

SPECIES REFERENCE SHEETS

V4.01e

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

DRAGONKIN ICONS

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

NORMAL ACTION ICONS



SPECIAL ACTION ICONS



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

Icon	Name and Effect
	Logo (<i>Individual, Melee</i>): When saving against an individual targeting effect, the SFR/TSR logo generates four save results. During a melee attack, you may move a summoned dragon that contains the same element as this Dragonkin Champion from one terrain to another.
	Rend (<i>Dragon Attack, Maneuver, Melee</i>): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	Smite (<i>Dragon Attack, Melee</i>): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results.

EQUIPMENT & ARTIFACT ICONS

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

Icon	Name and Effect
	Attune (<i>Magic</i>): During a magic action, Attune generates X magic results of any element. Attune may also count the normal (non-ID, non-SAI) magic results of one unit in the marching army as the same element.
	Bash (<i>Dragon Attack, Save</i>): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	Crush (<i>Dragon Attack, Missile</i>): During a missile attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed. Each unit killed must make a save roll. Those that do not generate a save result on this second roll are buried. During a dragon attack, Crush generates X missile results.
	Decapitate (<i>Dragon Attack, Melee</i>): During a melee attack, this effect is applied when resolving Delayed Effects. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results. During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Decapitate generates three melee results.
	Elevate (<i>Dragon Attack, Maneuver, Missile, Save*</i>): During a maneuver roll, Elevate generates X maneuver results. During a missile attack, double one unit's missile results. During a save roll against a melee attack, double one unit's save results. During a dragon attack, double one unit's missile or save results.

Icon	Name and Effect
	Flurry (<i>Dragon Attack, Melee, Save*</i>): During a melee attack, Flurry generates X melee results. Roll the item again and apply the new result as well. During a save roll against a melee attack, Flurry generates X save results. During a dragon attack, Flurry generates either X save results, or X melee results. If it generates melee results, roll the item again and apply the new result as well.
	Impale (<i>Dragon Attack, Missile</i>): During a missile attack, this effect is applied when resolving Delayed Effects. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results. During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Impale generates three missile results.
	Sortie (<i>Dragon Attack, Melee, Save</i>): During a melee attack, Sortie generates X melee results. During a save roll, Sortie generates X save results. During a dragon attack, Sortie generates X save and X melee results.
	Summon Dragon (<i>Magic</i>): During a magic action at a terrain, target any dragon (Elemental, Hybrid, or Ivory Hybrid) that contains the element of this item, or an Ivory Dragon, and summon it to any terrain. Summon Dragon may not be used to summon a White Dragon. Roll this die again and apply the new result as well. During a magic action in reserves, Summon Dragon generates X magic results.
	Wayfare (<i>Dragon Attack, Maneuver</i>): During a maneuver roll, Wayfare generates X maneuver results. Instead of generating maneuver results, the item and one unit able to carry it may move to any other terrain or your Reserve Area. During a dragon attack, Wayfare allows the item and a unit able to carry it to move to any terrain or your Reserve Area.

AMAZONS

Ivory

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

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

NORMAL ACTION ICONS

 Magic	 Maneuver	 Melee	 Missile	 Save
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SPECIES ABILITIES

Javelin Charge

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

Kukri Charge

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

Terrain Harmony

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

AMAZONS

Ivory

EARTH SPELLS

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

ELEMENTAL SPELLS

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

DEATH SPELLS

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

AIR SPELLS

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








WATER SPELLS







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

FIRE SPELLS

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

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

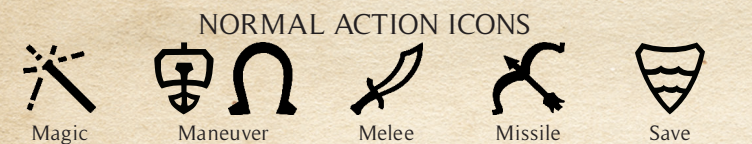
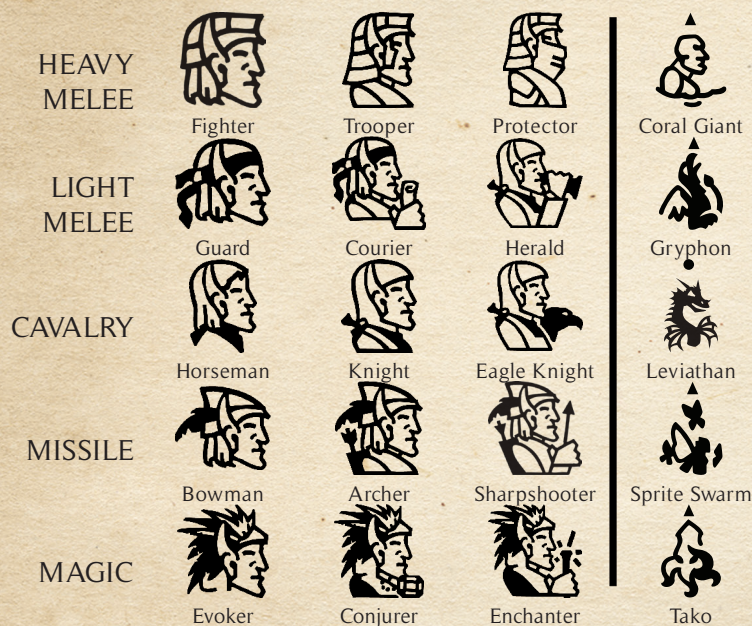
Icon	Name and Effect
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.
	Double Strike (Dragon Attack, Melee): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	Firebreath (Melee): During a melee attack, inflict X points of damage on the defending army with no save possible. Each unit killed makes a save roll. Those that do not generate a save result are buried.
	Firewalking (Maneuver, Non-Maneuver): During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.
	Flame (Melee): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.

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

CORAL ELVES

Air & Water

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



SPECIES ABILITIES

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

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

AIR SPELLS

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

WATER SPELLS

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

CORAL ELVES

Water & Air

ELEMENTAL SPELLS

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

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





















Icon	Name and Effect
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.
	Entangle (Melee): During a melee attack, target up to X health-worth of units in the defending army. The targets are killed.
	Ferry (Non-Maneuver): During any non-maneuver roll, the Ferrying unit may move itself and up to four health-worth of units in its army to any terrain.
	Fly (Any): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	Hypnotic Glare (Melee): During a melee attack, this effect is applied when resolving Delayed Effects. All units that roll an ID icon are hypnotized and may not be rolled until the beginning of your next turn. None of their results are counted towards the army's save results. The effect ends if the glaring unit leaves the terrain, is killed, or is rolled. The glaring unit may be excluded from any roll until the effect expires.
	Rend (Dragon Attack, Maneuver, Melee): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	Smite (Dragon Attack, Melee): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Swallow (Melee): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.
	Tail (Dragon Attack, Melee): During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.
	Trample (Any): During any roll, Trample generates X maneuver and X melee results.
	Wave (Melee, Maneuver): During a melee attack, the defending army subtracts X save results. During a maneuver roll while marching, subtract X from each counter-maneuvering army's maneuver results. Wave does nothing if rolled during a counter-maneuver.

DWARVES

fire & Earth

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

HEAVY MELEE	 Footman	 Sergeant	 Warlord	 Androsphinx
LIGHT MELEE	 Sentry	 Patroller	 Skirmisher	 Behemoth
CAVALRY	 Pony Rider	 Lizard Rider	 Mammoth Rider	 Gargoyle
MISSILE	 Crossbowman	 Marksman	 Crack-Shot	 Roc
MAGIC	 Theurgist	 Thaumaturgist	 Wizard	 Umber Hulk

NORMAL ACTION ICONS



SPECIES ABILITIES

Mountain Mastery

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

Dwarven Might

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

FIRE SPELLS

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

EARTH SPELLS

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







DWARVES









Earth & fire

ELEMENTAL SPELLS

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

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

Icon	Name and Effect
	Bash (Dragon Attack, Save*): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Charge (Melee): During a melee attack, the attacking army counts all Maneuver results as if they were Melee results. Instead of making a regular save roll or a counter-attack, the defending army makes a combination save and melee roll. The attacking army takes damage equal to these melee results. Only save results generated by spells that would add to a save roll may reduce this damage. Charge has no effect during a counter-attack.
	Confuse (Melee, Missile): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.

Icon	Name and Effect
	Dispel Magic (Special): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Fly (Any): During any roll, Fly generates X maneuver or X save results.
	Rend (Dragon Attack, Maneuver, Melee): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	Roar (Melee): During a melee attack, target up to X health-worth of units in the defending army. The targets are immediately moved to their Reserve Area before the defending army rolls for saves.
	Seize (Missile): During a missile attack, target up to X health-worth of units in the defending army. Roll the targets. If they roll an ID icon, they are immediately moved to their Reserve Area. Any that do not roll an ID are killed.
	Smite (Dragon Attack, Melee): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Stomp (Dragon Attack, Melee): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed and must make a save roll. Those that do not generate a save result are buried. During a dragon attack, Stomp generates X melee results.
	Trample (Any): During any roll, Trample generates X maneuver and X melee results.

ELDARIM

Death, Earth, Air, Water & Fire

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH
HEAVY MELEE			
SHIELD BEARER			
MAGIC			
CAVALRY			
MISSILE			

NORMAL ACTION ICONS

Magic	Maneuver	Melee	Save
Missile			

SPECIES ABILITIES

Resist Fear

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

Dragonkin Handlers

During the Species Abilities Phase, select an army that contains at least one Eldarim unit at a terrain. Move a small (1 health) Dragonkin unit from the Summoning Pool to the army, or promote one Dragonkin unit in the army. Moved or promoted units must match an element of the terrain. This ability may only be used if the total health-worth of Dragonkin after the exchange is not greater than the total health-worth of Eldarim in that army.

DEATH SPELLS

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

FIRE SPELLS

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

AIR SPELLS

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

WATER SPELLS

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

ELDARIM

Fire, Water, Air, Earth & Death

EARTH SPELLS

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

ELEMENTAL SPELLS

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

Icon	Name and Effect
	Bash (Dragon Attack Save): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.

Icon	Name and Effect
	Fly (Any): During any roll, Fly generates X maneuver or X save results.
	Smite (Dragon Attack, Melee): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Sneak Attack (Dragon Attack, Magic, Melee, Missile): During a missile attack or magic action, Sneak Attack inflicts X damage on an opposing army at this terrain with no save possible. Dragonkin killed by this damage are buried. During a melee or dragon attack, Sneak Attack generates X melee results.

FERAL

Earth & Air

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

HEAVY MELEE	Lynx-Folk	Leopard-Folk	Tiger-Folk	Bear-Folk
LIGHT MELEE	Hound-Folk	Fox-Folk	Wolf-Folk	Elephant-Folk
CAVALRY	Antelope-Folk	Horse-Folk	Buffalo-Folk	Lion-Folk
MISSILE	Falcon-Folk	Hawk-Folk	Vulture-Folk	Owl-Folk
MAGIC	Weasel-Folk	Badger-Folk	Wolverine-Folk	Rhino-Folk

NORMAL ACTION ICONS

Magic	Maneuver	Melee	Missile	Save
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SPECIES ABILITIES

Feralization

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

Stampede

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

AIR SPELLS

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

EARTH SPELLS

Cost	R	C	Name, Species and Effect
2	X	X	Stone Skin (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		Path (Any): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
5	X		Berserker Rage (Feral): Target an army containing at least one Feral unit. All Feral units in the target army may count save results as if they were melee results during all counter-attacks, until the beginning of your next turn.
6			Transmute Rock to Mud (Any): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.

FERAL

Air & Earth

ELEMENTAL SPELLS

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

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


Icon	Name and Effect
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.
	Dispel Magic (Special): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate all unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Double Strike (Dragon Attack, Melee): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	Fly (Any): During any roll, Fly generates X maneuver or X save results.

Icon	Name and Effect
	Gore (Dragon Attack, Melee): During a melee attack, target one unit in the defending army. The target takes two points of damage. If the unit is killed by Gore, it is then buried. During a dragon attack, Gore generates four melee results.
	Hug (Dragon Attack, Melee): During a melee attack, target one unit in the defending army. The target unit takes X points of damage with no save possible. The targeted unit makes a melee roll. Melee results generated by this roll inflict damage on the Hugging unit with no save possible. During a dragon attack, Hug generates X melee results.
	Rend (Dragon Attack, Maneuver, Melee): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	Roar (Melee): During a melee attack, target up to X health-worth of units in the defending army. The targets are immediately moved to their Reserve Area before the defending army rolls for saves.
	Screech (Melee): During a melee attack, the defending army subtracts X save results.
	Seize (Missile): During a missile attack, target up to X health-worth of units in the defending army. Roll the targets. If they roll an ID icon, they are immediately moved to their Reserve Area. Any that do not roll an ID are killed.
	Trample (Any): During any roll, Trample generates X maneuver and X melee results.
	Trumpet (Dragon Attack, Melee, Save): During a dragon attack, melee attack or save roll, each Feral unit in this army doubles its melee and save results.

FIREWALKERS

Air & fire

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

HEAVY MELEE	 Guardian	 Watcher	 Sentinel	 Fireshadow
LIGHT MELEE	 Explorer	 Adventurer	 Expeditioner	 Genie
CAVALRY	 Shadowchaser	 Nightsbane	 Daybringer	 Gorgon
MISSILE	 Firestarter	 Firemaster	 Firestormer	 Phoenix
MAGIC	 Sunburst	 Sunflare	 Ashbringer	 Salamander

NORMAL ACTION ICONS

 Magic	 Maneuver	 Melee	 Missile	 Save
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SPECIES ABILITIES

Air Flight

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

Flaming Shields

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

AIR SPELLS

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

FIRE SPELLS

Cost	R	C	Name, Species and Effect
2		X	Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3	X	X	Flashfire (Firewalkers): Target any army. During any non-maneuver army roll, the target's owner may re-roll any one unit in the target army once, ignoring the previous result. This effect lasts until the beginning of your next turn.
4	X		Fiery Weapon (Any): Target any army. Add two melee or missile results to any roll the target makes until the beginning of your next turn.
6			Dancing Lights (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.







FIREWALKERS







fire & Air

ELEMENTAL SPELLS

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

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

Icon	Name and Effect
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.
	Create Fireminions (Any Non-Individual): During any army roll, Create Fireminions generates X magic, maneuver, melee, missile or save results.
	Firecloud (Melee, Missile): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	Firewalking (Maneuver, Non-Maneuver): During a maneuver roll, Firewalking generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.

Icon	Name and Effect
	Flame (Melee): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly (Any): During any roll, Fly generates X maneuver or X save results.
	Galeforce (Magic, Melee, Missile): During a melee or missile attack, or a magic action at a terrain, target an opposing army at any terrain. Until the beginning of your next turn, the target army subtracts four save and four maneuver results from all rolls.
	Rise from the Ashes (Save Special): During a save roll, Rise from the Ashes generates X save results. Whenever a unit with this SAI is killed or buried, roll the unit. If Rise from the Ashes is rolled, the unit is moved to your Reserve Area. If an effect both kills and buries this unit, it may roll once when killed and again when buried. If the first roll is successful, the unit is not buried.
	Seize (Missile): During a missile attack, target up to X health-worth of units in the defending army. Roll the targets. If they roll an ID icon, they are immediately moved to their Reserve Area. Any that do not roll an ID are killed.
	Smite (Dragon Attack, Melee): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.

FROSTWINGS

Death & Air

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

MELEE	Advocate	Defender	Vindicator	Cryohydra
CAVALRY	Hound Master	Wolf Master	Bear Master	Frost Ogre
LIGHT MISSILE	Attacker	Assaulter	Assailer	Remorhaz
HEAVY MISSILE	Destroyer	Dispatcher	Devastator	Wolf Pack
MAGIC	Apprentice	Magus	Magi	Yeti

NORMAL ACTION ICONS

Magic	Maneuver	Melee	Missile	Save
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SPECIES ABILITIES

Winter's Fortitude

During the Species Abilities Phase, if you have at least one Frostwing unit at a terrain that contains air, you may move one Frostwing unit of your choice from your BUA to your DUA.

Magic Negation

When an opponent takes a magic action at a terrain containing Frostwings, the Frostwing units may make a magic negation roll. Roll the Frostwing units before the opponent totals their magic results. Subtract the magic results generated by the Frostwing units from the opponent's results.

The number of magic results that may be subtracted is equal to the number of Frostwing units in the Frostwing player's DUA, up to a maximum of five (see page 21).

DEATH SPELLS

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

AIR SPELLS

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

FROSTWINGS

Air & Death

ELEMENTAL SPELLS

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

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

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

Icon	Name and Effect
	Rend (Dragon Attack, Maneuver, Melee): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	Smite (Dragon Attack, Melee): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Surprise (Melee): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	Swallow (Melee): During a melee attack, target one unit in the defending army. Roll the target. If it does not roll its ID icon, it is killed and buried.
	Volley (Dragon Attack, Missile, Save*): During a save roll against a missile attack, Volley generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.

GOBLINS

Death & Earth

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

HEAVY MELEE	 Thug	 Cutthroat	 Marauder	 Cannibal
LIGHT MELEE	 Mugger	 Ambusher	 Filcher	 Death Naga
CAVALRY	 Wardog Rider	 Wolf Rider	 Leopard Rider	 Harpy
MISSILE	 Pelter	 Slingman	 Deadeye	 Shambler
MAGIC	 Trickster	 Hedge Wizard	 Death Mage	 Troll

NORMAL ACTION ICONS

 Magic	 Maneuver	 Melee	 Missile	 Save
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SPECIES ABILITIES

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

Foul Stench
When an army containing Goblins takes a melee action, the opposing player must select a number of their units after they have resolved their save roll. The selected units cannot perform a counter-attack during this melee action.
The number of units that must be selected in this way is equal to the number of Goblin units in the Goblin player's DUA, up to a maximum of three (see page 21).

DEATH SPELLS

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

EARTH SPELLS

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







GOBLINS










Earth & Death

ELEMENTAL SPELLS

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

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

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

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

LAVA ELVES

fire & Death

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

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

NORMAL ACTION ICONS

Magic	Maneuver	Melee	Missile	Save
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SPECIES ABILITIES

Volcanic Adaptation

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

Cursed Bullets

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

The number of missile results that may be effected in this way is equal to the number of Lava Elves units in the Lava Elves player's DUA, up to a maximum of three (see page 21).

DEATH SPELLS

FIRE SPELLS

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

Cost	R	C	Name, Species and Effect
2		X	Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3			Fearful Flames (Lava Elves): Target any opposing unit. Inflict one point of damage on the target. If the target unit saves against the damage, it makes a second save roll. Unless the target unit gets a save result, it flees to reserves.
4	X		Fiery Weapon (Any): Target any army. Add two melee or missile results to any roll the target makes until the beginning of your next turn.
6			Dancing Lights (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.

LAVA ELVES

Death & fire

ELEMENTAL SPELLS

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

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

Icon	Name and Effect
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Charm (Melee): During a melee attack, target up to X health-worth of units in the defending army; those units don't roll to save during this march. Instead, the owner rolls these units and adds their results to the attacking army's results. Those units may take damage from the melee attack as normal.
	Cloak (Dragon Attack, Individual, Magic, Save): During a save roll or dragon attack, add X non-magical save results to the army containing this unit until the beginning of your next turn. During a magic action, Cloak generates X magic results. During a roll for an individual-targeting effect, Cloak generates X magic, maneuver, melee, missile, or save results.
	Confuse (Melee, Missile): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.

Icon	Name and Effect
	Flame (Melee): During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly (Any): During any roll, Fly generates X maneuver or X save results.
	Illusion (Melee, Magic, Missile): During a magic, melee or missile attack, target any of your armies. Until the beginning of your next turn, the target army cannot be targeted by any missile attacks or spells cast by opposing players.
	Smite (Dragon Attack, Melee): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	Stone (Dragon Attack, Melee, Missile): During a melee or missile attack, Stone does X damage to the defending army with no save possible. During a dragon attack, Stone generates X missile results.
	Volley (Dragon Attack, Missile, Save*): During a save roll against a missile attack, Volley generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.
	Web (Melee, Missile): During a melee or missile attack, target up to X health-worth of units in the defending army. The targets make a melee roll. Those that do not generate a melee result are webbed and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn. Web does nothing during a missile action targeting an opponent's Reserve Army from a Tower on its eighth-face.

SCALDERS

Water & fire

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

HEAVY MELEE	 Singeman	 Scorcher	 Searer	 Ettercap
LIGHT MELEE	 Kindler	 Igniter	 Charkin	 Quickling
CAVALRY	 Dragonne Tender	 Dragonne Rider	 Dragonne Knight	 Unseelie Faerie
MISSILE	 Glower	 Burner	 Blazer	 Web Bird
MAGIC	 Sparker	 Smolderer	 Inferno	 Will o' Wisp
NORMAL ACTION ICONS				
 Magic	 Maneuver	 Melee	 Missile	 Save

SPECIES ABILITIES

Scorching Touch

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

Intangibility

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

WATER SPELLS

FIRE SPELLS

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

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





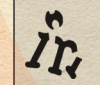
SCALDERS

fire & water

ELEMENTAL SPELLS

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

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

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

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

SWAMP STALKERS

Death & Water

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

SPECIES ABILITIES

HEAVY MELEE	Warmonger	Ravager	Annihilator	Crocosaur
LIGHT MELEE	Striker	Raider	Invader	Mudman
CAVALRY	Bog Runner	Marsh Swimmer	Wave Rider	Ormyrr
MISSILE	Sprayer	Stormer	Deluger	Swamp Beast
MAGIC	Bog Adept	Marsh Mage	Swamp Wizard	Swamp Giant

NORMAL ACTION ICONS



Born of the Swamp

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

Mutate

During the Species Abilities Phase, you may attempt to Mutate providing the following criteria are met:

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

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

The number of units that may be targeted in this way is equal to the number of Swamp Stalker units in the Swamp Stalker player's DUA, up to a maximum of one (see page 21).

DEATH SPELLS

WATER SPELLS

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

Cost	R	C	Name, Species and Effect
2	X	X	Watery Double (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4			Flash Flood (Any): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
5			Mire (Swamp Stalkers): Target any terrain. Until the beginning of your next turn, any army marching at that terrain must first make a maneuver roll. The marching player then selects health-worth of units up to the maneuver results generated by this first roll. The army uses only those units, and items they carry, for any rolls in the march for both the maneuver step and the action step.
6			Wall of Fog (Any): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

SWAMP STALKERS

Water & death

ELEMENTAL SPELLS

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

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

Icon	Name and Effect
	Bullseye (Dragon Attack, Missile): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results.
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Coil (Dragon Attack, Melee): During a melee attack, target one unit in the defending army. The target takes X damage and makes a combination roll, counting save and melee results. Any melee results that the target generates inflict damage on the Coiling unit with no save possible. During a dragon attack, Coil generates X melee results.
	Poison (Melee): During a melee attack, target X health-worth of units in the defending army. Each targeted unit makes a save roll. Those that do not generate a save result are killed and must make another save roll. Those that do not generate a save result on this second roll are buried.
	Rend (Dragon Attack, Maneuver, Melee): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.

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

TREEFOLK

Earth & Water

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

HEAVY MELEE				
LIGHT MELEE				
CAVALRY				
MISSILE				
MAGIC				

NORMAL ACTION ICONS



SPECIES ABILITIES

Rapid Growth

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

Replanting

When at a terrain that contains water, Treefolk units that are killed should be rolled before being moved to the DUA. Any units that roll an ID icon are not killed and are instead moved to your Reserve Area.

TREEFOLK

Water & Earth

ELEMENTAL SPELLS

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

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

Icon	Name and Effect
	Cantrip (Magic, Non-Maneuver): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	Choke (Melee): During a melee attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army that rolled an ID icon. The targets are killed. None of their results are counted towards the army's save results.
	Confuse (Melee, Missile): During a melee or missile attack, this effect is applied when resolving Delayed Effects. Target up to X health-worth of units in that army. Re-roll the targeted units, ignoring all previous results.
	Counter (Dragon Attack, Melee, Save*): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army, which may not roll for saves. Only save results generated by spells that would add to a save roll may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.
	Dispel Magic (Special): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any affect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Double Strike (Dragon Attack, Melee): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	Hoof (Dragon Attack, Maneuver, Save): During a maneuver roll, Hoof generates X maneuver results. During a save roll, Hoof generates X save results. During a dragon attack, Hoof generates X save results.

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

WATER SPELLS

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

EARTH SPELLS

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

UNDEAD

Death

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

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

NORMAL ACTION ICONS

Magic	Maneuver	Melee	Missile	Save
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SPECIES ABILITIES

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

Bone Magic
When an army containing Undead takes a magic action, each Undead unit that rolls at least one non-ID magic result may add one additional magic result.
The number of magic results that may be added in this way is equal to the number of Undead units in the Undead player's DUA, up to a maximum of four (see page 21).

DEATH SPELLS

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

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

UNDEAD

Death

ELEMENTAL SPELLS

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

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

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

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