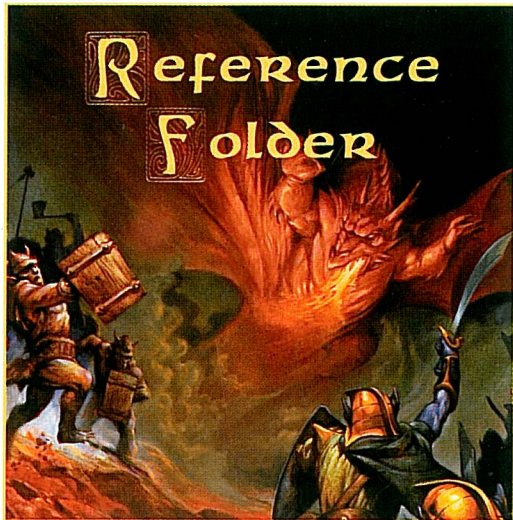















**Cast your troops
into battle!**



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Coral Elf Units

ID Icons







	RARE	UNCOMMON	COMMON
Heavy	 Champion	 Hero	 Trooper
Light	 Herald	 Courier	 Sentinel
Missile	 Sharpshooter	 Archer	 Bowman
Cavalry	 Eagle Knight	 Knight	 Horseman
Magic	 Enchanter	 Conjurer	 Evoker

Special Action Icons

- 
Bullseye
- 
Counter
- 
Smite

- 
Cantrip
- 
Fly

Normal Action Icons

- 
Magic
- 
Melee
- 
Maneuver
- 
Save
- 
Missile
- 

Magic: Blue and green
















Terrain: Coastland (maneuvers can count as saves)



Dwarf Units



ID Icons

	RARE	UNCOMMON	COMMON
Heavy	 Warlord	 Sergeant	 Footman
Light	 Skirmisher	 Patroller	 Sentry
Missile	 Crack-Shot	 Marksman	 Crossbowman
Cavalry	 Mammoth Rider	 Lizard Rider	 Pony Rider
Magic	 Wizard	 Thaumaturgist	 Theurgist

Special Action Icons

- 
Bullseye
- 
Counter
- 
Trample

- 
Cantrip
- 
Smite

Normal Action Icons

- 
Magic
- 
Melee
- 
Maneuver
- 
Save
- 
Missile
- 
Maneuver
- 
Maneuver

Magic: Red and gold

Terrain: Highland (double maneuvers)



Goblin Units



ID Icons

RARE

UNCOMMON

COMMON



Heavy

Marauder

Cutthroat

Thug



Light

Filcher

Ambusher

Mugger



Missile

Deadeye

Slingman

Pelter



Cavalry

Leopard Rider

Wolf Rider

Wardog Rider



Magic

Death Mage

Hedge Wizard

Trickster

Special Action Icons



Bullseye



Cantrip



Counter



Rend



Smite

Normal Action Icons



Magic



Save



Melee



Missile



Maneuver

Magic: Gold and black
















Terrain: Swampland (double maneuvers)



Lava Elf Units



ID Icons

	RARE	UNCOMMON	COMMON
Heavy	 Conqueror	 Duelist	 Bladesman
Light	 Infiltrator	 Spy	 Scout
Missile	 Assassin	 Dead-Shot	 Fusilier
Cavalry	 Wyvern Rider	 Scorpion Knight	 Spider Rider
Magic	 Necromancer	 Warlock	 Adept

Special Action Icons



Bullseye



Cantrip



Counter



Fly



Smite

Normal Action Icons



Magic



Save



Melee



Missile



Maneuver

Magic: Black and red

Terrain: Highland (maneuvers can count as saves)

Special Action Icons

Effects of special action icons on rare six-siders are explained below. (Effects for the special action icons on monsters are explained in the *Kicker Packs*.)

BULLSEYE: During a missile action, this special attack targets a unit of the acting player's choice. Only the target rolls to save. If it does not save, it is removed from its army before the army rolls to save from any other missile results.

CANTRIP: During a magic action, the cantrip counts as normal magic. But during any other action—including rolling for saves—it can be used to purchase immediate spells (do not double).

COUNTER: During a melee attack, the counter acts as a normal hit. But during a roll for saves in melee, it counts as both a save and an immediate hit upon the attacking army, which may not use saves against it. Counter never causes a rout.

FLY: This icon serves double duty, acting as either maneuvers or saves, as needed.

REND: During melee, the rend counts as normal hits, but the rending unit may be rolled again immediately, applying the new result as well. During the maneuver step, rends instead count as movement.

SMITE: During a skirmish attack, no saves count against these hits. Units hit by the smite are removed before rolling for any saves against any other hits.

TRAMPLE: A trample counts as either maneuvers or melee hits as needed. During a charge, it counts as both, doing double damage.

Terrain Icons

Normal Icons



Magic



Melee



Missile

Eighth Face Icons



City



Standing
Stones



Temple



Tower

Terrain Types

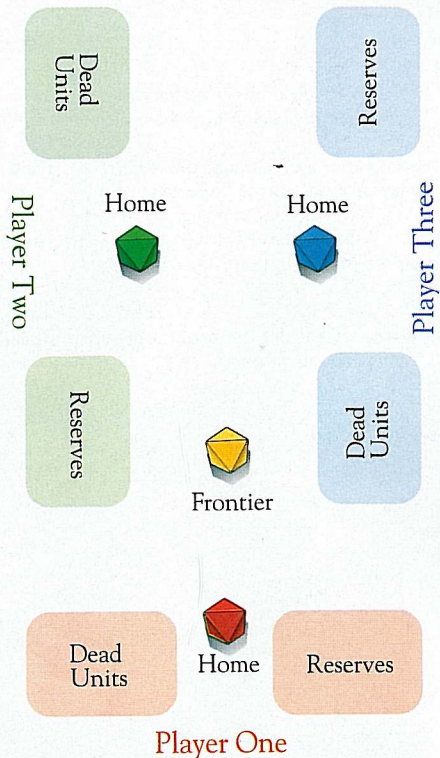
Coastland: Blue and green (air and water)

Flatland: Blue and gold (air and earth)

Highland: Gold and red (earth and fire)

Swampland: Gold and green (earth and water)

Table Layout



Spell List

Earth: Gold

- | Cost | Spell |
|------|--|
| 1 | Stoneskin: Add one automatic save to the target army until the beginning of your next turn. |
| 2 | Dust to Dust: Choose one health worth of any player's dead units to be buried. |
| 3 | Path: Immediately move one of your units (any size) from one terrain to another. |
| 4 | Transmute Rock to Mud: Subtract six from the maneuver rolls of the target army until the beginning of your next turn. |
| 6 | Summon Gold Dragon: Send a gold dragon to any terrain. |

Air: Blue

- Cost Spell
- 1 **Hailstorm:** Inflict one hit on the target army. It may roll saves.
 - 2 **Breath of Life:** Restore one health worth of units from death to the casting army.
 - 3 **Lightning Strike:** Inflict five hits on a target die. Target may roll saves. (Dragon target is destroyed if it rolls belly up.) (Multiple strikes on a single unit are resolved one at a time.)
 - 4 **Wind Walk:** Target army gains six automatic maneuver results until the beginning of your next turn.
 - 6 **Summon Blue Dragon:** Send a blue dragon to any terrain.

Fire: Red

- Cost Spell
- 1** *Ash Storm:* Subtract one from all armies' rolls at the target terrain until your next turn.
 - 2** *Spark of Life:* Restore one health worth of dead to the casting army.
 - 3** *Burning Hands:* Double one unit's melee results until the beginning of your next turn. (Multiple castings affect multiple units.)
 - 4** *Dancing Lights:* The target army's missiles and magic results are halved until the beginning of your next turn. (This spell may not be multiplied.)
 - 6** *Summon Red Dragon:* Send a red dragon to any terrain.

Water: Green

- | Cost | Spell |
|------|--|
| 1 | <i>Watery Double:</i> Give one automatic save to the target army until the <i>end</i> of your next turn. |
| 2 | <i>Wall of Ice:</i> Give an army three automatic saves until the beginning of your next turn. |
| 3 | <i>Wall of Fog:</i> Halve (rounding down) all maneuver rolls at the target terrain, and all missile fire into or out of it, until the beginning of your next turn. (This spell may not be multiplied.) |
| 4 | <i>Flash Flood:</i> Reduce the target terrain die one step. Any army at the terrain can negate this effect by immediately rolling at least eight maneuver results. (This spell may not be multiplied.) |
| 6 | <i>Summon Green Dragon:</i> Send a green dragon to any terrain. |

Death: Black

Cost Spell

- 1 **Reanimate Dead:** Return a dead one-health unit to the casting army. (Multiple castings reanimate multiple one-health units.)

- 2 **Palsy:** The target army suffers a penalty of -1 to all its rolls until the beginning of your next turn. (Example: Twelve hits reduce to eleven, seven saves reduce to six, etc.)

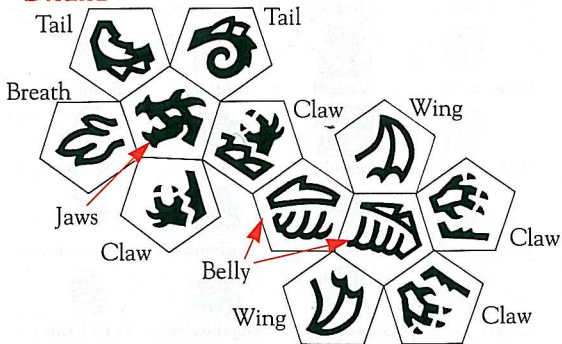
- 3 **Finger of Death:** Inflict one hit on a target unit. Target may not roll saves.

- 5 **Open Grave:** Until the beginning of your next turn, all units killed in one of your armies go to your reserves rather than to the dead unit area. (Multiple castings affect multiple armies.)

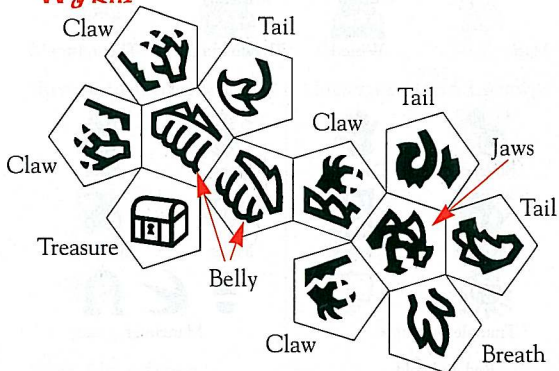
- 6 **Summon Black Dragon:** Send a black dragon to any terrain.

Dragons

Drake



Wyrm



Dragon Action Icons

The icons on the dragon dice are explained as follows.

BELLY: The dragon's five automatic saves do not count for this battle.

BREATH: Against another dragon, dragon breath negates the usual five saves until the *end* of the next player's turn. Against units, dragon breath effects depend upon the dragon's color:

- **Gold—Turn to Stone:** Five units from the target army are killed unless they can roll a save individually. The army's owner chooses which dice are targeted.
- **Blue—Paralysis:** The target army may roll for nothing but saves until the end of its next turn.
- **Red—Flame:** Five health worth of units from the target army are killed and buried. The army's owner chooses which units are lost.
- **Green—Frost:** All rolls made by the target army (or any of its individual units) are halved until the end of its next turn.
- **Black—Disease:** Any units in the target army that roll an ID icon are killed.

CLAWS: A dragon's claws do five points of damage.

JAWS: A dragon's jaws do ten points of damage.

TAIL: The dragon causes three points of damage and may immediately roll again. The target army's saves are compared to the total damage.

TREASURE: One unit in the target army may be promoted. (Trade it in for a dead die of the same race but worth one health more. Three-health units may not promote to monsters.)

WING: The dragon flies away. (Return it to the owner's dead unit area.)

Outline of Play

The following outline gives a summary of play for easy reference.

Set-Up

In preparation for play, follow these steps:

- 1 SET CONFLICT SIZE
- 2 ASSEMBLE ARMIES
- 3 SET TERRAIN
- 4 DETERMINE PLAYER SEQUENCE
- 5 PLACE ARMIES
- 6 DETERMINE BATTLE DISTANCES

Sequence of Play

Each player performs his turn in the following order:

- 1 FIRST MARCH
 - ✿ Maneuver
 - ✿ Action
- 2 SECOND MARCH
 - ✿ Maneuver
 - ✿ Action
- 3 RESERVES
 - ✿ Reinforce
 - ✿ Retreat