DWARF ARMY

NORMAL ACTION ICONS

Magic | Maneuver | Melee | Missile | Save

Buried Unit Area	Summoning Pool

Dead Unit Area
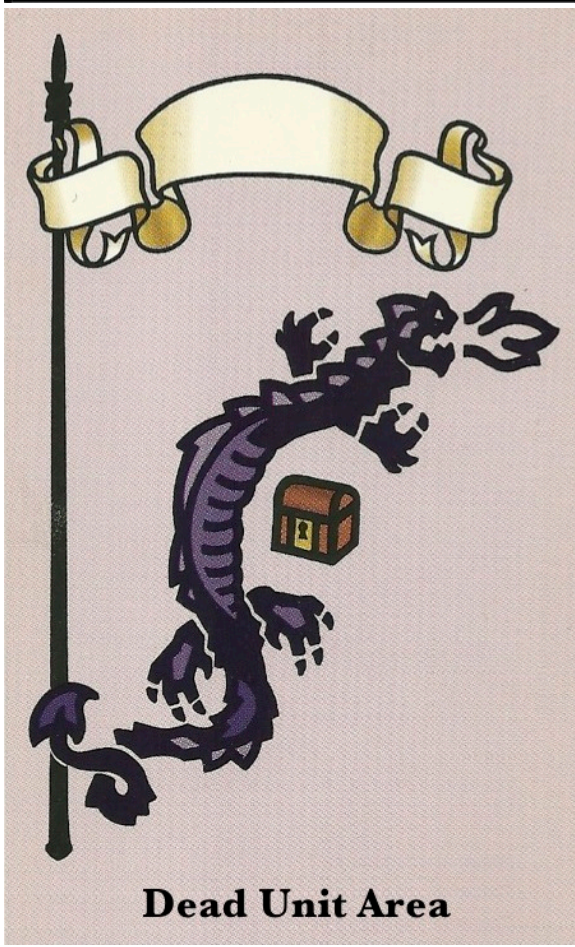
SPECIAL ACTION ICONS

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

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

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

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

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

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.

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

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

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.

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

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

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.

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

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

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	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

RACIAL ABILITIES

Terrain Advantage
Dwarves may, when at a Highland Terrain (Red & Gold), double maneuver results.

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

RACIAL SPELLS

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

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

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

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