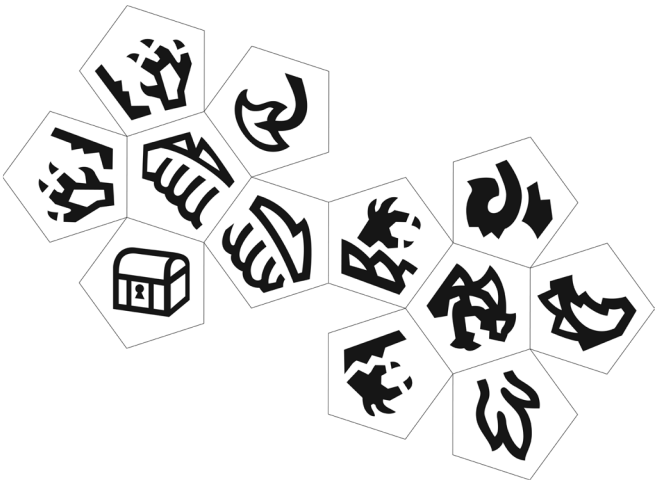
The army then applies its racial ability (Coral Elves at a coastland terrain) and counts its maneuvers as saves, giving the army 12 save results.

Finally, the army adds any additional results. Five saves (two from the Watery Doubles and three from the Wall of Ice) are added to the 12, which gives the army 17 save results; enough to account for all 15 missile results from the attacking army. Note that the four maneuver results given by the Wind Walk spell are ignored because they are applied after the Coral Elf army's racial ability and would provide no needed results during a save roll.

Example : An army at a terrain makes a melee attack. The army has two Palsy spells cast on it. The army consists of two units: a common and a rare. The rare unit has a Burning Hands cast on it. When rolled, the army generates an ID from the common unit and 4 melee results from the rare unit. First, the Burning Hands is applied, doubling the rare unit's results to 8. The army now has a total of 9 melee results. Next, the Palsy spells are applied, reducing the army's melee results to 7. The defending army must now save against the 7 melee results.

Example : A unit located in an army protected by several Stoneskin spells and an Open Grave spell is targeted by a Lightning Strike spell. When the unit rolls to save against the Lightning Strike, it generates missile results. The unit is killed and sent to the DUA. Since the Stoneskin and Open Grave spells target an army, they do not protect the unit when it is targeted individually.

Dragons

	
Drake	Wyrm

Ivory dragons: Ivory dragons are slightly different from the elemental (black, blue, gold, green, & red) dragons. Any color Summon Dragon spell can be used to summon an ivory dragon. However, once an ivory dragon is at a terrain, it must either be killed, fly away with Wings, or be tamed and ridden away by a Dragonlord. No other effect can move an ivory dragon. It has a calming effect on lesser dragons (i.e. dragonkin), causing them to ignore all dragons when an ivory dragon is there. In other words, if an ivory dragon is attacking an army, don't roll the dragonkin. The dragonkin

can be taken normally as casualties. No other dragon will attack an ivory dragon - other dragons "see" the ivory dragon as the same color as itself. If there is an ivory dragon at a terrain with two or more different color dragons, then the ivory dragon will attack the army while the other dragons attack each other (ignoring the ivory dragon).



Belly (dragon): The dragon's five automatic saves do not count during this attack. In other words, five points of damage will slay the dragon this turn.



Breath: Against another dragon, dragon breath negates the automatic five saves until the end of the marching player's next turn. Against armies, dragon breath effects are based on the dragon's color. Multiple breaths of the same color are combined. Breaths of different colors resolved separately in any order the acting player wishes. Multiple breaths' effects with duration are cumulative (including halving effects).

Every Dragon Breath (except ivory and red) contains two distinct effects; an individual targeting effect (Five health-worth of units....) and an army targeting effect (The target army...).

Black Dragon Breath (Disease): Five health-worth of units in the target army are killed, no saves possible. The target army ignores all its ID results until the beginning of its next turn. Note: The ID results from a unit rolling to avoid an individual-targeting effect are not affected.

Blue Dragon Breath (Lightning): Five health-worth of units in the target army must save individually or be killed. The target army can only make save and save avoidance rolls until the beginning of its next turn. All other rolls are either not allowed, or, if a combination avoidance roll that includes saves, becomes simply and only a save avoidance roll.

Gold Dragon Breath (Turn to Stone): Five health-worth of units in the target army are killed, no saves possible. The target army's maneuver results are halved until the beginning of its next turn.

Green Dragon Breath (Poisonous Cloud): Five health-worth of units in the target army must save individually or be killed. Those that are killed must save again or be buried. The target army's missile results are halved until the beginning of its next turn.

Ivory Dragon Breath (Life Drain): Five health-worth of units in the target army are killed, no saves possible.

Red Dragon Breath (Flame): Five health-worth of units in the target army are killed, no saves possible. The units killed must then either save or be buried.



Claws: A dragon's claws inflict 6 points of damage on an army.



Jaws: A dragon's jaws inflict 12 points of damage on an army.



Tail (dragon): The dragon's tail inflicts 3 points of damage on an army; roll the dragon again and apply the new result as well.



Treasure: One unit in the target army may be immediately promoted.



Wing: A dragon's wings inflict 5 points of damage on an army. After the attack, if the dragon is still alive, it flies away. It returns to its summoning pool.

The Eighth Face

The scorpion-knight dropped from his armored steed and knelt before conqueror Merod. "The dwarves have taken the highlands. We were unable to outmaneuver them, and they hold the stones on the summit. What is your command?"

Merod snarled and gripped his poniard tightly. "If they hold the stones then we cannot prevent them using their magic against us. We have no choice but to attack."

If a terrain is maneuvered to its eighth face (the number 8 is showing), the acting army immediately controls or "captures" that terrain. Remember, capturing two terrains wins the game. Simply orient the terrain die so the icon faces your army. An army that has captured a terrain receives several special advantages for as long as it retains control of that terrain die:

1) When rolling an army, all save results rolled are doubled. Note: When a unit requires save results to avoid an individual-targeting effect, these results are not doubled.

2) When rolling an army, all maneuver results rolled are doubled. Note: When a unit requires maneuver results to avoid an individual-targeting effect, these results are not doubled.

3) The army can use melee, missile, or magic as it sees fit, but enemy armies at the terrain are restricted to only melee attacks.

4) The controlling army may make use of the Special Location Icon on the eighth face – City, Standing Stones, Temple, or Tower – as defined below.

Eighth face advantages are cumulative with any special racial abilities.

Example : A Dwarf army in control of an 8th face at a highland terrain would generate quadruple (4 times) their maneuver results (their racial ability doubles their maneuver results and the 8th face also doubles their maneuver results).

Example : A Lava Elf army in control of an 8th face at a highland terrain would generate double their maneuvers and double their saves (from the 8th face) and still be able to count their maneuvers as saves because of their racial ability.

Example : An Amazon army in control of an 8th face at a flatland terrain would generate double their maneuvers when rolling for a missile attack.

A terrain at its eighth face immediately turns back to its seventh face (the number 7 is showing) whenever the controlling army: abandons the terrain, loses control (is out-maneuvered) by an enemy army, or all of the units in the controlling army are killed. Once the terrain is moved from the eighth face, all advantages gained by the controlling army cease.

Eighth Face Icons: The Special Location Icons that appear on the eighth face of the terrain dice are as follows:

Standard (starter) Terrains (white ink)


City


Standing Stones


Temple


Tower

City: If your army controls a terrain with this icon, at the beginning of your turn after spells expire but before any dragons attack or you take a march, you can recruit a 1-health (common) unit or promote a unit in the controlling army.

Standing Stones: If your army controls a terrain with this icon, it allows units to cast magic of the terrain's colors – even if the units cannot normally cast those colors of magic. However, no unit can double its ID icons for magic unless both the unit and the terrain contain that color.

Example : A Goblin army is rolling for magic at a coastland Standing Stone terrain that they control. The army could cast gold and black magic as normal but it could also cast green and blue magic spells as well.

Example : A Dwarf army is at a flatland Standing Stone terrain that it controls. This army could cast red, gold, and blue magic spells. However it can only double ID icons for gold magic because that is the only color that the units and terrain have in common.

Temple: If your army controls a terrain with this icon, death (black) magic cast by enemy armies cannot affect this army or the units in that army. Also, at the beginning of your turn after spells expire but before any dragon attacks or you take a march, you may force another player to bury one of his dead units. The targeted player chooses which of their units to bury. Possession of a Temple face prevents any new enemy black spells from targeting the possessing army; it does not negate those already affecting that army. A Temple does not protect the terrain from being targeted

by black magic. An army controlling a Temple can still cast black magic upon itself (e.g. Open Grave) and the Temple has no effect on the army's ability to double black magic.

Tower: If your army controls a terrain with this icon, it can shoot farther than normal. Missile fire from this army can reach any terrain in play. However, it cannot target any player's reserve area.

Monsters

A few special rules apply to ten-sided dice.

Monsters are worth 4-health each. As with six-sided units, the ID icon (marked with a triangle, circle or diamond for easy recognition) counts as 1 point per health of the die of whatever results you are rolling for, but only those results you are rolling for. Unlike six-sided units, each face of a monster die bears only one icon. But to reflect the monster's 4-health nature, each icon on a monster die counts as 4 points of effect. A single maneuver icon, for instance, counts as 4 maneuvers and a single melee icon counts as 4 points of melee. The only exceptions to this may be the monsters' Special Action Icons (see their individual descriptions.)

Group Monsters

Certain monsters are actually a collection of smaller monsters. To reflect this, during any roll, these monsters count their ID icon results as whatever results you are rolling for; reroll the monster and apply the new result as well. Note that all rerolling effects are done at the same time, i.e at the time when "Instant" SAIs are rerolled. The following are all the group monsters: Coral Elf Sprite Swarm, Goblin Harpies, Swamp Stalker Mudmen, Frostwing Wolf Pack, Scalder Web Birds and Scalder Will o' Wisps.

Racial Abilities

Beyond its particular mix of elements and icons, each race also has unique special abilities.

Racial abilities that modify results are applied after the multiply step but before the addition step (see Dice Modifiers) by simply counting the icons rolled with the desired result (e.g. counting your maneuver icons during a save roll). These results are never "converted" into another result, they are only counted in addition to the result the army is trying to generate.

Note: There are racial abilities that multiply the results of a roll. These are not considered dice modifiers that multiply but racial abilities. As such, they are applied during the racial abilities step of the Dice Modification sequence, not during the multiply step.

Racial abilities are applied to the army or to a unit when rolled individually.

The Coral Elves: *Ailuril and Aguarehl, the second and fourth children of Nature (she who is Mother of All), brought forth the first of the Elder Monsters: the winged gryphon, the tiny sprite swarm, the intelligent sea creature called the tako, and the mighty coral giant. (Legends whisper fearfully of a fifth Elder Monster. Some say it is a denizen of the deep, an inhabitant of the sunless waters of a remote sea. They call this creature Leviathan.)*

Ailuril and Aguarehl were pleased with their efforts, for the sprite was a comely little thing, and the giant a powerful guardian force. But the children of Nature took a closer look at their creation, and they saw that the Elder Monsters were imperfect, that they lacked true beauty and grace. Ailuril and Aguarehl redoubled their efforts and brought forth the Selumari, the First Race.

Crafted of air and water, the Selumari were beings of splendor and light. They were a noble race, filled with wisdom and guided by joy and compassion.

But the mercurial nature of air and water bred true in the Selumari, and after many generations the Coral Elves lost some of their dignity and virtue. They embraced warlike pursuits, and learned spells of destruction.

They fell from grace as the favored First Race.

Terrain Advantage: Coral Elves may, when at a coastland terrain, count maneuver results as if they were save results.

The Dwarves: *Eldest child of Nature, Eldurim fashioned beasts of clay and rock and the bones of the earth, and his sister Firiel scorched them with her fiery embrace – tempering them with heat and passion. And so were born the mysterious androsphinx, the hideous gargoyle, the two-headed roc, and the misshapen umber hulk.*

Eldurim loved his children, thinking them perfect in every way, but Firiel despised them, thinking them clumsy and wooden. So Eldurim challenged his sister to create her own child, and he gave Firiel his own unformed bones of earth to shape.

Firiel took the earth and molded it, imbuing more and more of her strength into this child of hers. It grew to monstrous size, its temper matching the heat of its body. It defied its mother and escaped the confines of its father, fleeing to the deepest bowels of the earth. They called it Behemoth, and now it rules the underworld with terror.

Firiel bowed her head in shame at her mistake, and she asked her brother's pardon. Eldurim, as always, gave it, and together they brought forth the Vagha.

Terrain Advantage: Dwarves may, when at a highland terrain, double maneuver results.

The Goblins: *In the dark fastness of night, Death watched his siblings play with their fledgling creations, and hatred burned bright in his heart. He saw his brother Eldurim bid the others a good night and wander off, seeking rest.*

The mad child, born of Nature and the Void, fell upon Eldurim, striking him from behind. Death ripped away great chunks of earth, defiling them as he flung them aside. Tiny creatures sprang from the scattered pebbles of blackened earth, and they grew into the twisted, vicious race know as the Trogs.

Death laughed at the sight of his offspring, delighted with their vile spirit and corrupt nature. Five there were who showed particular malevolence of spirit, and these Death showered with his especial attention. And so the loathsome Younger Monsters were created: the poisonous death naga, dissonant harpies, repulsive shambler, and cunning troll.

Of the fifth Goblin to receive Death's attention there remains only the darkest rumors. Some say it remains inside Death's stronghold, feeding still on its creator's malevolent spirit. Others say it haunts the dark regions of Trogland, where whispers name it Cannibal.

Terrain Advantage: Goblins may, when at a swampland terrain, double maneuver results.

The Lava Elves: *Death laughed at the sight of his Trogs, created from his corruption of Eldurim's bones. "What else might I beget?" thought he, and his wicked eye fell upon his sister Firiel.*

He ravished her, but the spirit of fire fought back. Firiel charred the flesh of Death, and he fell away, writhing in pain at her cleansing power. Frantically he scraped his limbs, seeking only to escape his pain.

The brittle bits of flesh fell to the ground, then slowly grew as the life spirit within them took hold. They sprang from the soil beneath Death's feet, fully formed as the Morehl. They looked up at their father, who looked down at them and laughed, well pleased, his burns forgotten.

As Death had done with his Trogs, so did he with the Morehl. A favored few he imbued with more of his bitter spirit, corrupting nearly all that remained of Firiel in these children. And so the dreaded beholder was born, as were the evil drider, the snarling hell hound, and the ferocious rakshasa.

A fifth Morehl showed an exceptional aptitude for malevolence, and Death fostered it with special care. Now the Lurker in the Deep guards the inner sanctum of the Morehl homeland, and none save Lava Elves have ever seen it.

Terrain Advantage: Lava Elves may, when at a highland terrain, count maneuver results as if they were save results.

The Amazons: *In the time line of Esfah there arose a schism after the birth of the Elder Races, but before the issuance of the Younger Ones. What caused this discordance, none can say. Speculation has it that, in the aftermath of the fiendish atrocities committed by Death upon his siblings, Eldurim and Firiel, Nature took her four eldest children and hid them from Esfah to soothe their troubled spirits.*

Death was too distracted with his new creations to notice Nature's withdrawal. But there was one who did not fail to notice: Tarvenehl, the Father, He Who Is All.

Tarvenehl has ever been distant, reluctant to interfere with the affairs of others. What prompted him to descend to Esfah is beyond all knowing. Suffice it to say that he did. He looked about him, saw the Elder Races already engaging in the ruthless sport of war, and shook his head. He splayed out his hands, and from them dropped the Amazons, fully formed.

The Amazons were nomadic herders, and they bred monsters to fend off predators. The half-human Centaur, the fearsome Chimera, the many-headed Hydra, and the snake-haired Medusa all guard and protect the Amazon lands.

Of the Nightmare, the fifth Amazon monster, there persists only rumors.

Terrain Advantage: Amazons may, when at a flatland terrain, count maneuvers results as if they were missile results.

Magic Use: Amazons may only cast magic based on the colors of the terrain where they are located (e.g. an Amazon in coastland can cast both blue and green magic). Amazons can only double their ID results when at a terrain containing the Standing Stones as its eighth face (i.e. the eighth face does not need to be showing).

Reserve Attack: Amazons, when in the reserve area, cannot use magic. Instead they may select an enemy army at their home terrain or the frontier and take a missile action. If part of a multiracial army in the reserve area, Amazon missile results are counted when the other units roll for magic.

Note: In this situation, the acting player can conduct either the magic action with non-Amazon units or the missile action with Amazon units first. But whatever action is chosen first, it must be completed before the second action is conducted.

The Firewalkers: *As the battles between the First Races and the Amazons grew more severe, a race of beings from beyond the young world took notice. From their chaotic cities in the roaring fires of the world's sun, this race grew more and more fascinated by the titanic battles unfolding, deciding at last to take part.*

These humanoids – elementals who were part fire and part air – descended to the young world, settling in the mountains and plains where they scorched their surroundings black and lifeless.

They brought their fiery magics and monstrous beings like the mighty phoenix and the murderous salamander down from the sun, offering their services to armies that would have them. The newcomers were dubbed the Firewalkers, for they used no name for themselves. While startled by the ardor the Firewalkers had for battle, the generals gladly accepted their aid. Many commanders soon found that the Firewalkers view the great war as a game, and the elementals truly do not care on which side they fight!

Terrain Flight: During the retreat phase of the Reserve Movement, the Firewalkers may immediately move from any terrain with the blue (air) element to any other terrain.

Flaming Shields: Firewalkers may, during a melee attack, count save results (only from actual save icons, not ID icons or SAIs) as if they were melee results.

The Undead: *The Elder Races, the mortal Amazons, and the hostile Firewalkers were all engaged in war, squabbling over territories and imagined slights. The races of Esfah were out of control, and there were none to temper them, to teach them gentler ways. Nature and her elemental children were still in seclusion, recovering from the wounds inflicted by Death.*

But Death remained on Esfah, and at last he tired of torturing his pets and let them loose. He turned his attention to the face of the world, and saw that the races had destroyed much of the once beautiful land. Mountains lay scarred by spells, fields were trampled by cavalry, and streams flowed red with the blood of the dead.

Death laughed, a great booming sound filled with malicious mirth. He leapt into the air, his form sprouting huge bat-like wings, and he wended his way across the land. His sharp eyes espied the bodies of the forlorn dead, and again he laughed joyously.

And in his wake, the bones of the dead, the decaying corpses of the dead, rose with trembling hatred to follow their master.

It was the dawn of the dead, and never had a day looked so grim.

Stepped Damage: Undead, when killed by any means, may instead be traded in for an Undead unit of lesser health from the DUA.

Resist Burial: When sent to the BUA, an Undead unit may resist burial and return to the DUA by rolling a non-ID save result.

Double Magic: Undead may, when rolling for magic, use all dead units in the game to double their ID icons.

The Feral: I*n the aftermath of Death's awakening of the dead, all seemed doomed for the fair races of Esfah, for Nature and her children had abandoned their creations – or so the world thought. Nature returned alone, without Eldurim, Firiel, Ailuril, or Aguarehl, and she surveyed the burning lands with tears in her eyes.*

Nature's sorrow grew, but it was soon replaced by a rage that grew until she trembled with its might. Nature roared, a ringing blast of anger and anguish, and from the forests, the mountains, the valleys and the plains, they came: the beasts of the wilderness.

Nature turned to these mute creatures, and she gave them bones of earth and hearts of air. She imbued them with her own desperate ferocity and her own great courage, and the beasts became intelligent.

These animal people boast great courage and ferocity, tempered by intelligence and compassion. Though they possess a humanoid form, every member of the Feral is remarkably beast like. From the swift flying falcon-folk to the magical badger-folk to the powerful lion-folk, the Feral have a primitive but extensive civilization that thrives on every horizon – where the sky meets the land.

These children of Nature sought out the Dead Ones. Though the race was young and untested, their hearts were true, and their loyalty to Nature absolute.

Feralization: During the Initial Effects phase, each of your armies at a terrain with at least one Feral unit may 1) recruit one Feral unit to this army or 2) promote one Feral unit in the army. Note that each army with Feral is considered separate with respect to recruitment/promotion.

The Swamp Stalkers: *Though Nature had returned to Esfah, and she had created the beast-folk to help defend the land, Death's minions still held the upper hand. Esfah lay torn and scarred from warfare, and the Selumari and Vagha*

had dwindled in numbers and hope. The Amazons were murmuring secession, wanting only to be left alone. Only the war-happy Firewalkers and the savage Feral felt any desire for war.

The horrors of war ate at the hearts of the soldiers, and many abandoned the cause. They fled, seeking cover in dense, impenetrable swamps, hoping that none would find them and punish them for their cowardice.

But someone did find them, someone who saw what an opportunity these soldiers presented. It was Death, and he unleashed his powerful sorcery at the refugees, seeking to enslave them.

Now Aguarehl, the youngest child of Nature, had returned to Esfah from wherever Nature had hidden her children. He was not yet strong enough to counteract his half-sibling's deadly magic, but Aguarehl's fetid swamp waters caught and held the magicks of Death, weakening them.

And so, what arose from the swamps were not the slaves Death had expected, but a vile, independent race of snake-men. Striking from their mysterious homelands, the Swamp Stalkers carry the gift of watery death, seeking to increase their numbers by mutating others.

Terrain Advantage: Swamp Stalkers may, when at a swampland terrain, count maneuver results as if they were save results.

Mutation: During your Initial Effects phase, if you have at least one Swamp Stalker unit in an army at a terrain and have at least one dead Swamp Stalker unit in the DUA then you may attempt to mutate. Target up to 3 health-worth of units in an opponent's reserve area, which must generate a save result or be killed. For those that are killed return up to that many health-worth of Swamp Stalker units from your DUA to the mutating army, promote a number of Swamp Stalker units equal to the health killed or a combination of both.

Example: At the beginning of a turn the Swamp Stalker player has an army at his home terrain and some Swamp Stalker units in his DUA so he decides to try and mutate to bring them back into play. Selecting a player with a reserve army he targets three common units. These units must roll a save or be killed. Only one saves so two are sent to the DUA. The Swamp Stalker player may now bring in a 2-health unit, two 1-health units, promote two units, or bring in one 1-health unit and promote one unit.

The Frostwings: *As war swept across the face of Esfah like prairie fire, the conflict spread even unto the far north. There, in a frozen bitter land, a long-forgotten race scraped out its torturous existence on the icy cliffs of the Shadowlands.*

The Frostwings, as they whisperingly call themselves, were the misbegotten product of an early, dangerous experiment by Death. The spirit of entropy had carved these batlike flyers from crystals of black ice formed on the peaks of the highest mountains.

But while the ice-flyers had hearts as cold and desolate as the lands they soared above, they lack the thirst for violence that Death so eagerly sought. And so the vile spirit abandoned his creation, deeming it ineffectual in his grand scheme for destruction and chaos.

Now the war between life and death has found the Frostwings … but will they side with the tranquility of air or the destructive nature of death?

Magic Negation: Frostwings may simultaneously make a magic negation roll when an opposing army conducts a magic action. Each non-ID magic result subtracts one point from the magic generated by the other army before any other modifiers are applied to the acting army's magic roll. If multiple players with Frostwing units roll to negate magic, only the greater of the rolls is subtracted from the acting army's non-SAI generated magic results. Other opposing rolls are ignored.

Magic Use: Because of the antimagical nature of the Frostwings, they only double ID results at a terrain containing the Standing Stones as the eighth face (i.e. the eighth face does not need to be showing).

The Scalders: *In the terrible battle that waged between life and death, there existed an area of Esfah as yet untouched by such bitter woes: the Feylands. These unspoiled forests were home to the faerie folk, and they grew wan with fear and terror, dreading the day their world would be discovered. They were a frail race, ill equipped for war, desirous only of being left in peace.*

The Elder Monsters of Faerie threw out the call, summoning the fey folk scattered about Esfah. Their intention was to close the Feylands from the rest of the world and hide their forests from prying eyes.

All the races of faerie folk heeded the command – all that is except the Steam Dancers. Careless sprites of mist, these fey folk were captured by Death, who was puzzled by them. They were not a creation of his. Yet, neither were they the child of his enemy, Nature, since they were composed only of water and had not the spark of life in them. Death released the Steam Dancers, thinking to twist them to his vile ways. He filled their hearts with fire and changed them from gentle faerie folk to dark, deformed imps. But the Scalders, as they now called themselves, were made of sterner stuff. They scorned both Death and Nature, choosing to stay in the world of Esfah – a world filled with things to burn, flood, scorch, and drown.

Scorching Touch: Scalders, when rolling for saves during the attack phase of a melee action, generate one point of damage for each non-ID save result back against the attacking army. Only magical saves protect against this damage.

Intangibility: During a save roll against a missile action, each Scalder unit in the defending army provides one automatic save result to this army against any non-SAI missile damage.

The Treefolk: *Nature looked up from the war-ravaged plain, weary and saddened by the loss of the Selumari and Vagha, the mighty Amazons, and her Feral animal-folk. From the highlands to the coasts, in the swamps and across the plains, this battle between Nature and Death had raged like a ravenous beast. Each time she had brought forth a new race to stem the tide of evil, Death had corrupted another in return.*

But Nature would not give up, refusing to allow the destruction of all that was good on Esfah. She commanded two of her children – Eldurim and Aguarehl – to let loose their powers of earth and water. "Raise up a new race," Nature beseeched. "We dare not fail; we must defend life!"

And so Earth embraced the roots of the great trees of the Elder Forest, and Water imbued those roots with intelligence and power. The great trees changed, transformed with sentience; the brooks and streams came to life and took on beautiful feminine forms in her honor; and Nature's truest essence became embodied hearts bound to the trees, female companions for life. A sylvan people emerged from the Elder Forest to take up the course of light and life across war-torn Esfah.

Double Maneuvers: Treefolk may, when at any terrain, double their maneuver results during a counter-maneuver roll.

Replanting: Treefolk may, when at any terrain during a march, after the maneuver attempt but before any action, exchange any number of Treefolk units in that army for an equal health value of Treefolk units from your dead unit area.

The Eldarim: *They were the lonely legends of Esfah; the ancient race of Eldarim, Dragonhunters and Dragonmasters. Their power against dragons inspired awe; their might in arms and magic aroused wonder. Their solitary existence lasted for centuries. Whether they were originally of Nature or Death no one knew, but each held the power of one of Esfah's elements in hand. A select few even gained power over all the elements, and became mighty Dragonlords and Dragonslayers.*

Yet, although they were wanderers throughout the land, they attracted small groups of followers. The Eldarim began teaching these curious ones the powers of the elements they knew. As the acolytes gained control over their element, they also began to gain control over the elemental creatures of Esfah. True, they were no match for the dragons, but the dragonkin found in them kindred souls-elemental beings who were somewhat less than their mightier cousins. Skilled warriors, swift cavalry, crafty shield-bearers, and elemental mages learned to harness powers they had little dreamed of. Some of the very gifted were selected for advanced training in secret locations and rose to the status of Dragonhunter or Dragonmaster themselves.

Communities of these acolytes soon took root. As they did, they were drawn into the battles between the children of Nature and the minions of Death. They found welcome in many of the armies in the land, and even beyond. With their affinity to the Dragonkin, they brought a new, singular fury and new elemental powers to the battlefield.

Once again the balance of power in Esfah is changing-but who will gain from it?

Resist Fear: When Eldarim are part of the same army as dragonkin, dragonkin are allowed to roll against elemental dragons of the same color, hybrid dragons with a matching color, ivory dragons, or white dragons. Pick dragonkin up to the health of Eldarim with the matching color to roll in this dragon attack.

Sacrifice Dragonkin: During your Initial Effects phase, one of your Eldarim units in the DUA may be exchanged for any of your dragonkin units in play of equal health. Dragonkin go back to the summoning pool, while the Eldarim joins the army which had the dragonkin. When an Eldarim unit is killed by an individual-targeting effect, instead of sending it to the DUA you may instead send a summoned dragonkin unit in the same army of equal health back to the summoning pool.

Eldarim Champion's Effect on Dragons

Dragon Taming: Dragonlords (DL) and Dragonmasters (DM) have the ability to tame dragons. If the DL/DM's SFR/TSR logo is rolled, the dragon is immediately tamed. It does not attack the DL/DM's army during this turn. The battle ends with no damage to either side. The DL/DM now controls the beast. During future turns, when the dragon would battle an opponent's army, the army controlling the dragon decides whether the attack occurs.

If multiple Dragonlords and/or Dragonmasters roll their SFR/TSR logos, their owner decides which take control of the dragon(s). If the taming attempt fails, the dragon proceeds to attack the army. During an attack by multiple dragons, if a DL/DM takes control of a dragon, the owner of the DL/DM chooses which dragon is controlled.

Dragon taming cannot occur if a dragon attacks another dragon, only when dragons attack the army containing the DL/DM. If there is a dragon of a different color (except ivory dragons) at the same terrain, the dragons will always fight each other (even if one or more of them are tamed). If a tamed dragon defeats the opposing dragon(s) and is the only dragon left at the terrain, it will remain behaving as a tamed dragon, attacking armies only if the taming player desires.

If a tamed dragon attacks an army containing a DL/DM, and that DL/DM rolls its SFR/TSR logo, then control of that dragon is taken from the current DL/DM and passed to the DL/DM that just rolled its SFR/TSR logo.

A DL/DM can lose or relinquish control of a tamed dragon (i.e. the dragon becomes untamed) in several ways: the DL/DM is killed; the DL/DM leaves the terrain without the tamed dragon (e.g. via reserve move, Path, Leaving or Open Grave); the DL/DM tames a different dragon; another DL/DM takes control of the dragon; a Dragonkin Champion rolls its SFR/TSR logo and moves the dragon to another terrain; a player rolls a Summon Dragon SAI on a Dragon Staff artifact; or the dragon is killed. A non-ivory dragon controlled by a DL/DM can be summoned (per the spell) away from that control. In this case, it can even be summoned to the terrain it currently occupies. If this happens, the DL/DM may attempt control again.

Dragon Slaying: Dragonslayers and Dragonhunters have the ability to instantly slay dragons. Each Dragonslayer and Dragonhunter that rolls its SFR/TSR logo allows the acting player to immediately kill one dragon. In addition, any dragons killed by the logo face of a Dragonhunter are banished (removed from the game and cannot be summoned back).

Dragon Conrol: Dragoncrusaders and Dragonzealots have the ability to control dragons. Each Dragoncrusader and Dragonzealot that rolls its SFR logo allows the acting player to control one dragon. The dragon may be held motionless (do not roll it) and the army can attack it normally. Or the dragon may be made part of the attack against other dragons.

The Eldarim Champions

Dragonlord / Dragonmaster					
					
ID	Smite	Sneak Attack	Fly	Cantrip	SFR/TSR logo
Dragonslayer / Dragonhunter					
					
ID	Smite	Sneak Attack	Counter	Save	SFR/TSR logo
Dragoncrusader / Dragonzealot					
					
ID	Bash	Sneak Attack	Fly	Save	SFR logo

Dragonlord

Dragonlords are part of the Eldarim race and are immensely powerful 4-health units.

Dragonlords can cast any color of magic (not just the colors at the current terrain). Dragonlords can double ID magic normally (either by matching a color at the current terrain, or by doubling black magic). Dragonlords can carry magical items of any color (including medallions). A Dragonlord can tame any color of dragon if it rolls its SFR/TSR Logo prior to the dragon attack.

Note: If the Dragonlord rolls a Cantrip during the roll to tame a dragon, it does not count as instant magic. The Cantrip is simply ignored. Only the SFR/TSR Logo has any affect during this roll.

You can bring at most one Dragonlord for each 24 health of battle size (i.e., the same as the required number of dragons). The maximum number of Dragonlord (DL) in an army is equal to the number of dragons you must bring.

During the retreat step of a reserve movement, a Dragonlord can “ride” a tamed dragon to any other terrain.

Dragonmaster

Dragonmasters are 4-health units that are part of the Eldarim race and come in five different colors, but are virtually identical to the Dragonlord. They have several advantages and disadvantages when compared to the Dragonlord.

The Dragonmaster can only cast magic of the same color as itself. Dragonmaster magic is doubled normally (i.e., by terrain or dead unit area advantage). Dragonmasters can carry medallions and magical items matching their color. A Dragonmaster can tame dragons of a matching color if it rolls its SFR/TSR Logo prior to the dragon attack.

Note: If the Dragonmaster rolls a Cantrip during the roll to tame a dragon, it does not count as instant magic. The Cantrip is simply ignored. Only the SFR/TSR Logo has any affect during this roll.

You can bring at most one Dragonmaster (of each color) for each 24 health of battle size (i.e., the same as the required number of dragons). The maximum number of Dragonmasters of each color in an army is equal to the number of dragons you must bring.

During the retreat step of a reserve movement, a Dragonmaster can "ride" a tamed dragon to any other terrain.

Dragonslayer

The Dragonslayer is a 4-health unit that is a melee machine. They are also part of the Eldarim race. A Dragonslayer can kill any color of dragon if it rolls its SFR/TSR Logo prior to the dragon attack.

Armies with Dragonslayers in them cannot promote units when they defeat a dragon. The Dragonslayer is immune to all dragon and Dragonkin breaths. Furthermore, it extends this immunity to the rest of the army it is with and all individual units within that army. Dragonslayers can cast any color of magic (not just the colors at the current terrain). Dragonslayers can double ID magic normally (either by matching a color at the current terrain, or by doubling black magic). Dragonslayers can carry magical items (including medallions) of any color. You can bring at most one Dragonslayer for each 24 health of battle size (i.e., the same as the required number of dragons). The maximum number of Dragonslayers in an army is equal to the number of dragons you must bring.

Dragonhunter

Dragonhunters are 4-health units that are part of the Eldarim race and come in five different colors, but are virtually identical to the Dragonslayer. The differences are: a Dragonhunter, if it rolls its SFR Logo prior to the dragon attack, can kill only dragons of a matching color and a dragon killed by a Dragonhunter is also banished (removed from the game and cannot be summoned back).

Armies with Dragonhunters in them cannot promote units when they defeat a dragon of the same color. The Dragonhunters are immune to breath from dragons and Dragonkin of the same color. Furthermore, they extend this immunity to their army and all other units in it. Dragonhunters can only cast magic that matches their color. They double magic normally (either by terrain or dead unit area advantage). Dragonhunters can carry medallions and magical items matching their color. You can bring at most one Dragonhunter (of each color) for each 24 health of battle size (i.e. the same as the required number of dragons).). The maximum number of Dragonhunters (of each color) in an army is equal to the number of dragons you must bring.

Dragoncrusader

Dragoncrusaders are part of the Eldarim race and are immensely powerful 4-health units.

Dragoncrusaders can cast any color of magic (not just the colors at the current terrain). Dragoncrusaders can double ID magic normally (either by matching a color at the current terrain, or by doubling black magic). Dragoncrusaders can carry magical items of any color (including medallions). A Dragoncrusader can control any color of dragon if it rolls its SFR Logo prior to the dragon attack.

You can bring at most one Dragoncrusader for each 24 health of battle size (i.e., the same as the required number of dragons). The maximum number of Dragoncrusaders in an army is equal to the number of dragons you must bring.

Dragonzealot

Dragonzealot are 4-health units that are part of the Eldarim race and come in five different colors, but are virtually identical to the Dragoncrusader. They have several advantages and disadvantages when compared to the Dragoncrusader.

The Dragonzealot can only cast magic of the same color as itself. Dragonzealot magic is doubled normally (i.e., by terrain or dead unit area advantage). Dragonzealots can carry medallions and magical items matching their color. A Dragonzealot can control dragons of a matching color if it rolls its SFR Logo prior to the dragon attack.

You can bring at most one Dragonzealot (of each color) for each 24 health of battle size (i.e., the same as the required number of dragons). The maximum number of Dragonzealots of each color in an army is equal to the number of dragons you must bring.

Promotion

Under certain circumstances, a player will be able to promote their units. To promote a unit, trade it with a unit in your dead unit area or summoning pool (for dragonkin). The trade must be with a unit of the same race that is worth 1 health point more than the "live" unit. If a player has no units in their dead unit area or summoning pool, then promotion cannot occur.

Example: You have a common Firewalker, an uncommon Lava Elf and rare Dwarf units in an army that can promote a unit. In your dead unit area, you have a rare Lava Elf and Dwarven monster units. You could choose to promote the uncommon Lava Elf to the rare Lava Elf unit or the rare Dwarf unit to the Dwarven monster. However, you could not promote the common Firewalker unit because there is no uncommon Firewalker unit in your DUA.

Promoted Eldarim and dragonkin are not required to be of an identical color (element). Note well that Dragonkin can only promote by way of these effects, they cannot be recruited into the game through these effects.

Units under the effect of spells that make them invisible (e.g. Camouflage, Fade and Hide) cannot be promoted.

During the Initial Effects phase, a unit can be promoted multiple times, but not within the same step.

Example: A player at an 8th face City can promote a unit by Feralization and then promote that same unit again by the City special location icon. Each of these promotion opportunities occurs in different steps: application of a racial ability and application of an eighth face special location icon.

Promotion during the Dragon Attack phase occurs after the dragon is slain and the army has suffered any losses caused by the dragon. A player can promote as many units as possible. All promotions during this phase happen simultaneously. Each unit can only be promoted once, and no unit that is recovered from the dead unit area during this promotion can itself be promoted.

Example: An all-Coral Elf army consisting of several common and uncommon units slays a dragon. The player has two Coral Elf rare and one Coral Elf monster units in the DUA. The acting army receives four points of damage from the dragon and decides to take two uncommon units as casualties. The promotions occurs as follows: the two uncommon units taken as casualties can be exchanged with two common units in the army and the two rare units in the DUA can be exchanged with two other uncommon units in the army not taken as casualties. However, the monster unit in the DUA cannot be exchanged with one of the rare units now in the army because these units were recovered from the DUA and were not part of the army that had slain the dragon.

If the dragon rolls its Treasure icon, the acting army can immediately promote a unit. Such promotions are separate from any that can occur due to the slaying of the dragon.

Even if certain Dragonkin did not participate in the attack (because they were the same color as the dragon), they are still eligible to be promoted. Larger health Dragonkin can be taken as casualties, then promoted since promotion occurs after all casualties have been taken.

Exchanging Units from the DUA

Several effects cause an army to exchange units with those in the acting player's DUA (e.g. promotion, demotion, Feralization, Mutation and Stepped Damage). Just as armies move unit-by-unit, and not as a whole, exchanges with the DUA are performed in the same manner.

Any individual-targeting spells affecting the unit expire immediately upon the exchange. These spells are not transferable.

Example: A rare unit with an Earthen Armor spell is being promoted to a monster. The Earthen Armor expires.

Each exchange by an army and each separate exchange effect by the same army occur simultaneously. Only units located in an army and DUA at the start of each separate exchange are eligible to move between these two locations.

Example: An Undead army consisting of a monster and rare unit are all killed. There is only an Undead uncommon in the DUA. The rare unit is selected for Stepped Damage and is exchanged with the uncommon unit. Now there is a rare unit in the DUA. This rare unit cannot be exchanged with the monster because at the start of the Stepped Damage effect, this rare unit was not located in the DUA.

Example: A Wild Growth SAI affects an army consisting of a common and uncommon unit. There is only a rare unit in the player's DUA. The uncommon unit is promoted to the rare. Now there is an uncommon unit in the DUA. The common unit cannot be promoted to this uncommon because at the start of the promotions due to the Wild Growth effect, this uncommon unit was not located in the DUA.

Example: A player has armies at two terrains, each containing a dragon. The first army battles and slays the dragon. This army may now promote as many units as possible. During the second army's battle with its dragon, the dragon rolls its Treasure icon.

The second army immediately promotes a unit from the units currently available in the player's DUA (even from those units that were exchanged after the first army's dragon attack). The second army's promotion (exchange) is a separate occurrence.

Example: A player has two Feral armies located on different terrains. During the Initial Effects Phase of the player's turn, each army conducts a Feralization. The first army promotes an uncommon unit to a rare. The second army promotes a common to this uncommon unit now in the DUA from the first army's exchange. Both promotions are separate occurrences because they involve different armies.

Example: A player's Feral army possesses an eighth face with a City icon. The player has one Feral rare in their DUA. First, the player conducts Feralization, promoting an uncommon Feral unit to the rare (now there is one uncommon Feral unit in the DUA). Second, the special location icon effect from the City occurs and the player promotes a common Feral unit to the uncommon unit (now there is one common Feral unit in the DUA). Each of these promotions (exchanges), while involving the same army, are separate effects, and any units in the DUA at the start of each effect are eligible to be exchanged.

Even if all the units in the army are exchanged, at no time is the entire army gone. All army-targeting spells remain in effect and all Dragonkin and minor terrains remain in play.

Example: An army - possessing a minor terrain, consisting of one Dragonkin and an Undead uncommon unit and under the effects of a Stoneskin and Dancing Lights spells - takes two points of damage. There is an Undead common unit in the player's DUA. The player applies the Stepped Damage effect to the uncommon unit, exchanging it with the common unit. The Dragonkin and minor terrain remain in the army and the army is still under the effects of the Stoneskin and Dancing Lights spells.

Example: An army consisting only of one common Feral unit possessing a minor terrain and under the effect of a Watery Double spell is Feralized. The common Feral is exchanged for an uncommon Feral. The Watery Double spell would remain in effect and minor terrain would still be possessed.

If an entire army is exchanged, any magical items carried by this army remain in play as long as a unit capable of carrying the magical item is present in the army after all exchanges have occurred.

Example: An army consisting of three Undead units (a monster, rare and uncommon unit) carrying one magical item takes 9 points of damage; killing all of the units. There is one Undead common unit in the player's DUA. The player applies the Stepped Damage effect and exchanges the uncommon with the common unit. The magical item remains in play.

Example: Using the same situation in example above, except the army is carrying two magical items. After the Stepped Damage is applied, since the remaining Undead common unit in the army can only carry one of the two magical items, the other must be buried.

Spell Attributes

Each spell has seven attributes: color, casting cost, racial limitation, target, duration, effect, and multiplicity.

Color: There are five colors of magic; just like the colors that make up the various dice in Dragon Dice. Those races consisting of the same color can naturally cast a particular color of magic. Only if an effect specifically allows it to occur can a race cast a different color of magic (e.g. an army possessing an eighth face with a Standing Stones special location icon or a unit under the effect of an Attune SAI). A few spells are listed as "Elemental Spells". Those spells are available in all colors of magic. All the magic that "powers" each of those spells must come from single color.

Casting Cost: Each spell has a magic point cost. This is the number of magic results (in points) of that color required to cast that spell. An army may cast as many spells as possible after its magic results are finalized, though not all of the results are required to be spent. Any extra results not used disappear. They cannot be saved for a future turn. You can purchase some spells multiple times for an enhanced effect.

Example: You purchase the Breath of Life spell three times, at a cost of nine points of blue magic, to bring back 3 health-worth of units. You could use the combined effects to resurrect three 1-health units, or one 3-health unit, or one 1-health unit and one 2-health unit.

Racial Limitation: There are two types of spells: basic – meaning any race can cast this spell, and racial – meaning only the specified race can cast this spell. If you want to cast a racial spell, all points for that spell must come either from units of that race or from matching color magical items. In order to use magical item magic points to cast racial spells, at least one unit from that race has to be present in the army. The unit itself does not necessarily have to be "carrying" the items that generated the magic points, nor does the unit have to actually generate any magic itself. It just has to be in the casting army.

Target: Every spell has a target - the object that receives the effect of the spell. The spell descriptions will state the target (e.g. an army, unit, magic item, terrain, minor terrain, dead unit area, buried unit area, another spell or a specific number of health-worth of units). Magic can target any army in the game – including armies in the reserve area except where otherwise noted. However, you cannot target your armies, units or magical items with spells that directly inflict damage. The only spells that can target units in the DUA are those spells that bring back into play (i.e. resurrect) or bury the targeted unit(s). Any spell cast on a unit immediately expires when the unit is out of play.

Example: You cannot target a dead unit with an Earthen Armor spell because an Earthen Armor neither resurrects nor buries a dead unit.

Example: You can target one health-worth of units in your dead unit area with a Spark of Life spell to resurrect a common unit. Likewise, you can target one health-worth of units in the dead unit area with a Dust to Dust spell to bury a common unit.

Example: Your army contains a Troll. You cannot target that army with a Hailstorm spell, in hopes of rolling a Regeneration SAI on the Troll.

Example: A unit with Burning Hands spell is killed. The spell immediately expires.

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

Example: A terrain is targeted with an Ash Storm spell. All armies at that terrain must subtract 1 from their results for the duration of the spell.

Example: A terrain is targeted with a Firestorm spell. All armies at that terrain immediately take two points of damage.

For any terrain-targeting spell that penalizes (subtracts or divides) a result, all army rolls made at that terrain are subject to the penalty effect from the spell. Unless the spell specifically states otherwise, any result originating from another location (e.g. another terrain or the reserve area) that targets an army or unit at the terrain under the penalty spell's effect is not modified.

Example: A terrain is under the effect of a Deluge spell. An army located at the target terrain is hit with ten points of missile damage from an army at another terrain. Since the missile attack did not originate at the target terrain, the missile hits are not reduced by the Deluge spell and the targeted army must save against ten points of damage.

Example: A terrain is under the effect of three Ash Storm spells. An army located at the target terrain is hit with twelve points of missile damage from an army at another terrain. Since the missile attack did not originate at the target terrain, the missile hits are not reduced by the Ash Storm spells and the targeted army must save against twelve points of damage. However, the army's save roll result is reduced by three points because it is making the save roll at the terrain under the effect of the Ash Storm penalty.

Example: A terrain is under the effect of a Dust Devil spell. An army located at the target terrain is hit with eight points of missile damage from an army at another terrain. Since the Dust Devil spell specifically states any missile damage inflicted into the target terrain is halved, the target army must save against four missile hits.

Example: A terrain is under the effect of a Wall of Fog spell. An army located at another terrain conducts a missile action against an army located at the target terrain and rolls fourteen missile hits. Since the missile damage was generated into the terrain under the effect of the Wall of Fog spell, this missile damage is halved and the target army must save against seven missile hits.

The only spells that can be cast from an army in the reserve area are those that target the casting player's units, magical items, armies, dead unit area or buried unit area. The exception to this reserve area casting rule is spells that have an effect, although limited to the caster's own dice or locations, but is intended to immediately and directly cause damage to an enemy army (e.g. Haunt), cannot be cast. Spells that target other spells cannot be cast from the reserve area (e.g. Elemental Blast).

Duration: This is how long a spell lasts. Many spells are instantaneous: they cause damage or generate an effect and then expire. This is noted by the words "immediate" or "immediately" in the spell's description. Other spells have a duration, which is functional until the end of the stated duration, i.e. the spell cannot be "used-up".

Example: A unit is targeted with a Finger of Death spell. The unit is immediately killed.

Example: A Flaming Armor spell is cast on a unit. This unit's saves are doubled until it is targeted with an effect that causes it to save (e.g. a Lightning Strike spell or a Bullseye SAI), or the unit's army must roll to save and this enchanted unit rolls a normal save that is doubled and included in the army's roll.

Example: During your turn, you cast a Watery Double spell on one of your armies at a terrain containing a dragon. On your next turn, this army receives one save result from the spell during the dragon attack and during a melee action the army takes on your first march. During your second march, you make a missile attack against an opponent's army. During that save roll against your missile damage, a unit rolls a Cantrip and casts a Hailstorm against your army with the Watery Double spell. That army still adds one save result to its roll against the Hailstorm damage. At the end of your turn, the Watery Double spell is no longer in effect since its duration has expired.

Spells with a duration that target an army do not follow that army if it moves. If you move one or more units from an army that had a spell cast on that army or that terrain, the spell(s) no longer affects those units. (An example would be Wall of Ice cast on an army or Ash Storm cast on a terrain; units pulled into the reserve area or sent to another terrain would no longer be affected.) Armies never actually move; only units in that army move. Even if every unit in the army is moved to another terrain or to the reserve area, or the entire army is exchanged with units from the DUA (e.g. by Stepped Damage or promotion), the movement/exchange is considered to happen by units. On the other hand, if new units join the army that is under the influence of a spell with a duration, the new units are also affected by the spell. If all the units in an army move away from their current location then all spells cast on that army immediately expire. However, an individual-targeting spell follows the target unit wherever it goes for the duration of the spell but immediately expires when the target unit is exchanged, killed or buried.

Example: A unit with a Burning Hands spell in effect is killed during a missile action. The Burning Hands spells expires when the unit is taken as a casualty and is placed the DUA. However, the Burning Hands spell would not be removed if the unit was saved by an Open Grave spell since the unit would never be placed in the DUA.

Example: Your army at a terrain is targeted by a Palsy spell during another player's turn. During your turn, any units that you withdraw to the reserve area are no longer under the effect of the Palsy. Any units you bring from another terrain or the reserve area into the same army are affected by the Palsy.

Example: You cast an Earthen Armor on a unit located in your home terrain. You move this unit to your reserve area. On your next turn, you move the unit to the frontier. On your following turn, you cast a Path spell on that unit to move it to your opponent's home terrain. While there, it is targeted with a Lightning Strike spell. The unit fails to roll a save so uses the Earthen Armor, thus it is not killed. The Earthen Armor stayed with that unit everywhere it was moved and expired only when it was used by the unit to prevent being killed.

When a player is eliminated from a multi-player game – no units are remaining at terrains or in the reserve area – any spells cast on this player's units or armies immediately expire. Any spells the eliminated player had previously cast on another players' units or armies, or on terrains, have their normal duration (that is to say, they expire when the eliminated player would have had his or her next turn).

Example: In a four-player game, one of your opponent's casts an Ash Storm on your home terrain, a Transmute Rock to Mud on your army at the frontier, a Stoneskin on his army at the frontier and a Burning Hands on one of the units in that army. On the next turn all of this opponent's units in play are eliminated. The Ash Storm spell remains in effect until this opponent would have taken their next turn, since it targeted a terrain. Same with the Transmute Rock to Mud spell, since it targeted one of your armies. However, the Burning Hands and Stoneskin spells immediately expire since they were cast on the eliminated player's own unit and army.

The bonuses or penalties from spells with a duration that target an army or terrain are cumulative.

Example: Your army is targeted by Evil Eye and Palsy spells and is located at a terrain under the effect of an Ash Storm spell. When that army rolls to save, the cumulative effects of these spells generates a –3 penalty to your save results.

Example: You cast a Watery Double and Wind Wall spell on your army. That army gains a total bonus of +4 saves against any damage until the end of your next turn.

Effect: Simply, this is what the spell does to a target. Effects that apply to the results of an individual unit are taken into account before the results of the army as a whole, and before any army-affecting modifiers are applied.

Example: Your Goblin army is under the effect of a Wilding and a Palsy spell. It is controlling a terrain on the eighth face under the effect of an Ash Storm spell. During a save roll, you generate five save results: two from the ID icon on an uncommon unit and one save icon on each of the three common units. First, you choose the uncommon unit to be the target of the Wilding spell, doubling this unit's save result to four. Next, total the army's save results and apply the cumulative effects of the Palsy and Ash Storm spells: combining the four saves from the uncommon unit and three saves from the commons, equals seven; minus one for the Palsy and one for the Ash Storm now equals five. Finally, you can double this result, for the eighth face bonus to equal a final result of ten.

Example: A unit is under the effect of a Flaming Armor spell. An opponent casts a Black Rain spell which affects this unit's army. When the army rolls for saves, it generates six save results, two of which come from the unit with the Flaming Armor spell. The final result is computed by first doubling the two saves from the Flaming Armor to four, then adding these saves with the army's other four results for a total of eight, which would then be divided in half for the Black Rain for a final result of four.

If two or more armies are present at a terrain struck with a terrain-targeting spell requiring all armies at the terrain to immediately roll to prevent the effect, these avoidance rolls are considered simultaneous (i.e. a simultaneous roll). Thus, all armies present at the target terrain must simultaneously roll to avoid the effect.

Example: You and an opponent are at the frontier terrain. Another player casts three Firestorms (doing a total of six points of damage) on this terrain. You both immediately and simultaneously roll your armies to each save against six points of damage.

When an army making a combination roll is under the effect of an army-targeting spell that subtracts or divides results, the army's owner can choose which result the spell's penalty is applied.

Example: Your army is under the effect of three Palsy spells. The army makes a combination roll against a dragon attack Since you are making a combination roll for melee hits, missile hits and saves, you can apply the –3 penalty from the Palsy spells to any one or each of these three results.

The casting of different spells that divide the results of a roll are cumulative. As such, the total penalty could reduce to one-quarter or one-eighth the results of the original roll, depending on the number of different spells cast upon the target.

Example: Your army conducts a missile action and targets another army at a different terrain under the effects of a Wall of Fog and a Dust Devil spell. This army rolls 16 missile results. These results are divided by one-quarter: divided once in half for the Wall of Fog (to equal eight) then divided in half again for the Dust Devil (for a final result of four).

Spells cast during separate magic actions that do damage to a unit cannot be combined to kill the same unit. There is no notion of "wounding" a unit, then delivering additional damage during another magic action to finally kill the unit.

Example: A player cannot cast two Finger of Death spells at a rare unit during their first march then an additional Finger of Death at the same rare unit during their second march to kill that unit. Each spell casting has a separate effect. In this case, neither casting would have any effect on that rare unit.

Spells that have identical effects can be combined to increase the effect on a target.

Example: Breath of Life, Spark of Life, Water of Life, Reanimate Dead or any combination of these spells can be combined to resurrect larger size units.

Example: Dust to Dust, Ashes to Ashes, Bloat Corpses or any combination of these spells can be combined to bury larger size units.

Example: Blue Elemental Blast and Red Elemental Blast spells can be combined to negate a black, gold or green spell of greater cost.

Multiplicity: This term refers to casting the same spell more than once during a single magic action or in the resolution of the Cantrip SAI during a non-magic action. Note well the "single magic action" condition. If a player takes two magic actions during a single turn, then these two actions are independent of one another. The explanations of spell multiplicity are:

Multiple castings target multiple units/armies/terrains/items/dead unit areas;
These spells cannot be cast on a given target more than once during a single magic action or Cantrip resolution. Likewise, multiple castings of another instance of this spell at the same target during separate magic actions will have no added effect (unless otherwise noted in the spell's description), except to possibly increase the duration of the spell.

Multiple castings increase the effect;
These spells can be cast on a given target more than once and the additional instances will produce a cumulative bonus, penalty or damage effect. In addition, another player could later cast another instance of this spell at the same target, and the effect would be increased during the period in which the spell durations overlap. If the words "or target another" follow this statement, then these spells can also be cast on multiple targets as indicated.

Multiple castings increase the number of health/units affected;
These spells can be cast on a given target more than once and/or the additional instances allow more health-worth of units to be affected. If the words "or target another" follow this statement, then these spells can also be cast on multiple targets as indicated. If the words "or damage inflicted" follow this statement, then each additional casting also increases the amount of damage to the target.

This spell can be cast only once per magic action;
Self-explanatory. Reason: when the spell is cast, only one unique target or condition exists that can be affected by the spell (e.g. a player's dead unit area) or the spell is too powerful to allow multiple castings during the same magic action.

Multiple castings of identical "damage causing" spells cast at the same target occur simultaneously. The target makes only one save roll against the cumulative effect of multiple castings of the same spell. This is an exception to the Sequential Spell Resolution rule. If different "damage causing" spells are cast at the same target, then they are resolved one at a time, in any order the caster wishes, and the target gets separate avoidance rolls (if the spell allows).

Example: Two Hailstorms that are targeted at the same army during a single magic action result in the target army taking two points of damage and making one saving throw, not taking one point twice (hence having two saving throws).

Example: Two Hailstorms and a Firestorm affect the same army during a single magic action. The target army would get two save rolls: one for the Hailstorm damage and one for the Firestorm damage. These spells would not be combined for four hits on the army.

Black (Death) Spells

Ashes to Ashes Casting Cost: 2 Spell List: Basic
Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

Decay Casting Cost: 2 Spell List: Swamp Stalker
Target any enemy army. Until the beginning of your next turn, subtract one melee result from the target army. Multiple castings increase the effect or target another army.

Evil Eye Casting Cost: 2 Spell List: Undead
Target any enemy army. Until the end of your next turn, subtract one save result from the target army. Multiple castings increase the effect or target another army.

Palsy Casting Cost: 3 Spell List: Basic
Target any enemy army. Until the beginning of your next turn, subtract one result from the target army. Multiple castings increase the effect or target another army. During a combination roll, the owner of the acting army chooses how to apply the penalty.

Reanimate Dead Casting Cost: 3 Spell List: Basic
Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Fade Casting Cost: 3 Spell List: Undead
Target one of your Undead units. Until the end of your next turn, the target unit 1) cannot roll during a melee or missile action or during a dragon attack, 2) cannot be the target of a missile, melee, or dragon effect or be taken as a casualty for this damage, and 3) cannot be promoted. Multiple castings target multiple units.

Magic Drain Casting Cost: 3 Spell List: Frostwing
Target any terrain. Until the beginning of your next turn, subtract two magic results at the target terrain. Multiple castings increase the effect or target another terrain.

Deadlands Casting Cost: 4 Spell List: Basic
Target any terrain. Until the terrain face is changed, the target terrain gains the black (death) element. Multiple castings target multiple terrains.

Finger of Death Casting Cost: 4 Spell List: Basic
Target any enemy unit. Immediately inflict one point of damage to the target unit with no save possible. Multiple castings increase the effect or target another unit.

Honor the Dead Casting Cost: 4 Spell List: Amazon
Target any DUA. Until the beginning of your next turn, only dead units with the black (death) aspect in the target DUA can be buried. This spell can be cast only once per magic action.

Necromantic Wave Casting Cost: 4 Spell List: Lava Elf
Target any army. Until the beginning of your next turn, all magic results in the target army may be counted as melee results. Multiple castings target multiple armies.

Restless Dead Casting Cost: 4 Spell List: Undead
Target any army. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

Spirit Furnace Casting Cost: 4 Spell List: Goblin
Target your DUA. All dead units are immediately buried and are counted as a number of points of black (death) magic equal to double their total health value buried. The points of magic acquired by this spell may be used to cast racial spells for any race that is in the casting army. This spell can be cast only once per magic action.

Open Grave Casting Cost: 6 Spell List: Basic
Target any army. Until the beginning of your next turn, for any army-targeting effect that causes damage to the target army, any units taken as casualties immediately go to the reserve area rather than the DUA. Multiple castings target multiple armies.

Exhume Casting Cost: 6 Spell List: Undead
Target any enemy DUA. Choose up to three health-worth of dead units that must immediately roll a save or be buried. A number of Undead units from your DUA, up to the total number of health buried, may join the casting army. Multiple castings increase the number of health affected or target another DUA.

Soiled Ground Casting Cost: 6 Spell List: Goblin
Target any swampland terrain. Until the beginning of your next turn, any unit killed at the target terrain that goes into the DUA must roll a save or be buried. Multiple castings target multiple terrains.

Haunt Casting Cost: 8 Spell List: Undead
Target your DUA. All dead units form into a magically constructed army that immediately takes a melee action against any enemy army. Bury any of your units killed during this melee action and return the rest to your DUA. This spell can be cast only once per magic action.

Night Moves Casting Cost: 9 Spell List: Undead
Target any of your armies containing an Undead unit at a terrain. The army immediately attempts to maneuver the terrain. Opponents at the terrain may counter-maneuver as usual. This spell can be cast only once per magic action.

Blue (Air) Spells

Hailstorm Casting Cost: 2 Spell List: Basic
Target any enemy army. Immediately inflict one point of damage to the target army, which may roll to save. Multiple castings increase the effect or target another army.

Scent of Fear Casting Cost: 2 Spell List: Feral
Target any enemy army at a terrain. One health-worth of units in the target army must immediately flee to its reserve area. Multiple castings increase the number of health affected or target another army.

Airy Acquisition Casting Cost: 3 Spell List: Amazon
Target one of your magical items, artifacts, or medallions in play. Immediately move the target item to any of your other armies. Multiple castings target multiple items.

Breath of Life Casting Cost: 3 Spell List: Basic
Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Call of the Wild Casting Cost: 3 Spell List: Feral
Target any of your Feral units in play. Immediately move the target unit to the casting army. Multiple castings target multiple units.

Blue Elemental Blast Casting Cost: 3 Spell List: Firewalker
Target up to two points of non-blue spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.

Dust Devil Casting Cost: 3 Spell List: Firewalker
Target any terrain. Until the end of your next turn, halve all missile damage into or out of the target terrain. Multiple castings target multiple terrains.

Wind Wall Casting Cost: 3 Spell List: Frostwing
Target any army. Until the end of your next turn, add three save results to the target army. Multiple castings target multiple armies.

Wind Walk Casting Cost: 4 Spell List: Basic
Target any army. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

Blizzard Casting Cost: 4 Spell List: Coral Elf
Target any terrain. Until the beginning of your next turn, halve all melee results at the target terrain. Multiple castings target multiple terrains.

Wilding Casting Cost: 4 Spell List: Feral
Target any of your armies. Until the beginning of your next turn, one component in the target army may double its melee or save results. Select the component after the army's roll is made. Multiple castings increase the number of components affected or target another army.

Fields of Ice Casting Cost: 5 Spell List: Frostwing
Target any terrain. Until the beginning of your next turn, subtract six maneuver results at the target terrain. While this spell is in effect, during a maneuver attempt at the target terrain the results of ties go to the non-acting player. Multiple castings target multiple terrains.

Mirage Casting Cost: 5 Spell List: Firewalker
Target any terrain. Each 1-health (common) unit at the target terrain must generate a save or immediately flee to its reserve area. Multiple castings target multiple terrains.

Lightning Strike Casting Cost: 6 Spell List: Basic
Target any enemy unit. The target unit must immediately generate a save or be killed. Multiple castings target multiple units.

Degenerate Dragonkin Casting Cost: 8 Spell List: Coral Elf
Target any enemy army. All Dragonkin in the target army must immediately roll an ID icon or be demoted. Those Dragonkin that cannot be demoted and all Dragonkin in the casting army are immediately buried. This spell can be cast only once per magic action.

Gold (Earth) Spells

Stoneskin Casting Cost: 2 Spell List: Basic
Target any army. Until the beginning of your next turn, add one save result to the target army. Multiple castings increase the effect or target another army.

Camouflage Casting Cost: 2 Spell List: Treefolk
Target one health-worth of your units. Until the beginning of your next turn, only melee effects can affect the target unit and only melee damage can kill a camouflaged unit. The target unit cannot be promoted. Multiple castings increase the number of health affected.

Earthen Armor Casting Cost: 2 Spell List: Dwarf
Target one of your units not already under the effects of an Earthen Armor spell. The target unit gains one automatic save result until it is used to generate a save result for the unit. Multiple castings target multiple units.

Hide Casting Cost: 2 Spell List: Feral
Target one health-worth of your units. Until the beginning of your next turn, the target unit 1) makes no rolls, 2) cannot be the target of a melee, missile, magic, or dragon effect, 3) cannot be affected by any disaster effect from a minor terrain or by any racial ability, 4) cannot be taken as a loss to account for damage, and 5) cannot be promoted. Multiple castings increase the number of health affected.

Dust to Dust Casting Cost: 3 Spell List: Basic
Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

Path Casting Cost: 4 Spell List: Basic
Target any of your units at any terrain. Immediately move the target unit to any other terrain. Multiple castings target multiple units.

Backlash Casting Cost: 4 Spell List: Feral
Target any terrain. Until the beginning of your next turn, if any army at the target terrain takes a magic action and casts magic, then, after all spells are resolved, the army must save against an amount of damage equal to the combined casting costs of all spells cast. For an army to be affected by a Backlash, this spell must be in effect before the magic action has begun. Multiple castings target multiple terrains.

Explode Stone Casting Cost: 4 Spell List: Dwarf
Target any enemy 1-health (common) magical item. Target item is immediately buried. Multiple castings target multiple magical items.

Transmute Rock to Mud Casting Cost: 5 Spell List: Basic
Target any enemy army. Until the beginning of your next turn, subtract six maneuver results from the target army. Multiple castings increase the effect or target another army.

Higher Ground Casting Cost: 5 Spell List: Amazon
Target any enemy army. Until the beginning of your next turn, subtract five melee results from the target army. Multiple castings target multiple armies.

Reform Land Casting Cost: 6 Spell List: Goblin
Target a minor terrain in your summoning pool that contains the green (water) element. The target minor terrain becomes a swampland minor terrain for the duration of the game. Multiple castings target multiple minor terrains.

Leaving Casting Cost: 8 Spell List: Treefolk
Target all of your armies. Until the beginning of your next turn, for any army-targeting effect that causes damage to a target army, any units taken as casualties immediately go to any other of your armies at a terrain rather than the DUA. This spell can be cast only once per magic action.

Create Mountain Casting Cost: 9 Spell List: Dwarf
Target any terrain with the gold (earth) element that is not at the 8th face. Until the target terrain's face is changed, in addition to its normal terrain type, it is also considered to be a highland terrain. Multiple castings target multiple terrains.

Green (Water) Spells

Watery Double Casting Cost: 2 Spell List: Basic
Target any army. Until the end of your next turn, add one save result to the target army. Multiple castings increase the effect or target another army.

Foul Water Casting Cost: 2 Spell List: Swamp Stalker
Target any enemy army. Immediately inflict one point of damage on the target army. Only 1-health (common) units roll for saves, and only 1-health units can be removed because of this damage. Multiple castings increase the effect or target another army.

Wall of Ice Casting Cost: 3 Spell List: Basic
Target any army. Until the beginning of your next turn, add three save results to the target army. Multiple castings target multiple armies.

Bloat Corpses Casting Cost: 3 Spell List: Coral Elf
Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

Water of Life Casting Cost: 3 Spell List: Treefolk
Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Water Walking Casting Cost: 4 Spell List: Scalder
Target any army located at a terrain with the green (water) element. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

Flash Flood Casting Cost: 5 Spell List: Basic
Target any terrain. Each army at the target terrain may make a maneuver avoidance roll. Immediately reduce the target terrain one face if no army generates at least eight maneuver results. Multiple castings target multiple terrains.

Call Water Casting Cost: 5 Spell List: Treefolk
Target any terrain. Until the terrain face is changed, add the water (green) element to the target terrain. Multiple castings target multiple terrains.

Part Water Casting Cost: 5 Spell List: Coral Elf
Target any terrain. Until the beginning of your next turn, remove the water (green) element from the target terrain for all but the caster's components. As long as this spell is in effect, the effects of all terrain- targeting spells that require the terrain to have the green (water) element are negated and the effects of all army-targeting spells that require the terrain to have the green (water) element are negated except for the caster's spells. Multiple castings target multiple terrains.

Wall of Fog Casting Cost: 6 Spell List: Basic
Target any terrain. Until the beginning of your next turn, halve all maneuver results at the target terrain, and all missile damage into or at the target terrain. Multiple castings target multiple terrains.

Deluge Casting Cost: 6 Spell List: Amazon
Target any terrain. Until the beginning of your next turn, subtract four maneuver and four missile results at the target terrain. Multiple castings target multiple terrains.

Mire Casting Cost: 6 Spell List: Swamp Stalker
Target any terrain not already under the effects of a Mire spell or currently at the 8th face. Until the end of your next turn, no army at the target terrain can make a maneuver attempt to change the terrain face or bring in a minor terrain. Multiple castings target multiple terrains.

Tidal Wave Casting Cost: 6 Spell List: Scalder
Target any terrain with the green (water) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results during this combination roll. Multiple castings target multiple terrains.

Black Rain Casting Cost: 7 Spell List: Swamp Stalker
Target any terrain with the green (water) element. Until the end of your next turn, halve all save results at the target terrain. Multiple castings target multiple terrains.

Wall of Thorns Casting Cost: 8 Spell List: Treefolk
Target any terrain not already under the effects of a Wall of Thorns spell or currently at the 8th face. Until the end of your next turn, any army making a maneuver attempt that results in changing the terrain face causes damage to itself

equal to the total health-worth of units in the army. Roll the army; each melee result reduces the damage by one point. Multiple castings target multiple terrains.

Red (Fire) Spells

Ash Storm Casting Cost: 2 Spell List: Basic
Target any terrain. Until the beginning of your next turn, subtract one result at the target terrain. Multiple castings increase the effect or target another terrain. During a combination roll, the owner of the acting army chooses how to apply the penalty.

Spark of Life Casting Cost: 3 Spell List: Basic
Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Fearful Flames Casting Cost: 3 Spell List: Lava Elf
Target one health-worth of enemy units. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. If the unit saves against the damage, it must generate another save or immediately flee to the reserve area. Multiple castings increase the number of health affected and the damage inflicted.

Firebolt Casting Cost: 3 Spell List: Firewalker
Target any enemy unit. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. Multiple castings increase the effect or target another unit.

Flashfire Casting Cost: 3 Spell List: Firewalker
Target any army. Until the beginning of your next turn, during any army non-maneuver roll, any one unit in the target army whose last roll result has not been finalized may be rolled again. The selected unit ignores its last roll result and applies the new roll result instead. Multiple castings increase the effect or target another army. Note: this takes affect at the same time as other rerolling effects (i.e. “Instant” SAIs or group monster IDs).

Red Elemental Blast Casting Cost: 3 Spell List: Firewalker
Target up to two points of non-red spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.

Firestorm Casting Cost: 3 Spell List: Scalder
Target any terrain that has an enemy army present. Immediately inflict two points of damage to each army at the target terrain, which may roll to save. Multiple castings increase the effect or target another terrain.

Reforge Item Casting Cost: 3 Spell List: Dwarf
Target one health-worth of magical items, artifacts, or medallions in your BUA. Immediately restore the target to the casting army. Multiple castings increase the number of health affected.

Burning Hands Casting Cost: 4 Spell List: Basic
Target one of your units not already under the effects of a Burning Hands spell. The target unit’s melee results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI melee results needed by the army. Multiple castings target multiple units.

Flaming Armor Casting Cost: 4 Spell List: Lava Elf
Target one of your units not already under the effects of a Flaming Armor spell. The target unit’s save results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI save results needed by the army. Multiple castings target multiple units.

Flaming Spears Casting Cost: 4 Spell List: Amazon
Target one of your units not already under the effects of a Flaming Spears spell. The target unit’s missile results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI missile results needed by the army. Multiple castings target multiple units.

Dancing Lights Casting Cost: 6 Spell List: Basic
Target any enemy army. Until the beginning of your next turn, halve the target army’s missile and magic results. Multiple castings target multiple armies.

Volcanic Eruption Casting Cost: 6 Spell List: Scalder
Target any terrain with the red (fire) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results in this combination roll. Multiple castings target multiple terrains.

Elemental Spells

All elemental spells are available to be cast in any of the 5 elemental colors. All points for the spell must come from the same color of units and/or magic items. In the case of racial spells, all the points for the spell must come from the same color race's units and/or magic items with matching colors.

Promote Dragonkin Casting Cost: 3 Spell List: Eldarim
Target one of your dragonkin in any of your armies with the same color as the magic used to cast this spell. This dragonkin can be immediately promoted. Multiple castings target multiple units or increase the health. This spell allows you to promote to a unit of greater health (not just one health more) with multiple castings.

Rise of the Eldarim Casting Cost: 3 Spell List Eldarim
Target Eldarim units in your DUA. The target unit is immediately recruited into the casting army or promoted into your casting army. Multiple castings increase the number of health affected. This spell allows you to recruit or promote to a unit of greater health (not just one health more) with multiple castings.

Summon Dragonkin Casting Cost: 3 Spell List: Basic
Target one health-worth of your Dragonkin in the summoning pool with the same color as the magic used to cast this spell to immediately join the casting army. Multiple castings increase the number of health affected.

Demote Dragonkin Casting Cost: 4 Spell List: Eldarim
Target one color of an enemy army's Dragonkin with a color different from the color magic used to cast this spell. All dragonkin of that color must immediately roll an ID icon or be demoted (one health only). If any roll belly then they are buried. Dragonkin that cannot be demoted are simply returned to the summoning pool. All the dragonkin of the targeted color in the casting army are buried. Multiple castings target multiple armies.

Dispel Dragonkin Casting Cost: 4 Spell List: Eldarim
Target any enemy dragonkin with a different color than the color used to cast this spell. Immediately inflict one point of damage to the target unit with no save possible. Multiple castings increase the effect or target another unit.

Summon Ivory Dragon Casting Cost: 7 Spell List: Basic
Target any terrain. Immediately send any ivory dragon in a summoning pool to the target terrain. Multiple castings target the same or multiple terrains.

Summon Elemental Dragon Casting Cost: 7 Spell List: Basic
Target any terrain. Immediately send any elemental dragon with the same color as the magic used to cast this spell to the target terrain. Multiple castings target the same or multiple terrains.

Summon Hybrid Dragon Casting Cost: 7 Spell List: Basic
Target any terrain. Immediately send any hybrid dragon with the at least one color the same as the magic used to cast this spell to the target terrain. Multiple castings target the same or multiple terrains.

Summon Ivory Hybrid Dragon Casting Cost: 7 Spell List: Basic
Target any terrain. Immediately send any ivory hybrid dragon in a summoning pool to the target terrain. Or summon any ivory hybrid dragon with the same color as the magic used to cast this spell to the target terrain. Multiple castings target the same or multiple terrains.

Summon White Dragon Casting Cost: 14 Spell List: Basic
Target any terrain. Immediately send any white dragon to the target terrain. Multiple castings target the same or multiple terrains.

Special Action Icons – General Information

Gorbak laughed as the Vagha stormed the Trog position. "Gorbak smite puny mountain dwarves!" he cried. "Trogs kill you all!" The marauder's stone hatchet sent four footmen to their graves before they could even react. He turned to scream his triumph and wailed as the mighty feet of a mammoth trampled him into the mud.

In addition to normal action and ID icons, certain game components 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.

There are three types of icons: normal, special and ID. Every icon generates a result. There are two different kinds of results: normal results and special results. A normal result is either a maneuver, save, melee hit, missile hit or a magic result. A special result is anything else, like special missile hits that target individual units or special melee hits that you cannot save against.

Example : An army is taking a missile action. The army rolls a total of five missile icons and four Bullseye special action icons. Since the Bullseye is an SAI, its effect is resolved before the defending army rolls to save against the five normal missile results.

Example : An army, during a melee action rolls three melee icons, one ID icon on an uncommon unit and 4 Smite special action icons. The special results from the Smite SAI are resolved first—in this case, the defending army must remove units to account for the four damage points from the Smite—before the defending army rolls to save against the five normal melee results from the melee and ID icons.

ID and normal action icons always generate normal results. Special action icons can generate either normal results or special results, depending on the particular SAI and the kind of roll you are making. What is important to note is any result (normal or special) generated by an SAI, cannot be modified by spells, other SAIs or dragon breath. It is not the kind of result that matters; it is the type of icon that generated the result. The normal results generated by an SAI are counted along with the results from normal and ID icons.

Example : An army under the effect of a Transmute Rock to Mud spell is rolling for maneuvers. The army rolls four maneuver icons and three Fly special action icons. The –6 penalty is applied only to the normal maneuver results. The final result is three maneuvers from the Fly SAI, since the spell's penalty reduces the normal results to zero.

Example : An army under the effect of a Palsy spell is rolling for saves. The army only rolls a 3-point Fly SAI. The army still generates 3 saves from the Fly because the -1 penalty from the Palsy cannot be applied to these SAI-generated save results.

Non-magical modifiers that multiply (e.g. eighth face or minor terrain effects and racial abilities) are applied to the unit or magical item's results, not which icon generated them. Hence, normal maneuver and save results are doubled when an army is in possession of an eighth face. It does not matter what kind of icon (ID, normal action or special action) generated the normal maneuver result. They are all doubled.

Example : A Goblin Leopard Rider rolls three Rend icons during a maneuver roll at a swampland terrain where its army controls the 8th face. This would give the Goblin army 12 points (three doubled for the swampland, and doubled again for the 8th face bonus) of maneuver.

Example : An army possesses an eighth face. During a save roll, the army generates four save icons and a Create Fireminions SAI. These results are combined then doubled for the eighth face for a total of 16 saves (four normal icons + four from the Create Fireminions SAI multiplied by two).

Non-magical modifiers that subtract (e.g. Frostwing magic negation racial ability) are not applied to an SAI-generated result.

Example: An army conducts a magic action and rolls five magic icons and four Cantrip icons. An opposing army consisting of Frostwing units conducts a magic negation roll and generates seven magic icons. The Frostwing army can only subtract from the acting army's five magic icons, leaving a result of four from the Cantrip.

Each SAI on a unit counts as one point of effect. So, if a rare unit has a die face with four Cantrip icons, it counts as four points of effect. The exception is the Double Strike SAI on the Tiger-Folk unit (Feral rare heavy troop): this single SAI counts as four points of effect. Each single SAI on a rare magic item counts as three points of effect. Each single SAI on a monster, artifact or medallion counts as four points of effect (unless stated otherwise in the SAI description).

Application:

This term refers to which roll an SAI's effect is applied. Some SAIs can be applied during several different rolls because they have multiple effects (e.g. Trample giving you either melee results or maneuver results). Unless the word "may" appears in the SAI description, the effect is mandatory. SAIs have their same effect whether the unit containing the SAI is rolled individually or as part of an army. The following phrases are used throughout the SAI descriptions to note the rolls that particular SAI can be applied:

During any action: These SAI effects are applied during any action (melee, missile or magic attack) but not during a save roll, maneuver attempt or avoidance roll.

During any roll: The SAI effect can be applied during any action, save roll, maneuver roll or avoidance roll.

During a melee attack: These SAI effects are applied when the army is rolling during the acting army's melee attack or defending army's melee counter-attack of a melee action.

During a magic/missile action: The SAI's effect is applied when the army is rolling for magic or missile results.

During a magic negation roll: The SAI's effect is applied when the army is rolling to negate the results of an opponent's magic roll.

During a maneuver roll: The SAI's effect is applied during the maneuver portion of a march. If this is rolled as part of a counter-maneuver, then a SAI's normal results work, but special results are ignored.

During a save roll: The SAI's effect is applied when saving against any damage or effect that requires a save result to prevent it from occurring. This SAI is also applicable during a save avoidance roll.

During a dragon attack: The SAI's effect is applied specifically during a dragon attack. Also, if a SAI has normal results during a melee avoidance roll, missile avoidance roll, or save roll, then it also works during a dragon attack

During a melee/missile/magic/maneuver avoidance roll: The SAI is applied when an army or unit is rolling for a specific action or maneuver result to prevent an effect from occurring.

Example : An army is rolling against the effect from a Wall of Thorns spell. During this melee avoidance roll, a unit rolls a Smite. The Smite would apply because it specifically generates melee results during a melee avoidance roll.

Example : An army is rolling to prevent the effect from a Flash Flood spell. During this maneuver avoidance roll, a unit rolls a Rend. The maneuver results from the Rend can be applied to prevent the Flash Flood, but the unit is not rerolled because that effect is not applicable during a maneuver roll.

Note: Many SAIs list a normal result for melee/missile/magic/maneuver. Those results apply during the corresponding avoidance roll as well. Certain SAIs that have special results, will have normal results in the avoidance roll only. In the latter case, those results for avoidance rolls are specially listed. If not listed, the SAI has no results during an avoidance roll.

During a non-maneuver avoidance roll: The SAI is applied when an army or unit is rolling for a specific result during any action or save roll to prevent an effect from occurring.

During a non-maneuver roll: The SAI is applied when an army or unit is rolling for a specific result during any action, save roll or non-maneuver avoidance roll to prevent an effect from occurring.

When making a combination roll, SAIs that generate different results may split their points of effect between the different results a player is rolling for. The total of these splits cannot exceed the SAI's total points of effect.

Example: During the combination roll against a Tidal Wave spell, one army at the terrain rolls six normal saves, six normal maneuvers and a Fly SAI from a monster (worth four points of effect). The owner of the army can split the 4-point Fly SAI into two save and two maneuver results (since the army is rolling for both of these results during this combination roll). This gives the army a total of eight save and eight maneuver results, enabling the army to avoid all of the damage from the Tidal Wave and prevent the terrain reduction.

Note that unless the SAI generates normal results you are looking for in an individual roll or specifically states it works in the DUA, no SAI works in the DUA.

Resolution:

This term refers to when the effect of an SAI is applied. An SAI can have more than one resolution type depending on whether the SAI performs differently during different types of rolls. The SAI resolution types are:

Instant: This means the effect of the SAI is applied immediately, before any other dice are rolled. Instant resolution SAIs are those that have a rerolling effect on the component that rolled the SAI. If the SAI does not function during that type of roll, do not reroll the die.

Example: A unit rolls a Double Strike. The unit is rolled again immediately and the total sum of the melee hits generated is added to the army's results.

Special: These SAIs are resolved before an army's normal results, but after all instant SAIs are resolved. Special resolution SAIs are noted by the words "immediate" or "immediately" in the SAI's description.

Normal: The SAI's results are combined along with the other normal results.

Delayed: This means the application of the SAI's effect must wait until after a target rolls but before they finalize any results or, if specified in the SAI's description, before they apply any Unique or Special resolution SAIs.

Example : During a melee attack, a unit in the attacking army rolls a Screech SAI. When the defending army makes its save roll, it generates 6 save results. Before the saves are applied, the attacking player forces the defending army to subtract four save results before they are applied against any melee damage.

Example : During a melee attack, a magical item in the attacking army rolls a Decapitate SAI. When the defending army makes its save roll, a unit rolls its ID icon. Another unit (a Firewalker) in the defending army rolls a Cantrip. Before the defending army resolves this Cantrip (say to cast a Flashfire spell so as to reroll the unit that generated its ID icon, thus possibly avoiding the Decapitate), the effect of the Decapitate is resolved.

Late: This means the application of the SAIs effect must wait until the target rolls and finalizes their results.

Conditional: The effect of these SAIs are dependent on the resolution of an action or event upon the component containing the Conditional SAI, its army and/or terrain that component is located.

Example : An army containing a unit with a Dispel Magic SAI is targeted with magic. The unit would roll and if the Dispel Magic SAI comes up, only then can its effect be applied.

Example : A unit containing a Rise from the Ashes SAI is in the dead unit area. This unit is targeted with multiple Dust to Dust spells. The unit rolls to avoid burial. If the Rise form the Ashes SAI comes up, its effect is applied – avoiding being buried.

Unique: This SAI has an effect that is applied outside of the current roll. All activity is suspended to resolve the effect of this SAI. Unique SAIs are applied at the same time as Special SAIs in any order the player wishes. Unique SAIs do not function in a simultaneous roll (see below).

Example: During an army's save roll against missiles, a unit rolls a Cantrip SAI. The save roll is suspended to resolve the Cantrip (i.e. casting spells that are immediately resolved). After these spells are resolved, the defending army resolves the save roll against the missile damage.

Components that are brought into an army with a Special or Unique resolution type SAI during any roll, either directly (e.g. Regenerate) or through the use of SAI-generated spells (e.g. from a Cantrip rolled during a non-magic action), are rolled immediately and the results applied with the results of their army. These units can also be taken as casualties. Likewise, any component removed from the army by a Special or Unique resolution type SAI (i.e. Path cast via Cantrip, Ferry, etc.) does not have its results counted in the army total, unless explicitly stated otherwise (e.g. Vanish).

Whenever there is a simultaneous roll, where two or more armies at a terrain roll at the same time, any SAI that generates normal results would function. SAIs that generate unique results will not function. The reason is with SAIs that have effects on other players (such as a Cantrip-cast spell), you could not determine the correct order of resolution amongst the players. If two or more SAIs of the same resolution type are generated during a player's roll, they may be resolved in any order the player chooses.

Example: During a melee attack, the acting army rolls 2 melee hits, a Smite and a Cantrip SAI. Both of these SAIs are resolved immediately during a melee attack (meaning their effects take place before the target army would make their save roll). The acting player can choose which SAI to resolve first, since unique and special SAIs can be applied in any order the player chooses.

Example: During a melee attack, the acting army rolls 2 melee hits, a Counter and a Trample SAI. The SAIs would be resolved (in this case combined) with the 2 melee hits because they generated normal melee results.

Example: During a missile attack, the acting army rolls a Seize and a Bullseye SAI. The SAIs can be resolved in any order the acting player wishes.

Example: You and an opponent are at the frontier terrain. Another player casts three Firestorms (doing a total of six points of damage) on this terrain. You both simultaneously roll your armies to each save against six points of damage. Your army rolls three save results from other components and four Fly icons from a single component. Your opponent's army rolls four save results from the other components and four Cantrip icons from a single unit. You successfully avoid the spell damage because the Fly SAI counts as normal saves. However, the Cantrip rolled by your opponent cannot be used as "instant magic" in this case (for example, to cast Stoneskins to help save against the damage) because the Cantrip generated during a save roll is a Unique resolution type SAI.

Example: Take the same situation above but instead both players roll six save results and four icons from a Cantrip. Since both Cantrips are Unique resolution type SAIs, it cannot be determined who would resolve their Cantrip first. Hence, both Cantrips are ignored.

Example: A terrain is targeted with a Firestorm spell. Only one army is present at the terrain. During the save roll, a unit rolls a Cantrip. Since no other army is present at the terrain during this save roll (thus no simultaneous roll occurs), the Cantrip can be used.

Targeting:

If multiple components with identical SAIs are rolled at the same time, they are resolved simultaneously (i.e. their effects are combined). However, SAIs that specifically target a unit or multiple units with an effect that multiplies or divides a result cannot be combined to cause a greater effect upon that same unit or multiple units. SAIs that target health-worth of units in an army, inflict damage on any number of units or produce an effect that does not multiply or

divide a unit's results can be combined to cause a greater effect on the same unit or multiple units or generate greater results.

Example: During a save roll, two units each roll Cantrips (4 icons each). The number of Cantrips are combined (for a total of 8). The acting player does not spend one Cantrip, then the other separately; meaning they can purchase any applicable spell worth up to 8 points.

Example: During a missile action, two units each roll a Bullseye SAI (4 icons each). The number of Bullseyes are combined (for a total of 8). The acting player does not apply one Bullseye, then the other separately; meaning they can do more than 4 missile hits on a given unit. So, the acting player, if they choose, can individually target one unit with 5 missile hits and another with 3.

Example: Two Bear-Folk units each roll a Hug SAI during a melee attack. Since each Hug SAI inflicts damage on an opposing unit, the Hug SAIs can be combined to affect the same unit. Note: since each Hug specifically targets an opposing unit, the results from the two Hug SAIs cannot be divided amongst more than two units.

Example: Two Beholders each roll a Charm SAI (worth 4 points each) during a melee attack. The Charm SAIs are combined to select up to eight health-worth of opposing units to add their results to the acting player's army.

Example: During a save roll, two Elephant-Folk units each roll a Trumpet SAI. Since the Trumpet SAI specifically targets multiple units in the army containing these Elephant-Folk with an effect that multiplies results, the effects of two Trumpets cannot be combined to quadruple the save results generated by any Feral units in this army.

If an SAI description states it targets a specific number of health-worth of units, the acting player can target a smaller number of units depending on these circumstances:

(a) Whenever an offensive SAI (those that do damage or penalize a roll), targets "x" health worth of an opponent's army and the owner of the unit rolling the SAI selects the affected units, the owner may select less than "x" health worth, but at least 1-health worth must be selected.

Example: A unit in the attacking army rolls an Entangle SAI during a melee attack. The acting player can select anywhere from one to four health-worth of units in the opposing army to be entangled, but they cannot choose to select none.

(b) Whenever a non-offensive SAI affects "x" health-worth of units from the owner of the component rolling the SAI, less than "x"-health or no health may be selected.

Example: During a missile action, a unit in the attacking army rolls a Ferry SAI. The acting player may choose to move anywhere from one to four health-worth of units to another terrain, or choose only to move the unit rolling the Ferry and not any health-worth of additional units.

Whenever an offensive SAI targets an opponent's army, and the opponent selects the affected units, then as many health as possible must be selected, up to the number specified by the SAI. This is the same as applying damage; you must take as much as possible.

Example: During a melee attack, a unit in the attacking army rolls a Smite SAI worth four melee hits. Four health-worth of units must be removed to account for the damage. The defending army cannot choose to remove less than four health-worth if it is possible to select a total of four health-worth of units.

Special Action Icon (SAI) List

Listed after each SAI name is the resolution type. Note that "Normal" and "Special" have multiple meanings. If listed by itself, the SAI generates normal/special results and those results are counted at the same time as other normal/special results. If listed after another resolution type, it merely notes that the results are normal/special and those results happen at some other timing. If results are listed as Normal (melee/missile/magic/maneuver/save), then that SAI generates that type of normal result during the corresponding roll or avoidance roll.

An army roll against a dragon attack is a melee avoidance, missile avoidance and save combination roll.

The SAIs on six-sided dice generate as many results as the number of icons shown on the die face.

The SAIs on ten-sided dice generates four results unless stated otherwise in the SAI description.

The SAIs on the rare (3 health) magical items generates three results unless stated otherwise in the SAI description.

The SAIs on the medallions generates four results unless stated otherwise in the SAI description.

Exceptions:

The Feral Tiger-folk unit's Double Strike icon generates four melee results.

The SFR/TSR logo face on the Dragonmaster and Dragonhunter generates two or four results depending on the type of roll. On the Dragonlord and Dragonslayer the logo face generates zero or four results depending on the type of roll.

Dragonkin Belly does not generate any results per se; it simply negates the dragonkin's automatic saves.



Attune: Normal and Special (magic action)
During a magic action, Attune generates magic results of any color. Attune may also immediately count the normal magic result (only actual magic icons, not ID icons or SAIs) of one unit in the acting army as that same color. The results from both the Attune and the Attuned die are counted normally with the other magic results.



Bash: Normal (non-melee save); Special (dragon attack or save against melee attack)
During a non-melee save roll, Bash generates saves results equal to the die's health. During a save roll against a melee attack, choose a unit in the attacking army that generated normal melee results. Bash immediately does back damage equal to the melee results of the target unit, which must generate saves against its own damage. The defending army gets saves equal to the amount of damage that the target unit generated. During a dragon attack, target one dragon that did normal damage. Bash immediately does back damage equal to the melee results of the target dragon. The defending army gets saves equal to the amount of damage that the target dragon generated.



Belly: Special (any)
During any roll, the Dragonkin unit loses its automatic save(s).



Breath (Dragonkin Champion): Special (melee attack)
During a melee attack, attacking player chooses four health-worth of units in the defending army to be killed with no save possible.



Breath (Rare Dragonkin): Special (melee attack)
During a melee attack, targeted player chooses three health-worth of units in the defending army to be killed with no save possible.



Bullseye: Special (missile action); Normal (dragon attack or missile avoidance)
During a missile action, each Bullseye result immediately inflicts one point of damage. The total damage may individually target one or more units in the defending army as the acting player chooses. Each target unit must immediately generate saves against the damage assigned to it. During a dragon attack or missile avoidance roll, Bullseye generates missile results.



Cantrip: Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance)
During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.



Charge: Delayed/Late Special (Acting Player Melee Attack)
This SAI has no effect during the counter attack phase. When rolled during the Acting Player's Melee Attack phase, the attacking army must count Maneuver results as if they were Melee results (Maneuver becomes Melee during the Racial Abilities step of the dice modifiers). Additionally, the defending army will not make a counter attack. Instead they will make a combination melee/save roll instead of the normal save roll. The save results will reduce the damage of the attacking army as normal. The melee results will be damage against the attacking army, only magical saves protect against this damage.



Charm: Special (melee attack)
During a melee attack, immediately choose up to four health-worth of units in an opposing army to add their results to the results of the acting army. The affected unit(s) return to their owner's control immediately after the defender's save roll. Their owner may choose charmed units as casualties, but their results are still added to the army containing the unit with Charm.



Choke: Delayed Special (melee attack)
During a melee attack, after the defending army rolls for saves but before they apply any unique or special resolution SAIs, choose up to four health-worth of units in the defending army that rolled an ID icon to immediately be killed.



Coil: Special (melee attack); Normal (dragon attack or melee avoidance)
During a melee attack, for each unit that generates Coil results choose one unit in the defending army. Immediately inflict four points of damage to the target unit. The target unit makes a combination roll: to generate saves against the Coil damage and/or inflict melee damage on the coiling unit. The coiling unit cannot roll to save against this damage. During a dragon attack or melee avoidance roll, each Coil result generates one melee result.



Cloak: Normal (any non-save roll, Individual Roll); Special (Save)
During any non-save roll, Cloak generates magic results. During a save roll, add four magical save results to the army containing this unit until the beginning of your next turn. During a roll against an individual-targeting effect, Cloak generates magic, maneuver, melee, missile or save results.



Confuse: Delayed Special (melee attack or missile action)
During a melee attack or missile action, after the defending army rolls for saves but before they apply any unique or special resolution SAIs, choose up to four health-worth of units in the defending army and force them to roll again. Selected units ignore their original roll and apply the new roll instead.



Convert: Special (melee attack)
During a melee attack, choose one health-worth of units in the defending army per Convert icon generated. Targeted unit(s) must immediately generate a save or be killed. The acting player may return Undead units from the dead unit area to the acting army up to the amount of health killed.



Counter: Normal (melee, save, and dragon attack); Special and Normal (save against melee attack)
During a melee attack or melee avoidance roll, Counter generates melee results. During a save roll, Counter generates save results. During a save roll in a melee attack, Counter immediately generates both save results and melee results upon the attacking army or unit. Only magical saves protect against this damage. During a dragon attack, Counter generates save and melee results.



Create Fireminions: Normal (any)
During any roll the army makes, Create Fireminions generates magic, maneuver, melee, missile or save results.



Crush: Special (missile action); Normal (dragon attack or missile avoidance)
During a missile action, choose up to four-health worth of units in the defending army to immediately roll a maneuver result individually or be killed. Any units that are killed must then roll a save or be buried. During a dragon attack or missile avoidance roll, Crush generates missile results.



Decapitate: Delayed Special (melee attack); Special or Normal (dragon attack)
During a melee attack, after the defending army rolls to save but before they apply any unique or special resolution SAIs, choose one unit in the defending army that rolled an ID icon to be killed. During a dragon attack, choose any dragon that rolls a Jaws icon to be slain. Otherwise it inflicts three melee results on the dragon. Note: If a dragon is slain by a Decapitate, the army must still save against any damage from that dragon.



Dispel Magic: Conditional (see text)
Whenever any magic targets this unit, the army containing this unit and/or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon comes up, immediately negate all unresolved magic that applies to the target(s). Only one dispel attempt is made per unit and, if it fails, then all the spell(s) are resolved normally.



Double Strike: Instant Normal (melee)
During a melee attack or melee avoidance roll, Double Strike generates melee results; roll this unit again and apply the new result as well.



Elevate: Normal (maneuver); Special (save against melee attack, missile action, or dragon attack)
During a maneuver roll, Elevate generates maneuver results. During a missile action, immediately double one unit's missile results. During a save roll in a melee attack, immediately double one unit's save results. During a dragon attack, Elevate doubles one unit's missile or save results.



Entangle: Special (melee attack)
During a melee attack, choose up to four health-worth of units in the defending army to be immediately entangled. The target unit(s) cannot be rolled until the beginning of your next turn. Killing the entangling unit negates the effect.



Ferry: Special (non-maneuver)
During any non-maneuver roll, the ferrying unit may immediately move itself and up to four health-worth of units in the army containing this unit to any other terrain.



Firecloud: Special (missile action)
During a missile action, choose up to four health-worth of units in the defending army. Each target unit must immediately roll a maneuver result or be killed.



Firewalking: Normal (maneuver); Special (any non-maneuver)
During a maneuver roll, Firewalking generates maneuver results. During any non-maneuver roll, the Firewalking unit may immediately move itself and up to three health-worth of units in the army containing this unit to any other terrain.



Flame: Special (melee attack)
During a melee attack, choose up to two health-worth of units in the defending army to be immediately killed and buried with no save possible.



Flaming Arrow: Special (missile action); Normal (dragon attack or missile avoidance)
During a missile action, for each unit that generates Flaming Arrow results choose one unit in the defending army. Each Flaming Arrow result immediately inflicts one point of damage to the target unit, which must generate saves against this damage. If the target unit is killed it must roll a save or be buried. During a dragon attack or missile avoidance roll, Flaming Arrow generates missile results.



Flurry: Instant Normal (melee); Normal (save against melee attack); Instant or Normal (dragon attack)
During a melee attack or melee avoidance roll, Flurry generates melee results; roll the magical item again and apply the new result as well. During a save roll against a melee attack, Flurry generates save results. During a dragon attack, Flurry generates melee results and roll the magic item again, applying the new result as well or generates save results.



Fly: Normal (any)
During any roll, each Fly result generates one maneuver or one save result.



Frost Breath: Delayed Special (melee attack or missile action)
During a melee attack or missile action, choose an opposing army. Until the beginning of your next turn, after the target army makes any roll but before they finalize any results, halve the results of that roll.



Galeforce: Delayed Special (any action)
During any action, choose any enemy army. Until the beginning of your next turn, after the target army makes any maneuver roll, counter-maneuver roll, maneuver avoidance roll, save roll or save avoidance roll but before they apply any unique or special resolution SAIs, any unit in the target army that rolled a Fly icon must roll again until a non-Fly icon is generated.



Gore: Special (melee attack); Normal (dragon attack or melee avoidance)
During a melee attack, for each unit that generates Gore results choose one unit in the defending army. Gore inflicts two points of damage on the target unit, which must generate saves against this damage or be killed and buried. During a dragon attack or melee avoidance roll, Gore generates two melee results.



Howl: Delayed Special (melee attack or missile action)
During a melee attack or missile action, after the defending army rolls for saves but before they finalize any results, subtract four from the save results.



Hug: Special (melee attack); Normal (dragon attack or melee avoidance)
During a melee attack, for each unit that generates Hug results choose one unit in the defending army. Hug immediately inflicts four points of damage on the target unit. The unit gets no saves, but does roll to counter-attack the hugging unit, which cannot save against this damage. During a dragon attack or melee avoidance roll, Hug generates melee results.



Hypnotic Glare: Delayed Special (melee attack);
During a melee attack, after the defending army rolls to save but before they apply any unique or special resolution SAIs, target all units in the defending army which rolled an ID to become immediately 'hypnotized'. Their results do not count towards the save roll, but they may be chosen as casualties. Until the end of your next turn, the hypnotized units may not roll. This effect ends immediately for a unit if the hypnotized unit leaves the terrain. This effect ends immediately for all units if the glaring unit leaves the current terrain, is killed, or is rolled (The glaring unit may be excluded from any roll while glaring).



Illusion: Delayed Special (any action)
During any action, immediately choose any of your armies. Until the beginning of your next turn, this army cannot be targeted by any missile or enemy magic effect.



Impale: Delayed Special (missile action); Special or Normal (dragon attack)
During a missile action, after the defending army rolls to save but before they apply any unique or special resolution SAIs, choose one unit in the defending army that rolled an ID icon to be killed. During a dragon attack, choose any dragon that rolls a Jaws icon to be slain. Otherwise it inflicts three missile results on the dragon. Note: If a dragon is slain by an Impale, the army must still save against any damage from that dragon.



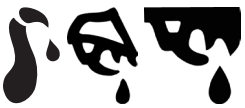
Kick: Special (melee attack); Normal (dragon attack or melee avoidance)
During a melee attack, for each unit that generates Kick results choose one unit in the defending army. Kick immediately inflicts four points of damage on the target unit, which must generate saves against this damage. During a dragon attack or melee avoidance roll, Kick generates melee results.



Net: Special (melee and missile attack),Normal (individual save)
During a melee or missile attack, choose up to four health-worth of units in the defending army to be immobilized unless each targeted unit immediately rolls a maneuver result. Target units that fail their avoidance roll cannot be rolled until the beginning of your next turn. When saving against an individual targeting effect, generates four saves.



Plague: Special (melee attack)
During a melee attack, choose one unit in the defending army, which must immediately generate a save or be killed. If the target unit fails to generate a save, your opponent chooses another unit from the same army to be plagued. The plague continues until a target unit generates a save.



Poison: Special (melee attack)
During a melee attack, choose one health-worth of units in the defending army per Poison result generated. Each target unit must immediately generate a save or be killed. Any units that are killed must roll a save or be buried.



Regenerate: Normal or Special (any non-maneuver)
During any non-maneuver roll, this icon generates four save results or you may immediately bring back up to four health-worth of units from your DUA to the army containing this unit.



Rend: Normal (maneuver); Instant Normal (melee)
During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.



Rise from the Ashes: Normal (save); Conditional (see text)
During a save roll, Rise from the Ashes generates save results. Whenever a unit with this icon is killed or buried, immediately roll the unit; if and only if this icon is rolled the monster immediately goes to your reserve area.



Roar: Special (melee attack)
During a melee attack, choose up to four health-worth of units in the defending army to immediately flee to their reserve area.



Scare: Special (melee attack)
During a melee attack, choose one health-worth of units in the defending army per Scare icon generated. Each target unit must immediately generate a non-ID icon save result or flee to its reserve area. Target units that roll its ID icon are killed with no save possible.



Screech: Delayed Special (melee attack)
During a melee attack, after the defending army rolls for saves but before they finalize any results, subtract four from the save results.



Seize: Special (missile action)
During a missile action, choose up to four health-worth of units in the defending army to immediately roll an ID icon individually or be killed. Those that roll an ID icon flee to reserve area.



SFR Logo (Dragoncrusader): Conditional (dragon attack); Normal (individual save)
Before the dragons attacks the army containing this unit, immediately roll this unit; if and only if this icon is rolled then one dragon is controlled for this battle only. The controlled dragon can either be held motionless (do not roll it) and the army can still attack the dragon. Or the controlled dragon can be rolled, adding the dragon's damage to the army's melee damage. Any breaths from the controlled dragon are directed toward another dragon (acting player's choice). During a save roll against an individual-targeting effect, the SFR logo counts as four saves.



SFR Logo (Dragonhunter): Conditional (dragon attack); Normal (individual save, any other roll)
Before a dragon with a color the same as the Dragonhunter attacks the army containing this unit, immediately roll this unit; if and only if this icon is rolled then one attacking dragon is instantly banished. The dragon is removed from the game and cannot be summoned back. During a save roll against an individual-targeting effect, the SFR logo counts as four saves. During any roll, the SFR logo counts as a two point ID icon and as such may be doubled to produce magic of its own color.



SFR/TSR Logo (Dragonkin Champion): Special (any action and non-maneuver avoidance); Normal (individual save)
During any action or non-maneuver avoidance roll, may move a summoned dragon with the same color as the Dragonkin Champion from any terrain to any other terrain. A player may move a dragon that is currently controlled by a Dragonlord or Dragonmaster. In this case, the dragon becomes untamed and must be moved to a different terrain than the one the dragon is currently located. During a save roll against an individual-targeting effect, the SFR/TSR logo counts as four saves.



SFR/TSR Logo (Dragonlord): Conditional (dragon attack); Normal (individual save)
Before a dragon attacks the army containing this unit, immediately roll this unit; if and only if this icon is rolled then one attacking dragon becomes tame and will not attack the Dragonlord's army. During a save roll against an individual-targeting effect, the SFR/TSR logo counts as four saves.



SFR/TSR Logo (Dragonmaster): Conditional (dragon attack); Normal (individual save, any other roll)
Before a dragon with a color the same as the Dragonmaster attacks the army containing this unit, immediately roll this unit; if and only if this icon is rolled then one attacking dragon becomes tame and will not attack the Dragonmaster's army. During a save roll against an individual-targeting effect, the SFR/TSR logo counts as four saves. During any roll, the SFR/TSR logo counts as a two point ID icon and as such may be doubled to produce magic of its own color.



SFR/TSR Logo (Dragonslayer): Conditional (dragon attack); Normal (individual save)
Before a dragon attacks the army containing this unit, immediately roll this unit; if and only if this icon is rolled then one attacking dragon is instantly slain. During a save roll against an individual-targeting effect, the SFR logo counts as four saves.



SFR Logo (Dragonzealot): Conditional (dragon attack); Normal (individual save, any other roll)
Before the dragons attacks the army containing this unit, immediately roll this unit; if and only if this icon is rolled then one dragon with a matching color is controlled for this battle only. The controlled dragon can either be held motionless (do not roll it) and the army can still attack the dragon. Or the controlled dragon can be rolled, adding the dragon's damage to the army's melee damage. Any breaths from the controlled dragon are directed toward another dragon (acting player's choice). During a save roll against an individual-targeting effect, the SFR logo counts as four saves. During any roll, the SFR logo counts as a two point ID icon and as such may be doubled to produce magic of its own color.



SFR/TSR Logo (Bronze Medallion): Normal (magic action); Unique (non-magic action, save, or non-maneuver avoidance)
During a magic action, generates magic results of any color. During any non-magic action, save roll, or non-maneuver avoidance roll, counts as a Cantrip that can cast any color spell from the spell lists (basic or racial).




SFR/TSR Logo (Gold Medallion): Special (any non-maneuver)
During any non-maneuver roll, returns one non-dragonkin buried unit to the DUA or you may immediately bring back up to four health-worth of units from your DUA to the army carrying this medallion.




SFR/TSR Logo (Silver Medallion): Special (any non-maneuver)
During any non-maneuver roll, returns one buried magical item to the army this medallion is a part of or one buried Dragonkin to the summoning pool.



Slay: Special (melee attack)
During a melee attack, choose one unit in the defending army to immediately roll its ID icon or be killed.



Sleep: Special (melee attack)
During a melee attack, choose one unit in an opposing army to be immediately put to sleep, with no save possible. The target unit cannot be rolled until the end of your next turn.



Smite: Special (melee attack); Normal (dragon attack or melee avoidance)
During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results



Smother: Special (melee attack)
During a melee attack, choose up to four health-worth of units in the defending army to immediately roll a maneuver result individually or be killed.



Sneak Attack: Special (missile action or magic action); Normal (melee attack or dragon attack)
During a missile or magic action, immediately kill up to four health-worth of opposing units in any army, with no save possible. The owner of the unit with this SAI selects the target army; the target army's owner selects the unit(s) killed. Any Dragonkin selected as casualties are immediately buried. During a melee attack or a dragon attack, Sneak Attack generates melee results.



Sortie: Normal (melee, save, or dragon attack)
During a melee attack or melee avoidance roll, Sortie generates melee results. During a save roll Sortie generates save results. During a dragon attack, Sortie generates save and melee results.



Stomp: Special (melee attack); Normal (dragon attack or melee avoidance)
During a melee attack, choose up to four-health worth of units in the defending army to immediately roll a maneuver result individually or be killed. Any units that are killed must then roll a save or be buried. During a dragon attack or melee avoidance roll, Stomp generates melee results.



Stone: Special (missile action); Normal (dragon attack or missile avoidance roll)
During a missile action, each Stone result immediately inflicts one point of damage on the defending army; no saves (including those provided by spells) can stop this damage. During a dragon attack or missile avoidance roll, Stone generates missile results.



Stun: Instant Special (melee attack)
During a melee attack, choose up to four health-worth of units in the defending army to be stunned unless each targeted unit immediately rolls a maneuver. Target units that fail their avoidance roll cannot be rolled until the end of your turn. Roll this unit again and apply the new result as well.



Summon Dragon: Instant Special (magic action)
During a magic action, choose any dragon of a matching color as the magical item and immediately summon it to any terrain; roll the artifact again and apply the new result as well.



Surprise: Late Special (melee action)
During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.



Swallow: Special (melee attack)
During a melee attack, choose one unit in the defending army to immediately roll its ID icon or be killed and buried.



Tail: Instant Normal (melee)
During a melee attack or melee avoidance roll, Tail generates two melee results. Roll this unit again and apply the new result as well.



Teleport: Normal (maneuver); Special (any action or non-maneuver avoidance roll)
During a maneuver or maneuver avoidance roll, Teleport generates maneuver results. During any action or non-maneuver avoidance roll, the teleporting unit may immediately move itself and up to three health-worth of units in the army containing this unit to any terrain.



Trample: Normal (any)
During any roll, each Trample result generates one maneuver and one melee result.



Trumpet: Special (melee or save)
During a melee attack, melee avoidance roll or save roll, Trumpet allows each Feral unit in the army containing this unit to immediately double its melee and save results.



Vanish: Normal and Special (save)
During a save roll, each Vanish icon generates one save result which is added to the army's total save results. The unit may then immediately move to any other terrain or its reserve area.



Volley: Normal (missile, save, or dragon attack); Normal and Special (save against missile)
During a missile action or missile avoidance roll, Volley generates missile results. During a save roll, Volley generates save results. During a save roll in a missile action, Volley generates both save results and immediate missile results upon the attacking army. Only magical saves protect against this damage. During a dragon attack, Volley generates save and missile results.



Wave: Delayed Special (melee attack or maneuver)
During a melee attack, after the defending army rolls for saves but before they finalize any results, subtract four from their save results. During a maneuver roll, after all the counter-maneuvering armies roll for maneuvers but before they finalize any results, subtract four from each counter-maneuvering army's maneuver results.



Wayfare: Normal or Special (maneuver); Special (dragon attack)
During a maneuver roll, Wayfare generates maneuver results or allows the magical item and a unit able to carry it to be moved immediately to any other terrain or its reserve area. During the maneuver roll to determine the order of play, Wayfare generates maneuver results. During a dragon attack, Wayfare allows the magical item and a unit able to carry it to be moved immediately to any other terrain or its reserve area.



Web: Special (melee attack)
During a melee attack, choose up to four health-worth of units in the defending army to be webbed unless each targeted unit immediately rolls a melee result. Target units that fail their avoidance roll cannot be rolled until the beginning of your next turn.



Wild Growth: Normal or Special (any non-maneuver)
During any non-maneuver roll, each Wild Growth result generates one save result or may immediately promote one unit in the army containing this unit.



Wither: Delayed Special (melee attack)
During a melee attack, target an opposing army. Until the beginning of your next turn, after the target army makes any roll but before they finalize any results, subtract one result per Wither icon from that roll.

Advanced Rules

The Advanced rules cover dice that are only allowed in tournaments that use the Advanced rule set. They are not allowed in any tournament listed as intermediate.

Expansions

Across the world battled the armies of darkness and light. Each strove ever harder for victory, their struggles growing more savage and desperate. Monsters were pressed into the fray and new races arose to partake in the war. Still, the carnage continued… with no respite in sight.

Death reveled in the chaos; darkly joyous with the destruction, terror, and pain it had wrought.

Nature grew frail with sorrow at the bloodshed, but still she pressed on, grimly determined to defend life and beauty—she dealt in death in order to preserve life.

And so Nature and Death became locked in battle, with mystical energies emanating from this titanic clash. The spellmakers on either side were quick to notice this raw power, and they tapped into it to forge enchanted weapons and armor.

Moreover, the elemental dragons, forgotten children of Nature, conjured up their own force - the lessor spirits known as the dragonkin. Fortified with these mighty artifacts and new troops, the combatants launched themselves once again into the fray!

Magestorm! was an expansion produced by TSR. The dice that were in that expansion have been remade by SFR and appear in various other expansion products. The dice from either Magestorm! or the SFR expansions will simply be referred to as expansion sets in the following rules. Dragonkin are found in the Eldraim Expansion: Dragonkin. Minor Terrains are found in Battlefields, and Magic Items are found in Battle Chest.

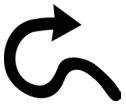
Minor Terrains

The smaller (18mm) eight-sided dice from expansion sets are minor terrain dice. These dice represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself. These dice do not count toward victory, but they can help achieve that goal. The large terrains from the basic set are called "major terrains" and these smaller dice are "minor terrains."

Each time an acting army successfully maneuvers (outmaneuvers all opponents or is unopposed at its location) the army's owner may bring a minor terrain into play instead of turning the major terrain a step. An army that has captured an eighth face may not bring in a minor terrain. Minor terrain must match the major terrain the army is located. An army may only have one minor terrain in play at a time at the same major terrain. Immediately upon adding the minor terrain to an army it is rolled. Modify the army's actions accordingly (see Minor Terrain Icons below.)

Each time the army's owner spends a march on an army containing a minor terrain, that minor terrain is rolled before any maneuver or action is attempted and its result is applied to the army. The result stays in effect until another march is spent on the army. The only SAIs that can be applied during a roll to avoid a disaster effect (i.e. Flood or Landslide) are those that have their application during a maneuver avoidance roll. If the army containing a minor terrain captures the major terrain (turns the terrain die to the eighth face) or leaves the terrain (all the units in the army move or are killed) then the minor terrain is placed out of the game. A player may bring up to four minor terrain dice to a game. Until brought into play, they are kept in the summoning pool.

Minor Terrain Icons:

	Bridge	Knoll	Village	Woods
ID				
Disaster	 Flood	 Landslide	 Revolt	 Lost

Common Icons

 Magic

 Melee

 Missile

 Double Maneuvers

 Double Saves

ID: The ID icon on each minor terrain either allows the owning army to conduct melee, missile, or magic actions as the owner sees fit, or it doubles the owning armies maneuvers and saves (under the same conditions as the Double Saves or Double Maneuvers minor terrain icons). Immediately after the ID icon is rolled, the army's owner decides which effect will remain until the minor terrain is rolled again.

Magic: Allows the owning army to conduct a Magic action even when the major terrain is set on another action.

Melee: Allows the owning army to conduct a Melee action even when the major terrain is set on another action.

Missile: Allows the owning army to conduct a Missile action even when the major terrain is set on another action.

Double Maneuvers: This icon allows the owning army to double its maneuvers as long as this face is in effect. This effect is cumulative with racial abilities. However, the double maneuver effect does not apply where a unit requires maneuver results to avoid an individual-targeting effect.

Double Saves: This icon allows the owning army to double its saves as long as this face is in effect. This effect is cumulative with racial abilities. However, the double save effect does not apply where a unit requires save results to avoid an individual-targeting effect.

Flood: This Disaster Face icon is found on the minor terrain with a Bridge ID icon. Five health-worth of units in the acting army must each make a maneuver avoidance roll. Those units that roll a maneuver result avoid the Flood's effect. Those that do not are killed. The acting army's maneuver results are halved until the beginning of your next turn. Place the minor terrain out of the game.

Landslide: This Disaster Face icon is found on the minor terrain with a Knoll ID icon. The owning army instantly takes damage equal to its number of units (not health). To determine the damage, count all the units in the army, including Dragonkin, but excluding magical items. The entire army (including magical items) makes a maneuver avoidance roll. Each maneuver result negates one point of damage. Note that only ID and maneuver icons rolled by the army negate damage; save results or maneuvers from spells do not count for anything and are ignored. Place the minor terrain out of the game.

Lost: This Disaster Face icon is found on the minor terrain with a Woods ID icon. The owning army loses the remainder of its current march. It may neither maneuver nor take an action. Place the minor terrain out of the game.

Revolt: This Disaster Face icon is found on the minor terrain with a Village ID icon. The acting army's melee and save results are halved until the beginning of your next turn. Place the minor terrain out of the game.

Special Terrains

With the expansion Battlefields, special terrains were added to the game. They are distinct as shown by their gold ink. Special terrains act just like normal terrains, except that special terrains can only be placed at the frontier. They can never be home terrains. So there will only be one special terrain playable in a game. The other difference from normal terrains is that the action icon progression on the die is set by the eighth face icon, not by their elemental colors. There are four special terrains: Castle, Dragon's Lair, Grove, and Vortex. They come in all six color combinations.

Special Frontier only Terrains (Gold ink)



Castle



Dragon's Lair



Grove



Vortex

Castle: When you turn the terrain up to 8, you declare the terrain to be one of the four basic types (City, Standing Stones, Temple, or Tower). It stays that type as long as it stays at 8.

Dragon's Lair: At the beginning of your turn, summon any Dragon with at least one color matching either of the terrain's colors, to any terrain.

Grove: At the beginning of your turn, if there are any buried non-dragonkin units (even of an enemy), any one non-dragonkin unit in a BUA must be placed in the corresponding DUA. No army can double magic at this terrain by any means (including when it's not at an eighth face).

Vortex: During any non-maneuver roll by an army controlling this terrain, any one unit in the target army whose last roll result has not been finalized may be rolled again. The selected unit ignores its last roll result and applies the new roll result instead. Note: this takes affect at the same time as other rerolling effects (i.e. "Instant" SAIs or group monster IDs).

Dragonkin

	Common	Uncommon	Rare
Heavy	 Dragontroop	 Dragonhero	 Dragonchamp
Light	 Dragonscout	 Dragonsentry	 Dragonspy
Mount	 Dragonfoal	 Dragonmount	 Dragonsteed

Normal Action Icons		Special Action Icons	
 Maneuver	 Melee	 Belly	 Breath

The six-sided units from expansion sets are members of the race called Dragonkin. While Dragonkin consist of each element, collectively they are of the same race.

For every full three health points of components a player brings to a game, they are allowed (but not required) to bring one health point of Dragonkin. For example, in a 36 health point game, a player may bring up to 12 health points of Dragonkin.

Dragonkin are not in any army before play starts. Like dragons, they are summoned into play by magic. Dragonkin cannot be summoned into the reserve area. Once summoned, Dragonkin act as a normal unit of the army except where noted below. As with dragons, Dragonkin are kept in a summoning pool, next to your DUA.

Dragonkin have armored skin, giving them automatic saves equal to their health. So common (1-health) units would give one automatic save. Uncommon units would give two saves, rare units would give three automatic saves and Dragonkin Champions would give four saves. These apply to the army and the Dragonkin's individual save rolls. These automatic saves are an additive dice modifier and cannot be doubled by eighth face or minor terrain effects. They are only applied if the Dragonkin are rolled.

Saves generated by a Dragonkin's ID icon are in addition to the Dragonkin's automatic saves. However, the saves generated by the ID icon are counted with the rest of the army's save results; hence dice modifiers can affect them.

Example: An army containing a common and uncommon Dragonkin rolls for saves. The army is under the affect of a Palsy spell. The common Dragonkin rolls a melee icon, the uncommon Dragonkin rolls its ID icon and none of the other units roll any saves. The total number of saves generated at this point is 2 (from the uncommon Dragonkin's ID icon). The effect of the Palsy spell is applied, reducing the save results to 1. Then the automatic saves from the common and uncommon Dragonkin are added bringing the army's final save result total to 4.

When killed, Dragonkin units do not go to the Dead Unit Area as normal. Instead they are returned to the summoning pool from which they came. However, Dragonkin taken as casualties from a Sneak Attack, dragon's breath, or Dragonkin's breath effect are immediately buried; therefore they do not return to the summoning pool. Since dragonkin return to the summoning pool when killed, any effect that is a "kill and bury", simply returns them to the summoning pool without any chance of burial.

Dragonkin units cannot roll for magic or missile actions. Dragonkin cannot roll when the army is attacked by an ivory dragon. Dragonkin cannot leave the terrain where they are summoned. An army cannot consist solely of Dragonkin. If all other units are killed or leave the terrain (by any means) the Dragonkin dissipate and return to the summoning pool. Dragonkin cannot carry magical items or artifacts and do not count for the one-to-one unit-to-item ratio. Dragonkin will not battle dragons of their own color. During a dragon attack, the Dragonkin of the same color as the attacking dragon(s) are not rolled; therefore their automatic saves do not apply. However, they may be taken as casualties for the attack.

Dragonkin Champion

The Dragonkin Champion functions with all of the rules of the smaller Dragonkin, but with four health and four automatic saves (unless it rolls its Belly icon).


ID


Breath


Fly


Smite



SFR/TSR logo


Belly

Magical Items

	Common	Uncommon	Rare
Maneuver	 Speed Slippers	 Winged Sandals	 Seven-league Boots
Melee	 Flicker Foil	 Dawn Blade	 Vorpal Sword
Missile	 Trueflyer	 Eyebiter	 Heartseeker
Magic	 Sight Stone	 Ring of Stars	 Magi's Crown
Save	 Wooden Targe	 Steel Buckler	 Mithril Shield

Special Action Icons


Wayfare


Decapitate


Impale


Attune


Bash

The four-sided dice from expansion sets represent magical items available to Dragon Dice armies. In many ways, these four-sided dice function like units, but they also have these important differences:

Magical item dice come in three different sizes, just like the six-siders. The 18mm four-siders are common dice worth 1 health and cost one point of health to include in your forces. The 20mm four-siders are uncommon worth 2 health and cost two points of health.You may include a second uncommon for a cost of only 1 health. So a pair of uncommons cost 3 health. And the 22mm four-siders are rare worth 3 health and cost two points of health.

Like rare six-siders, the large four-siders also bear a special action icon on one face. Those special actions are defined in the Special Action Icon list. Unlike six-sided dice, four-siders do not have an ID icon, and they do not bear a mixture of action icons. Rather, each four-sider specializes in a particular type of action and contains only that type of icon.

Magical items do not gain the benefits of any special racial abilities. However, magical items do gain double saves and double-maneuvers benefits from an eighth face or minor terrain. Note carefully that:

Magic items are not units. Therefore if the effect only uses the term "units" when talking about the target of the effect, it does not apply to magic items. Magic items are components, and whenever the rules use that term, it applies to magic items as well.

Magic results rolled on magic item die can be applied to the color of spells that matches the color of the item. However, the spells purchased must be usable by that army. (For example, an all-Coral Elf army with blue magical items could not cast Firewalker-only spells.) Magic results rolled on a magical item cannot be doubled.

Magical items cannot be "killed"; that is, they cannot be discarded to account for damage on the army in which they are included.

Each unit can only carry one magical item (or artifact) of a color matching the unit. If not enough units in the army match the color of the magical items, the extra four-siders are taken out of play immediately and buried. The owner chooses which items to discard.

Example: A Coral Elf unit can carry one blue or one green magical item. If he is killed, his magical item is removed if another unit cannot carry it.

Amazon units may carry magical items of any color. Undead units can only carry black magical items.

Whenever a unit moves from one terrain to another, it may take one magical item of a matching color with it. This also applies for moves to or from the reserve area. Note that magic items do not move by themselves, they must be "carried".

When in the reserve area, magical items do not function. When a reserve army is rolled, ignore any results from its magical items (or don't even bother rolling them).

A magical item can be rolled only if a unit capable of carrying that item is rolled.

Artifacts

	Blade Golem (Melee)	Dragon Staff (Magic)	Flying Carpet (Maneuver)	Mantlet (Save)	Trebuchet (Missile)
ID					
SAI					
	Flurry	Summon Dragon	Elevate	Sortie	Crush

The ten-sided dice from expansion sets are artifacts, which are magical items of immense power. They follow all of the magical item rules except for the following:

Like monsters, artifacts are worth 4-health each. They bear a single icon on each face, but each icon counts as four points of effect to reflect the artifact's four-point health cost; thus, a single maneuver icon counts as four maneuver results, and a single melee icon counts as four melee results. The exceptions to this rule are the artifact special action icons (SAI). However, artifacts are magic items and therefore are not units. Magic items are components, and whenever the rules use that term, it applies to magic items as well.

The ID icon (marked with a triangle for easy recognition) of an artifact counts as four points of the effect desired by the army when rolled.

When rolling for magic the ID icon of an artifact can be doubled as per the basic rules. In addition, the Dragon Staff ID icon may use its results to purchase appropriately colored spells (basic or racial) from the spell list – even spells that ordinarily cannot be cast by that army.

Promotional Dice

Promotional (or Promo) Dice were produced to market the Dragon Dice game, reward players for promoting the game or awarded to those players winning a tournament.

Kings' Die

SFR/TSR Logo	Amazon	Coral Elf	Dwarf	Goblin	Lava Elf
					

This die, also called a Royalty Die, is a 4-health unit that is put into your reserves during the Assemble Armies step. Only one Kings' Die is allowed in a player's forces. The five sides of the die depict kings ruling the five first races in the Dragon Dice game.

The Kings' Die can never leave the reserves. For effects that target an army in the reserve, the Kings' Die cannot be attacked or targeted in any way (magical or otherwise) and cannot be taken as a casualty. The Kings' Die does nothing, never participating in rolls made by the reserve army. A Kings' Die can hold a magical item of any color (including medallions) until another unit carries it to a terrain. If a player has no units left in play other than a Kings' Die, the Kings' Die immediately dies and is removed from play. The Kings' Die belongs to no particular race, thus has no racial abilities nor can receive the benefits of any race.

During the Initial Effects phase, if a player possesses a Kings' Die, one of the following may be done:

- Recruit a unit from your dead unit area to your reserve army.

- Promote one unit in your reserve army.

- Roll the Kings' Die. You may bring back up to four health-worth of units that match the race of the King's Die face that was rolled, either through recruiting, promoting or a combination of both, from your dead unit area to the reserve army. When the Kings' Die is rolled, you can recruit any size unit (not just commons), and you can promote to a unit of greater health (not just one health more). However, the same unit cannot be recruited then promoted when resolving this roll. If the TSR logo is rolled, the four health-worth of units can be of any combination of one or more races as the owner wishes.

Example 1: During your Initial Effects phase, your reserve army contains a Kings' Die and two common Dwarves. Your DUA contains a common Lava Elf, an uncommon Dwarf, a Dwarf monster, and a Dragonslayer. When you apply the Kings' Die ability, you decide to recruit a unit, taking the common Lava Elf from your DUA and placing it in your reserve army.

Example 2: Same setup as Example 1; however, when you apply the Kings' Die ability, you decide to promote a unit instead. A common Dwarf is promoted to the uncommon Dwarf.

Example 3: Same setup as Example 1; however, when you apply the Kings' Die ability, you decide to roll the Kings' Die. When rolled, it shows the Dwarf King. You could a) recruit the Dwarf monster, b) recruit the uncommon Dwarf, c) promote a common Dwarf to the uncommon Dwarf, d) promote a common Dwarf to the Dwarf monster, or e) promote both common Dwarves to the uncommon Dwarf and Dwarf monster. Note that in each case, the net gain in health for the reserve army is 4 or less.

Example 4: Same setup as Example 1; however, when you apply the Kings' Die ability, you decide to roll the Kings' Die. When rolled, it shows the TSR logo face. In addition to the possibilities listed in Example 3, you could a) recruit the Dragonslayer, b) recruit the common Lava Elf and promote a common Dwarf to the Dwarf monster, c) recruit the common Lava Elf and uncommon Dwarf, d) recruit the common Lava Elf and promote a common Dwarf to the uncommon Dwarf, or e) recruit the common Lava Elf. Again note that in each case, the net gain in health for the reserve army is 4 or less.

Medallions

Medallions are metallic, not elemental, 4-point magical items that come in three colors: bronze, silver or gold. Medallions are considered to be "colorless" for purposes of the 1:1 unit to magic item ratio. Thus, a unit of any race can "carry" a medallion. When assembling your armies, the bronze medallion has a magic point value of 4.



SFR/TSR Logo


Flurry


Sortie


Wayfare

Hybrid Dragons

These dragons are hybrids of the elemental dragons. Composed of two elemental colors, they have both colors in their very makeup. They generate one color of breath against 5 health of the defending army (dragon's owner picks which breath), and both colors of army breath effects against the army. However, the dragons are affected by both colors as well. A Dragon Summoning spell of either color will summon them to a terrain. Eldarim Champions that match either color can affect them normally. Dragonhunters matching one color of breath block that breath, but not the other. Dragon Staffs and Dragonkin Champions of either color also affect them normally. Dragonkin of either matching color cannot be rolled when attacked by an Hybrid dragon. Hybrid Dragons fight all dragons (except pure ivory dragons and ivory hybrids with a matching elemental color) that do not match their colors exactly. Elemental and White dragons fight all Hybrid Dragons.

Ivory Hybrid Dragons

These dragons are hybrids of the elemental dragons and an ivory dragon. Composed of one elemental color and ivory, they have that elemental color in their very makeup, plus all the attributes of the ivory dragons. They generate either an ivory breath or their elemental breath against 5 health of the defending army (dragon's owner picks which breath), and the elemental army breath effect (if any) against the army. A Dragon Summoning spell of any color (reflecting their ivory nature) will summon them to a terrain. Eldarim Champions of a single elemental color that match the dragon's elemental color can affect them normally. White Eldarim Champions affect them normally. Dragon Staffs

and Dragonkin Champions of the same elemental color as the dragon also affect them normally. Just like pure ivory dragons, dragonkin cannot be rolled when attacked by an Ivory Hybrid dragon. Like the pure ivory dragons, once summoned to a terrain, no ivory Dragon Summoning spell can move them. However, a Dragon Summoning spell of their elemental color can move them. Ivory hybrid dragons, like pure ivory dragons, always attack the army at the terrain. However, they are attacked by all hybrid dragons that do not have a matching elemental color. Elemental dragons not matching the ivory hybrid dragon's elemental color and white dragons attack all ivory hybrid dragons.

Example 1: An Ivory dragon, an ivory/green hybrid dragon, and a red/green hybrid dragon are at a terrain at the start of a player's turn. All will attack the army. The red/green hybrid sees the ivory/green as matching since ivory and red "match".

Example 2: An ivory/green hybrid dragon and a red/blue hybrid dragon are at a terrain at the start of a player's turn. The ivory/green hybrid attacks the player's army, but the red/blue hybrid dragon attacks the ivory/green hybrid since it has no matching elemental color.

White Dragons

White dragons are much tougher that normal dragons. They have double the health (10) and do twice as much damage. In other words, Claws do 12 points, Wings do 10 points, Tails do 6 (and reroll), Jaws do a whopping 24 points! Even the Treasure is twice as much, allowing 2 units to promote. A White dragon has 5 autosaves just like all other dragons. However, there is a price for this; a white dragon replaces 2 normal dragons and takes twice as much magic to summon. So in a 36-health game, you could either bring 2 normal dragons or 1 white dragon. Any color dragon summoning spell can summon a white dragon, however, it takes 14 points of magic instead of 7.

When a white dragon attacks, no dragonkin can be rolled. A white dragon will fight all other dragons at a terrain, except an ivory dragon. Only white Eldarim can affect a white dragon. Dragonlords never completely tame a white dragon. Just before the dragon attack, white dragons automatically becomes "untamed". A Dragonlord can attempt to tame it again for another turn. Dragonslayers take a terrible risk when slaying a white dragon. If a Dragonslayer slays a white dragon, roll the dragon. If the dragon comes up jaws, it destroys the dragon (banish it) and the Dragonslayer as well (kill and bury the Dragonslayer). However, Dragonhunters can block a breath that matches its color, but not other breaths. Dragoncrusaders can barely affect a white dragon. If a Dragoncrusader affects a white dragon then the Dragoncrusader is not rolled with the army's dragon attack. Dragon Staffs and Dragon's Lairs have no effect on white dragons.

White Dragon Breath (Terrain Empathy): Inflict as many breaths as the terrain has colors. Each breath is the same as one of the terrain colors. Normally a white dragon breath would do two breaths (for example a blue and gold breath at a Flatland). But if there are any spells that add to the terrain colors, also inflict those breaths. For example, at a terrain with a Deadlands cast on it, the white dragon would also have a black breath. White dragons are not affected by any spells that remove terrain colors. Against other dragons, white dragon breath is exactly the same as other dragon breaths, it removes all autosaves from a single dragon.

Zephras watched as the Amazon chariots thundered past the rotting carcass of the dragon toward the advancing lines of Morehl and Trog soldiers. The Trogs and Morehl stood their ground, and paid the price as hundreds of spears filled the air and countless numbers of Death's warriors fell. Many turned and fled, dropping weapons as they ran, but many withstood the onslaught, deflecting the missiles. "The field is not yet ours," the Thunderfist noted to himself. "The final battle lies before us like a dark cloud." He gripped the shaft of his axe so hard it creaked.

The Amazon chariots were withdrawing and the lines of armored battalions marched forward. The dwarves joined them, two hundred strong and ready to send the armies of Death to their Lord. He turned to the young sergeant marching beside him, whose eyes were wide but shone with determination. "The fire of Firiel burns brightest in the Vagha," he said, "and Eldurim's strength is also ours. If we fall this day, let us take more than our share of the enemy with us."

The sergeant nodded his agreement. "With you leading, Thunderfist sa'Geril, how can Nature not triumph this day?"

Zephras bellowed laughter, even as the two armies came together and the dying began.

For more about the battle, including its outcome, visit us at http://www.sfr-inc.com.

Glossary of Dragon Dice Terms

Action: An activity performed by an army with the intent to generate melee, missile or magic results. Actions are taken as part of an army's march or during a roll where melee, missile or magic results are required to avoid an effect. See avoidance roll. Note well that, by definition, maneuvers (and counter-maneuvers), maneuver avoidance rolls, combination rolls in response to a dragon attack, save rolls made to prevent damage and save avoidance rolls against individual-targeting effects are not actions. See save roll and targeting effect.

Any Roll: Term used to denote an effect can occur during any action/attack, maneuver roll, save roll, roll against a dragon attack or avoidance roll.

Army: All components belonging to the same player that are at the same location. (Note: armies, by definition, are always "in play", so making a reference to "any army in play", while correct, is redundant and will not be used in the rules). The types of armies referenced in the rules are:

Acting Army: The army that initiated the current action. Note well that this will not always be the marching army (e.g. melee counter-attack).

Any Army: Literally, this is any army belonging either to you or to one of your opponents, located at a terrain or in the reserve area.

Army at a Terrain: Any army other than a reserve army.

Attacking Army: This is a relative term that refers to the army that is currently attempting to inflict damage on another army. The attacking army cannot be entirely associated with the acting army or the marching army, since game mechanics and game effects can often give different armies the opportunity to attack during a march (e.g., in a melee action, both armies have the opportunity to be the attacking army).

Campaign Army: At the beginning of the game, the army placed at any terrain where you do not already have an army.

Controlling Army: The army that possesses an eighth face of a terrain. This army gains all the advantages of the special location icon depicted on the eighth face of the terrain the army controls.

Counter-Maneuvering Army: An army at the same terrain as the maneuvering army that is trying to prevent the maneuvering army's maneuver.

Defending Army: This is a relative term that refers to the army that is currently attempting to avoid damage or some other effect inflicted upon it by an attacking army. In a missile or melee action, there is generally a single defending army (although Cantrip-generated spells can alter this). However, there is no notion of a defending army during a magic action, since any number of spells can be cast, each of which can potentially target a different army.

Enemy Army: Any army belonging to one of your opponents.

Home Army: The army placed at your home terrain at the beginning of the game.

Horde Army: The army placed at another player's home terrain and used to determine the order of play at the beginning of the game.

Maneuvering Army: The army that initiated the maneuver. Note that this is not necessarily the same as the marching army (e.g. Night Moves spell).

Marching Army: The army that initiated the current march. Note well that this will not necessarily be the same as the maneuvering army or the acting army.

Opposing Army: An enemy army located at the same terrain as your own army.

Owning Army: The army that possesses or controls a specific die.

Reserve Army: The army located in the reserve area.

Target Army: The army chosen to be the recipient of an action, attack or effect.

Artifact: A 10-sided magical item worth 4 health.

Aspect: Term used to denote the color characteristics of a race, except Dragonkin. 'Aspect' is the appropriate term used whenever an effect (mainly spells) alters these color characteristics. Example: "Until the beginning of your next turn, only dead units with the black (death) aspect can be buried." Note: Amazons are ivory, which signifies that they are not inherently any specific aspect but derive their aspects from the terrain where they are located. Eldarim have a unique characteristic and can consist of all aspects or a single aspect. See also color and element.

Attack Phase: The first part of a melee action conducted by the marching army to inflict damage on an opposing army. See melee attack.

Avoidance Roll: A roll that requires a target to generate a specific result to prevent an effect from occurring. If multiple armies are present at a terrain where more than one army at the target terrain could potentially roll to avoid the effect, the avoidance roll in this situation is also a simultaneous roll. If the target can use multiple results during the avoidance roll, the avoidance roll in this situation is also a combination roll. Note: certain save rolls are avoidance rolls. However, an avoidance roll that requires only a save result will be referred to strictly as a save avoidance roll throughout the rules.

Buried: A component that is out of play, because it was previously dead and was targeted by some effect that caused it to become buried, targeted by an effect that both kills and buries or (in the case of a magical item) can no longer be carried by a unit in an army. These dice are located in the buried unit area.

Buried Unit Area (BUA): The location where buried dice are kept (normally to the player's far left, but distinct from the summoning pool and dead unit area). Buried components are considered out of play. Spells, SAIs and other game effects cannot target buried components unless it is explicitly stated in the effect's description. See buried.

Champion: 6-side die worth 4 health. Size is 22mm. See Units

Color: Term that delineates the different attributes of a die or magic spells in the game. There are five colors that depict these characteristics: gold signifies earth; blue indicates air; red typifies fire; green represents water and black connotes death. Note: the Amazon race is composed of only one color – ivory. This connotes their human status and the fact that they are not connected to any elements in the world of Esfah. This means that Amazons can only cast the color of spells of the terrain they are located and can cast no magic in reserve. Also, the Eldarim race is composed of either one color – white (meaning they have all colors and can cast any color of magic), or a single color – black, blue, gold, green, red (meaning they are attuned to only that color). See also aspect and element.

Combination Roll: A roll in which the army or unit can use, or needs to generate, multiple results. The army's roll during a dragon attack is an example of a combination roll since the army can use melee, missile or saves results. The roll to avoid the effects of a Tidal Wave spell is another example since the army is making a save roll and a maneuver avoidance roll.

Component: Any die that can be part of an army; specifically, a unit or a magical item. Note: minor terrains, when placed at a terrain, are not considered components.

Counter-Attack Phase: The subsequent response by a defending army to a melee attack by the marching army during a melee action. See melee attack.

Counter-maneuver roll*:* Roll made to try and prevent an opposing player from maneuvering the terrain. Only normal maneuver results matter for this roll, SAIs that do not return normal maneuver results during a maneuver roll are ignored. SAIs that generate either normal or special results during a maneuver roll can only use their normal results.

Dead: Units (except Dragonkin) that have been removed from play, usually in order to account for damage equal to or exceeding their health inflicted either on the unit itself or the army that unit was part of. Dead units are considered out of play. Spells, SAIs, and other game effects cannot target dead units unless it is explicitly stated in the effect's description. 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. See also dead unit area.

Dead Unit Area (DUA): The location where dead units, except Dragonkin, are kept (normally to the player's near left, but distinct from the summoning pool and buried unit area). The units in the dead unit area do not collectively constitute an army, so effects that target armies cannot target them. Similarly, these units are not at a terrain, so effects that target terrains cannot target them. If a unit in the DUA has to make a roll for some reason (resisting burial), then only SAIs that have specific effects in the DUA or SAIs that grant saves (or whatever normal results you are rolling for), have any effect in the DUA. All other SAIs simply fail to function. For example a Cantrip rolled by a dead unit has no effect. See also dead.

Demotion: The exchange of a unit in play with a unit of the same race that's worth one health point less from your dead unit area or summoning pool (for Dragonkin). If a player has no applicable units in their dead unit area or summoning pool, then demotion cannot occur.

Dragon: A 12-sided die that is not a component and is never part of any army. Dragons come in two forms: drakes (which have wings) and wyrms (which are wingless). Dragons start the game in players' summoning pool (out of play) and remain there until they are summoned (brought in play), at which time they are moved to a terrain. When defeated, they are taken out of play and return to their owner's summoning pool or are out of the game if banished by a Dragonhunter.

Dragon Attack: The phase where a dragon conducts an attack on the acting army and the army's corresponding save/melee/missile combination roll. A dragon attack is not a march or an action.

Eldarim: The name used to denote the race of Eldarim Acolytes and the champions of the race: Dragonlords, Dragonmasters Dragonslayers and Dragonhunters. Unlike most races, Eldarim do not have monsters, but instead have champions.

Element: Term used to denote the color characteristics of a terrain, magical item, Dragonkin or dragon. 'Element' is the appropriate term used whenever an effect (mainly spells) alters these color characteristics. Example: "Until the end of your next turn, add the water (green) element to a target terrain." Note: medallions have unique characteristics and do not consist of an element. See also aspect and color.

Enemy unit: A unit belonging to one of your opponents.

Effect: The influence of a spell, special action icon, racial ability, dragon breath, 8th face special location icon or minor terrain upon a target or result.

Frontier Terrain: The designated terrain die placed in the center of the game area at the start of the game. Each player proposes one of the two terrains brought to be the Frontier Terrain before the game begins, but only one of these terrains can be selected for use during play. The others are removed and considered out of the game. Each player can also bring one Special Terrain with gold ink, it can only be placed at the Frontier.

Health: The value assigned to a unit or dragon that denotes how much damage it can take before being killed or buried. Magic Item's health value denotes how many health of units they displace in your starting forces. Major and minor terrains have no health-value. The term "x-health" is synonymous with a unit's size (e.g. a 1-health unit is the same as a common unit). Note: the convention "x-health worth" is incorrect and is not used in the rules. The following is the applicable health values of the dice used in the game:

1-Health: common units and magical items

2-Health: uncommon units and magical items

3-Health: rare units and magical items

4-Health: monsters, champions, medallions and artifacts

5-Health: dragons

Health-worth: Term to denote the amount of health that can be targeted by an effect. Whenever an effect targets "x health-worth", it is an individual-targeting effect. Note: the group of health-worth that are targeted do not comprise of an army but a collection of separate targets.

Home Terrain: The terrain die placed in front of you at the start of the game. Players select his or her own home terrain where their home army is placed at the start of the game. None of the Special Terrains with gold ink may be placed at the home.

Icon: The symbols that appear on the faces of the dice. There are three different kinds of icons depicted on components: normal action icons, special action icons and ID icons. Icons generate results when rolled. Other dice have the following icons:

Disaster Face Icons: The icons on minor terrains that depict a specific disaster effect upon an army.

Dragon Icons: The icons that depict what a dragon can perform during a dragon attack. By their nature, dragon icons, while they do have an order of resolution, do not generate normal or special results per se.

Special Location Icon: The icon depicted on the eighth face of a terrain. This signifies the army controlling this terrain may perform certain effects during the initial effects phase of the turn sequence.

ID Icon: The icon that uniquely identifies a unit, artifact or minor terrain. The ID icons on units and artifacts count as a number of results equal to the unit or artifact's health (e.g., an uncommon unit's ID icon counts as 2 results, an artifact's ID icon counts as 4 results). These ID icons always generate normal results, and count as whatever result(s) the player is rolling for (but only the result(s) that player is rolling for). The ID icon of a unit worth 2 or more health points may be split into the different aspects of the applicable race during combination rolls and magic rolls for the purpose of doubling magic. The ID icon on a minor terrain allows the owning army to conduct a melee, missile or magic action as the player chooses or provide a double maneuver and double save bonus to the army's results.

Initial Effects Phase: The portion of a player's turn where any racial abilities, eighth face special location icons and royalty die abilities are resolved.

Initial Maneuver Roll: The simultaneous roll made at the beginning of the game to determine who goes first and selection of the frontier terrain.

In Play: All dice located at any terrain or in the reserve. Note well that dead units, buried components, unused minor terrains and unsummoned dragons and Dragonkin are not in play. Also note that components that are in play are always part of an army. See also Out of Play.

In the Game: Dice that are in play or can potentially be in play in the future. Specifically, dice that are in play and out of play. See also Out of the Game.

Kill/Killed: Used to denote that exact moment when a unit takes damage or fails an avoidance roll and is sent to the DUA (or summoning pool in the case of dragonkin) as a result. Note that units that are exchanged with units in the DUA (i.e. promotion) are not "killed".

Killed and Buried: This term refers to a two-step process of killing a unit (putting it in the DUA) and then burying the unit (putting it in the BUA). This is a two-step process to allow the unit to apply any racial abilities (Undead's resistant to burial), unit abilities (Phoenix's Rise from the Ashes), or spell affects (Honor the Dead), before burying the unit. Note that some effects allow avoidance rolls before killing or burying, however, whether or not there is an avoidance roll, that effect still is treated as a two-step process.

Location: (1) A place where an army may exist; specifically, at a terrain or in a player's reserve area. (2) A place where dice may be accumulated; specifically the summoning pool, dead unit area and buried unit area.

Magic Action: This action consists of the acting army rolling for magic results, announcing then resolving spells. Note: the casting of spells from a Cantrip special action icon during a non-magic action or save roll is not considered a magic action, but the resolution of a unique resolution SAI. Also, a Magic Negation roll is not considered a Magic Action.

Magic Point Value: The value assigned to magic user units or magic-generating items for purposes of determining the total health-worth of magic-generating dice in a player's starting forces.

Magical Item: A die that is either a 4-sided magical item (including medallions) or a 10-sided artifact. By definition, magical items are not units, nor do they belong to a race. Note: the abbreviation MIAM denotes the collective group of magical items, artifacts and medallions.

Magically Constructed Army: The situation caused by a Haunt spell, where the units in a player's DUA become an army to conduct a melee action. This "magically constructed" army does not gain any of the attributes associated with an active army: protective spells, attaching units or encumbering magical items. Also, any magical protections affecting the DUA (e.g. an Honor the Dead spell) are null since this army is no longer in the DUA. This army is not an active army at a terrain or reserves: it is the player's DUA units becoming an army for the purposes of a melee action. Units that are killed from other armies by some effect would not go to the DUA. For the duration of this spell, all dead units are part of this army. However, the magically constructed army can use any racial abilities obtained due to the terrain (e.g. maneuvers = saves). Once the melee action (attack/counter-attack) is completed, the spell is resolved. During the spell, any "killed" units from this army go to the BUA. The units in the magically constructed army are either buried or returned to the DUA (even if they somehow left this army and were moved to another place). This army cannot sustain any action past the melee action. It conducts a melee attack and disappears. A magically constructed army cannot cast resurrection magic (e.g. from a Cantrip) or bring back units with a Regeneration SAI because there are no units in the DUA.

Major Terrain: The large 8-sided dice that represent the land armies battle to capture. The faces on each terrain are numbered from 1 to 8, and each face features an icon (such as melee, missile, or magic) and a special location icon on the eighth face. These icons determine, abstractly, the distance between armies at the terrain and the type of action they can engage. Note that whenever the term "terrain" appears, it always refers to a major terrain. Minor terrains will always be referred to explicitly. See also Home Terrain and Frontier Terrain.

"Capture a Terrain": This phrase denotes when an army successfully maneuvers the terrain to an eighth face. A player that captures two terrains wins the game.

Maneuver/Maneuver Roll: An activity performed by an army in which that army attempts to either (1) change the face showing on the current terrain, or (2) bring a minor terrain into play at the current terrain. A maneuver attempt is typically performed as part of an army's march. It is opposed by one or more players rolling a Counter-Maneuver Roll. Also, any SAI that generates normal maneuver results during a maneuver roll, also generates normal maneuver results during a maneuver avoidance roll. Exception: see initial maneuver roll. A maneuver roll is not an action.

March: A march consists of an optional maneuver followed by an optional action for a single army. The army has the opportunity to both maneuver and conduct an action; whether or not it actually does both does not matter. Some situations might allow additional actions (e.g. Haunt spell) while others might allow additional maneuvers (e.g. Night Moves spell). In both cases, these do not constitute marches, and sometimes the term "full and complete march" will be used for emphasis. Only an army belonging to the marching player can take a march. This is important with respect to minor terrains, which are only rolled when the owning army takes a march.

"Full and Complete March": This phrase applies to the situation when determining if an army rolls their minor terrain before conducting an action or maneuver attempt. It signifies that an army has the opportunity to both maneuver the terrain and take an action, even though the army may choose to do neither, only one, or both. A dragon attack is not a full and complete march, nor is the out-of-sequence maneuver attempt caused by a Night Moves spell (since it allows only a maneuver, not a maneuver and an action).

Melee Action: This action consists of the acting army rolling for melee results. A melee action has two phases: an attack phase, conducted by the marching army, and a counter-attack phase: conducted by the opposing army chosen as the recipient of the melee attack by the marching army. See attack phase, counter-attack phase and melee attack.

Melee Attack: The acting army rolling for melee results during the attack or counter-attack phase of a melee action or during a melee avoidance roll. See action.

Minor Terrain: The smaller 8-sided dice (5mm smaller than major terrain) that represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself.

Misprint: A die that has an incorrect icon distribution or depiction. There are two kinds of misprints: those that alter the properties of the die and those that do not. Certain misprints are legal in play because the misprint does not skew the probability of generating a particular result (e.g. the "mercenary bowmen" Coral Elves, that have a Dwarven crossbow icon depiction instead of an Elven bow on the common missile units). Other misprints are illegal in play because their icon distribution does skew the probability of generating a particular result (e.g. the "two-headed" Goblin uncommon units that have two ID icons instead of one, the "headless" Goblin uncommon units that have no ID icon, or major terrains with incorrect icon sequences).

Missile Action: This action consists of the acting army rolling for missile results.

Monster: A 10-sided unit worth 4 health. See unit.

Multiplied: In terms of spells and SAIs, this term is used to indicate whether multiple instances of the same effect, in effect at the same time or applying to the same target, are cumulative.

Multiplicity: This is the categorical term that refers to the casting of the same spell more than once during a single magic action. See multiple castings.

Multiple Castings: This term refers to casting the same spell more than once during a single magic action or the resolution of a single Cantrip SAI (or multiple Cantrip SAIs combined together to cast higher-cost spells) during a non-magic action. The explanations of spell multiplicity are:

Multiple castings target multiple units/armies/terrains/items/dead unit areas: These spells cannot be cast on a given target more than once during a single magic action or Cantrip resolution. Likewise, multiple castings of another instance of this spell at the same target while the previous instance of the same spell is still in effect during separate magic actions will have no added effect, except to possibly increase the duration of the spell.

Multiple castings increase the effect: These spells can be cast on a given target more than once, and the additional instances will produce a cumulative bonus, penalty or damage effect. In addition, another player could later cast another instance of this spell at the same target, and the effect would be increased during the period in which the spell durations overlap. If the words "or target another" follow this statement, then these spells can also be cast on multiple targets as indicated.

Multiple castings increase the number of health/units affected: These spells can be cast on a given target more than once, and the additional instances allow more health-worth of units to be affected. If the words "or target another" follow this statement, then these spells can also be cast on multiple targets as indicated.

This spell can be cast only once per magic action: Self-explanatory. Reason: when the spell is cast, only one unique target or condition exists that can be affected by the spell (e.g. a player's dead unit area).

Normal action icon: These are the pictorial representations on components of maneuver icons, melee icons, missile icons, save icons, and magic icons – not ID icons or special action icons. Normal action icons always generate normal results.

Normal result: One of the five fundamental results in the game: maneuvers, melee hits, missile hits, saves, and magic results. Normal action icons, ID icons, and most Special Action Icons generate normal results. See result.

Opposing: An enemy unit, army, dragon or other component located at the same terrain as your own army.

Out of Play: Dice that are not currently in play, but could potentially be brought into play in the future (e.g., by a spell, SAI, or other game effect). This includes unsummoned dragons and Dragonkin, unused minor terrains, units that have been killed or buried, and magical items that were removed from play. Dice that are out of play do not collectively constitute an army, so effects that affect armies cannot target them. Similarly, these dice are not at a terrain, so effects that target terrains cannot target them. Effects that upgrade or modify their status can only target them:

either by bringing them from the dead unit area into play or by moving them from the buried unit area into the dead unit area or summoning pool.

Out of the Game: Any dice that are not currently in play and cannot potentially be brought into play in the future or affected by any game effect by any means whatsoever. This category encompasses terrains that were not selected for use as the frontier terrain, minor terrains that have been removed from play, and dragons that have been banished by a Dragonhunter. Syn. Removed from the Game.

Owner: Term that refers to the player who brought that die/dice to the game: literally, the person the dice belong to.

Phase: (1) The discrete portions of a player's turn. There are up to five phases in a player's turn: Initial Effects, Dragon Attack, First March, Second March and Reserve Movement. (2) The discrete portions of a melee action. See melee action.

Player: Person participating in a Dragon Dice game.

Acting Player: The owner of the acting army. Note well that this will not always be the marching player (e.g., in melee counter-attack situations).

Marching Player: The player who's turn it is; the owner of the marching army.

Promotion: The exchange of a unit in play with a unit of the same race that's worth one health point more from your dead unit area or summoning pool (for Dragonkin). If a player has no applicable units in their dead unit area or summoning pool, then promotion cannot occur. Note that races with dice in multiple colors (dragonkin and Eldarim), ignore the colors when promoting.

Promotional/Promo Dice: Dice that were produced to market the Dragon Dice game, reward players for promoting the game or awarded to those players winning a tournament. Such promotional dice are Dragonlords, Dragonmasters, Dragonslayers, Dragonhunters, Dragonkin Champions, medallions, and the King's Die.

Race: Term to denote the fantastical entities represented by units in the Dragon Dice game. Coral Elves, Undead and Scalders are examples of races. Note: Eldarim and Dragonkin, of every color, are considered a single race. A Kings' Die or dragons do not belong to a race.

Recruit/Recruiting: The bringing of a common (1-health) unit from the dead unit area into an army. If a player has no common units in their dead unit area, then recruiting cannot occur.

Reserve Area/Reserves: The location (normally kept on a player's right) separate from a terrain where components form a reserve army. Those effects that only target armies at terrains cannot target an army in the reserve area.

Reserve Movement: The portion of a player's turn where they may reinforce units from their reserve to a terrain (reinforce step) and/or retreat units from any of their armies at a terrain to the reserve or to another terrain – for example, as in the case of Firewalker terrain flight ability or the riding of a tamed dragon by a Dragonlord or Dragonmaster (retreat step).

Result: The abstract occurrence of what the dice represent once they are rolled. Units and magical items generate two different kinds of results: normal results and special results. ID icons and normal action icons always generate normal results. Special Action Icons (SAI) can generate either normal results or special results, depending on the particular SAI and the kind of roll the player is making. Any result (normal or special) that is SAI-generated is immune to modification by spells, other SAIs or dragon breath. It is not the type of result that imparts this immunity to modification; it is the type of icon that generated the result. The normal results generated by an SAI are counted along with the results from normal and ID icons, but these SAI-generated normal results cannot be modified.

However, for eighth face, minor terrain and racial abilities, one must consider the results, not what icon generated them. So, SAI-generated maneuvers and saves are doubled when an army is in possession of an eighth face. It does not matter what kind of icon (ID, normal action or special action) generated the maneuver result. They are all doubled. See normal result and special result.

Finalized Results: The end-state of a result after all modifications and effects are applied. Note: finalized results cannot be changed by any effect.

Roll/Rolled: What you do with your dice when performing an activity. The types of rolls referenced in the rules are: Action, Attack Phase, Avoidance Roll, Counter-Attack Phase, Counter-Maneuver Roll, Dragon Attack, Magic Action, Magic Negation Roll, Maneuver Roll, Melee Action, Melee Attack, Missile Action, Save Roll, Simultaneous Roll, and Single Magic Action.

Royalty Die: The term used for a Kings' Die. Note: Royalty Dice do not belong to a race.

Save Roll: A roll conducted by (1) a defending army in response to damage inflicted during any action; (2) a defending army in response to an army-targeting effect generated by an acting army; or (3) a unit or "x" health-worth of

units in an army targeted by an individual-targeting effect. For the situations in (2) and (3), this roll is called a save avoidance roll. Note: a save roll is not considered an action.

Sequential Spell Resolution: The resolving of spells, during a magic action or when a Cantrip is rolled during a non-magic action, one at a time in any order the casting player chooses. This occurs after the spells are announced and the targets have been determined. Exception to this rule is when multiple castings of identical "damage causing" spells are cast at the same target during the same magic action or Cantrip resolution, the effects of these identical spells occur simultaneously. Note: the target of a spell must exist at the time spells are announced.

Simultaneous Roll: A roll in which two or more armies must roll their components at the same time. The significance of this roll is that special action icons with a Unique resolution type are ignored because their order of resolution cannot be determined if two or more players generate the same SAI during this roll.

Single Magic Action: The term for a magic action a player takes during a march. A player can conduct up to two single magic actions during a turn. These two single magic actions are independent of one another. This term is apropos when determining the application of multiple castings of spell during a player's turn. See multiple castings.

Special Action Icon (SAI): An icon that can generate normal results, special results, or both, depending on the SAI and the circumstances in which it is rolled. Results generated by SAIs (whether they are normal results or special results) cannot be modified by spells, other SAIs, or dragon breath. When an SAI is resolved during the turn sequence depends on the SAI's Resolution Type. If two or more SAIs of the same resolution type are generated during a player's roll, they may be resolved in any order the player chooses. The SAI resolution types are:

Conditional Resolution: The effect of these SAIs are resolved if and only if some condition is met. The component possessing this SAI is rolled and if the Conditional SAI comes up then the effect is negated, otherwise nothing happens and turn sequence continues.

Delayed Resolution: This means the application of the SAI's effect must wait until a target army rolls but before they finalize any results or, if specified in the SAI's description, before they apply any Unique or Special resolution SAIs.

Late Resolution: This means the application of the SAI's effect must wait until a defending army rolls and resolves their results.

Instant Resolution: This means the effect of the SAI is applied immediately, before any other dice are rolled. Instant resolution SAIs are those that have a rerolling effect on the component that rolled the SAI. If the SAI does not function during that type of roll, do not reroll the die.

Normal Resolution: The SAI's effect is combined along with the other normal results.

Special Resolution: These SAIs are resolved before an army's normal results, but after all instant SAIs are resolved. Special resolution SAIs are noted by the words "immediate" or "immediately" in the SAI's description.

Unique Resolution: This SAI has an effect that is applied outside of the current roll. All activity is suspended to resolve the effect of this SAI. A Unique resolution SAI is applied at the same time as Special resolution SAIs in any order the acting player wishes. These SAIs do not function during a maneuver roll.

Special Result: A result other than a normal result, with an effect that is resolved at a different time than normal results are. Special results are always generated by SAIs (but not all SAIs always generate special results). See result.

Step: (1) The discrete portions of the game Set-Up. (2) The discrete portions of a phase. (3) The discrete portions of the Dice Modification Sequence.

Stoneskin Rule: The rule that is applied when determining if an effect can do damage (either normal melee/missile hits, spells or SAIs) to the target when it is magically protected, either by spells that provide saves or prevent units that are killed from going to the dead unit area (e.g. Open Grave). It is named after the most common spell that protects an army from damage - Stoneskin.

This rule has one condition in its application: an army is the target of the damage, either from normal (melee/missile) means, spells or SAIs. Hence, if an individual unit or "x" health-worth of units in a magically protected army are specifically targeted with a damaging effect, that unit (or units) does not receive the benefit of the saving effect from the spell and may suffer the damage.

The exception to this rule is SAIs that state: "no saves (including those provided by spells)". The damage from these army-targeting SAIs cannot be avoided by magical protection.

Summoning Pool: A location (usually on a player's left, but distinct from their dead unit and buried unit areas) where unsummoned Dragonkin, dragons and unused minor terrains are kept. All dice in the summoning pool are considered out of play.

Target: Any unit, magical item, army, spell, dragon, terrain, minor terrain or location that is the recipient of an effect.

Targeting Effect: Denotes the specific target to which an effect can be applied. While there are effects that target dead unit and buried unit areas, minor terrains, magical items, Dragonkin and dragons located in the summoning pool or spells, only three major targeting effects are commonly referenced in the rules:

Army-Targeting Effect: An effect that targets an army.

Individual-Targeting Effect: An effect that can target an individual unit or "x" health-worth of units in an army. This also may be referred to as a "unit-targeting effect", although "individual-targeting effect" is the correct term.

Terrain-Targeting Effect: An effect that targets a terrain. As such, all armies located at the target terrain can be subjected to the effect, based on the effect's description.

Terrain – See Major Terrain.: Unless otherwise noted in the rules, the term "terrain" always refers to a major terrain. Minor terrains will always be referred to explicitly.

Turn: A segment of game time when a player resolves the initial effects phase, any dragon attacks, conducts up to two marches and a reserve movement. All of these phases, except dragon attacks, are optional.

Turn Sequence: The order in which each of the events in a player's turn is conducted.

Unit: Any six-sided or ten-sided die that belongs to a race. The smallest (16mm) of the six-sided units is called a common (worth 1-health); the next size larger (18mm) is called an uncommon (worth 2-health); the next larger (20mm) of these is called a rare (worth 3-health); and the largest (22mm) are called a champion (worth 4-health). The ten-sided units are called monsters (worth 4-health). See health.

Any unit in play: Any unit, belonging either to a player or one of the player's opponents, that is in play (i.e., not in the dead unit area, buried unit area or summoning pool). Units in play are always part of an army (even if there is only one unit at a location).

Enemy Unit: Any unit belonging to one of your opponents.

Opposing Unit: An enemy unit in an army located at the same terrain as your own army.

Coral Elf icons

ID Icons	Common	Uncommon	Rare	Monster
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

Special Action Icons


Bullseye


Cantrip


Counter


Entangle


Ferry


Fly


Hypnotic Glare


Rend


Smite


Swallow


Tail


Trample


Wave

Dwarf icons

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Footman	 Sergeant	 Warlord	 Androsphinx
Light Melee	 Sentry	 Patroller	 Skirmisher	 Behemoth
Cavalry	 Pony Rider	 Lizard Rider	 Mammoth Rider	 Gargoyle
Missile	 Crossbowman	 Marksman	 Crack-Shot	 Roc
Magic	 Theurgist	 Thaumaturgist	 Wizard	 Umber Hulk

Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save

Special Action Icons

 Bash	 Bullseye	 Cantrip	 Charge	 Confuse
 Counter	 Dispel Magic	 Fly	 Rend	 Roar
 Seize	 Smite	 Stomp	 Trample	

Goblin icons

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Thug	 Cutthroat	 Marauder	 Cannibal
Light Melee	 Mugger	 Ambusher	 Filcher	 Death Naga
Cavalry	 Wardog Rider	 Wolf Rider	 Leopard Rider	 Harpies
Missile	 Pelter	 Slingman	 Deadeye	 Shambler
Magic	 Trickster	 Hedge Wizard	 Death Mage	 Troll

Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save

Special Action Icons

 Bullseye	 Cantrip	 Counter	 Fly	 Net
 Poison	 Regenerate	 Rend	 Screech	 Sleep
 Smite	 Smother	 Stun	 Surprise	 Swallow

Lava Elf icons

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Bladesman	 Duelist	 Conqueror	 Beholder
Light Melee	 Scout	 Spy	 Infiltrator	 Drider
Cavalry	 Spider Rider	 Scorpion Knight	 Wyvern Rider	 Hell Hound
Missile	 Fusilier	 Dead-Shot	 Assassin	 Lurker in the Deep
Magic	 Adept	 Warlock	 Necromancer	 Rakshasa

Normal Action Icons

 Magic

 Maneuver

 Melee

 Missile

 Save

Special Action Icons

 Bullseye

 Cantrip

 Charm

 Confuse

 Counter

 Cloak

 Flame

 Fly

 Illusion

 Smite

 Stone

 Volley

 Web

Amazons icons

ID Icons	Common	Uncommon	Rare	Monster
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	

Normal Action Icons

 Magic

 Maneuver

 Melee

 Missile

 Save

Special Action Icons

 Bullseye

 Cantrip

 Counter

 Double Strike

 Flame

 Fly

 Kick

 Rend

 Smite

 Stone

 Trample

Firewalker icons

ID Icons	Common	Uncommon	Rare	Monster
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

Special Action Icons

 Bullseye

 Cantrip

 Counter

 Create Fireminions

 Firecloud

 Flame

 Firewalking

 Fly

 Galeforce

 Rise from the Ashes

 Seize

 Smite

Undead icons

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

Normal Action Icons

 Magic

 Maneuver

 Melee

 Save

Special Action Icons

 Cantrip

 Convert

 Dispel Magic

 Fly

 Plague

 Rend

 Scare

 Slay

 Smite

 Stun

 Trample

 Vanish

 Wither

Feral icons

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Lynx-Folk	 Leopard-Folk	 Tiger-Folk	 Bear-Folk
Light Melee	 Hound-Folk	 Fox-Folk	 Wolf-Folk	 Elephant-Folk
Cavalry	 Antelope-Folk	 Horse-Folk	 Buffalo-Folk	 Lion-Folk
Missile	 Falcon-Folk	 Hawk-Folk	 Vulture-Folk	 Owl-Folk
Magic	 Weasel-Folk	 Badger-Folk	 Wolverine-Folk	 Rhino-Folk

Normal Action Icons

 Magic

 Maneuver

 Melee

 Missile

 Save

Special Action Icons

 Bullseye

 Cantrip

 Counter

 Dispel Magic

 Double Strike

 Fly

 Gore

 Hug

 Rend

 Roar

 Screech

 Seize

 Trample

 Trumpet

Swamp Stalker icons

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Warmonger	 Ravager	 Annihilator	 Crocosaur
Light Melee	 Striker	 Raider	 Invader	 Mudmen
Cavalry	 Bog Runner	 Marsh Swimmer	 Wave Rider	 Ormyrr
Missile	 Sprayer	 Stormer	 Deluger	 Swamp Beast
Magic	 Bog Adept	 Marsh Mage	 Swamp Wizard	 Swamp Giant

Normal Action Icons

 Magic

 Maneuver

 Melee

 Missile

 Save

Special Action Icons

 Bullseye

 Cantrip

 Coil

 Poison

 Rend

 Smite

 Smother

 Surprise

 Tail

 Trample

 Wave

Frostwing icons

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Advocate	 Defender	 Vindicator	 Cryohydra
Light Missile	 Attacker	 Assaulter	 Assailer	 Frost Ogre
Cavalry	 Hound Master	 Wolf Master	 Bear Master	 Remorhaz
Heavy Missile	 Destroyer	 Dispatcher	 Devastator	 Wolf Pack
Magic	 Apprentice	 Magus	 Magi	 Yeti

Normal Action Icons

 Magic

 Maneuver

 Melee

 Missile

 Save

Special Action Icons

 Bullseye

 Cantrip

 Double Strike

 Fly

 Frost Breath

 Howl

 Rend

 Smite

 Surprise

 Swallow

 Volley

Scalder icons

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

Normal Action Icons

Magic	Maneuver	Melee	Missile	Save
				

Special Action Icons

Bullseye	Cantrip	Confuse	Counter	Dispel Magic
				
Flaming Arrow	Fly	Poison	Smite	Web
				

Treefolk icons

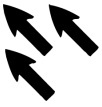
ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	 Oakling	 Oak	 Oak Lord	 Darktree
Light Melee	 Willowling	 Willow	 Noble Willow	 Redwood
Cavalry	 Nymph	 Naiad	 Lady Nereid	 Satyr
Missile	 Pineling	 Pine	 Pine Prince	 Strangle Vine
Magic	 Hamadryad	 Dryad	 Eldar Dryad	 Unicorn

Normal Action Icons

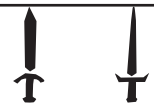
 Magic  Maneuver  Melee  Missile  Save

Special Action Icons

 Cantrip  Choke  Confuse  Counter  Dispel Magic  Double Strike  Rend  Sleep

 Smite  Smother  Surprise  Teleport  Trample  Volley  Wild Growth

Eldarim icons

ID Icons	Common	Uncommon	Rare
Heavy	 Follower	 Devotee	 Disciple
Shieldbearer	 Warder	 Escort	 Bodyguard
Magic	 Spellbinder	 Enthraller	 Sorcerer
Cavalry	 Sprinter	 Racer	
Missile	 Toxophilite		
Melee			
Save			
Magic			
Maneuver			
Missile			

Special Action Icons			
 Cantrip	 Counter	 Fly	 Smite

See Eldarim Champions for the icons and layout of the Champions of this race.

Commonly Used Abbreviations

AM Amazons (race)
BUA Buried Unit Area (term)
BYO Build Your Own (term)
CE Coral Elves (race)
DK Dragonkin (race)
DKC Dragonkin Champion (promotional die)
DH Dragonhunter (promotional die)
DL Dragonlord (promotional die)
DM Dragonmaster (promotional die)
DS Dragonslayer (promotional die)
DUA Dead Unit Area (term)
DW Dwarves (race)
EA Earthen Armor (spell)
FoD Finger of Death (spell)
FE Feral (race)
FW Firewalkers (race)
FR Frostwings (race)
GB Goblins (race)
LE Lava Elves (race)
LS Lightning Strike (spell)
MI Magical item (die)
MIAM Magical Item, Artifact and Medallion (term)
OG Open Grave (spell)
RftA Rise from the Ashes (SAI)
SAI Special Action Icon (term)
SC Scalders (race)
SS Swamp Stalkers (race)
TF Treefolk (race)
TRtM Transmute Rock to Mud (spell)
UD Undead (race)

Outline of Play

Set-Up

1. Decide total force size
2. Assemble armies
3. Set the battlefield
4. Determine order of play
5. Place armies
6. Determine starting distances

The Turn Sequence

1. Spell and effect expiration (beginning of turn)
2. Initial Effects Phase
    - Racial abilities
    - Eighth face special location icon abilities
    - Royalty Die abilities
3. Dragon Attack Phase
4. First March
    - Maneuver
    - Action
5. Second March
    - Maneuver
    - Action
6. Reserve Phase
    - Reinforce
    - Retreat
7. Spell and effect expiration (end of turn)

Dragon Attack Sequence

1. Resolve Eldarim special abilities.
2. Roll Dragons.
3. Resolve all Breaths.
4. Resolve all Treasures.
5. Army's response to the dragon's attack.
6. Dragon slaying.
7. Resolve Wings.

SAI Resolution Order

1. Instant (rerolling)
2. Special or Unique (in any order the player wishes)
3. Normal
4. Delayed (after other player rolls, but before results are final)
5. Late (after other player's results are final)