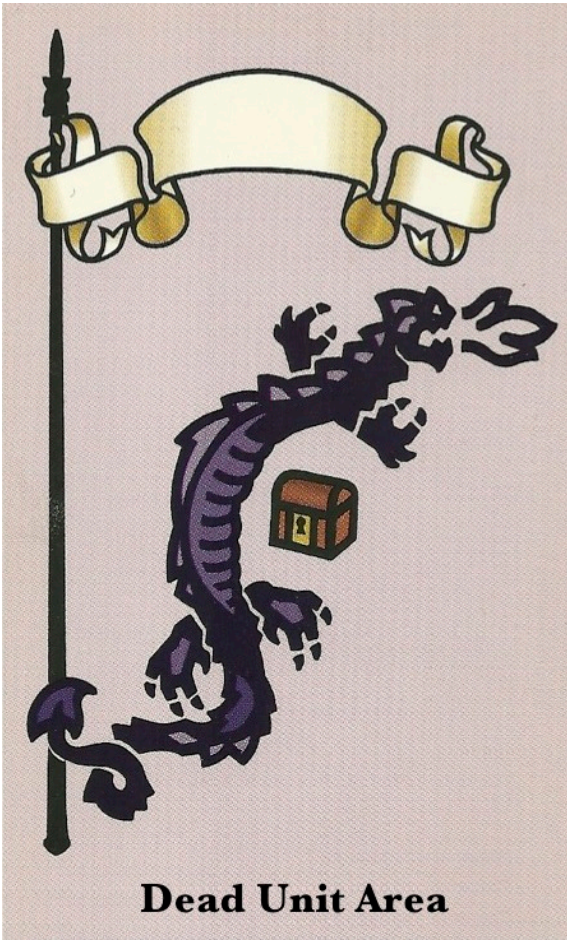


CORAL ELF ARMY

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.

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

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

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

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

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.

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

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

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

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

RACIAL ABILITIES

Terrain Advantage

Coral Elves may, when at a Coastland Terrain (Blue & Green), count maneuver results as if they were save results.

Magic Doubling

When rolling for Magic, ID results which match the terrain color are doubled.

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	Fighter	Trooper	Protector	Coral Giant
Light Melee	Guard	Courier	Herald	Gryphon
Cavalry	Horseman	Knight	Eagle Knight	Leviathan
Missile	Bowman	Archer	Sharpshooter	Sprite Swarm
Magic	Evoker	Conjurer	Enchanter	Tako

Note: Sprite Swarms are a Group Monster, count ID icon results as whatever results you are rolling for; reroll the monster and apply the new result as well (at the time when "Instant" SAIs are rerolled).

RACIAL SPELLS

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

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

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

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