

AMAZON ARMY

NORMAL ACTION ICONS



SPECIAL ACTION ICONS

- Bullseye:** Special (missile action); Normal (dragon attack or missile avoidance) During a missile action, each Bullseye result immediately inflicts one point of damage. The total damage may individually target one or more units in the defending army as the acting player chooses. Each target unit must immediately generate saves against the damage assigned to it. During a dragon attack or missile avoidance roll, Bullseye generates missile results.
- Cantrip:** Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance) During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.
- Counter:** Normal (melee, save, and dragon attack); Special and Normal (save against melee attack) During a melee attack or melee avoidance roll, Counter generates melee results. During a save roll, Counter generates save results. During a save roll in a melee attack, Counter immediately generates both save results and melee results upon the attacking army or unit. Only magical saves protect against this damage. During a dragon attack, Counter generates save and melee results.
- Double Strike:** Instant Normal (melee) During a melee attack or melee avoidance roll, Double Strike generates melee results; roll this unit again and apply the new result as well.
- Firebreath:** Special (Melee) During a melee attack, immediately kill four health of units from the defending army with no save possible. Those units must then roll a save or maneuver, or be buried.
- Firewalking:** Normal (maneuver); Special (any non-maneuver) During a maneuver roll, Firewalking generates maneuver results. During any non-maneuver roll, the Firewalking unit may immediately move itself and up to three health-worth of units in the army containing this unit to any other terrain.
- Flame:** Special (melee attack) During a melee attack, choose up to two health-worth of units in the defending army to be immediately killed and buried with no save possible.
- Fly:** Normal (any) During any roll, each Fly result generates one maneuver or one save result.
- Kick:** Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, for each unit that generates Kick results choose one unit in the defending army. Kick immediately inflicts four points of damage on the target unit, which must generate saves against this damage. During a dragon attack or melee avoidance roll, Kick generates melee results.
- Rend:** Normal (maneuver); Instant Normal (melee) During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.
- Smite:** Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results.
- Stone:** Special (missile action); Normal (dragon attack or missile avoidance roll) During a missile action, each Stone result immediately inflicts one point of damage on the defending army; no saves (including those provided by spells) can stop this damage. During a dragon attack or missile avoidance roll, Stone generates missile results.
- Trample:** Normal (any) During any roll, each Trample result generates one maneuver or one melee result.

RACIAL ABILITIES

Terrain Advantage

Amazons may, when at a Flatland terrain (Gold & Blue), count maneuvers results as if they were missile results.

Reserve Attack

Amazons, when in the Reserve Area, cannot use magic. Instead they may select an enemy army at their Home terrain or the Frontier and take a Missile Action. If part of a multiracial army in the reserve area, Amazon Missile results are counted when the other units roll for Magic.

Note: The acting player can conduct either the Magic action with non-Amazon units or the Missile action with Amazon units first. Whichever is chosen first, it must be completed before the second action is conducted.

ID ICONS

ID's count for whatever result is being rolled for, generating 1 result per health point.

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee				
Light Melee				
Cavalry				
Missile				
Magic				

RACIAL ABILITIES

Magic Use

Amazons may only cast magic of the terrain colors where they are located. Amazons can only double their ID results when at a terrain containing the Standing Stones 8th face (8th face does not need to be showing).

During a Magic action at a terrain as above, you may double as many ID's as there are health in a single DUA for Black Magic.

RACIAL SPELLS

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

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

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

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

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