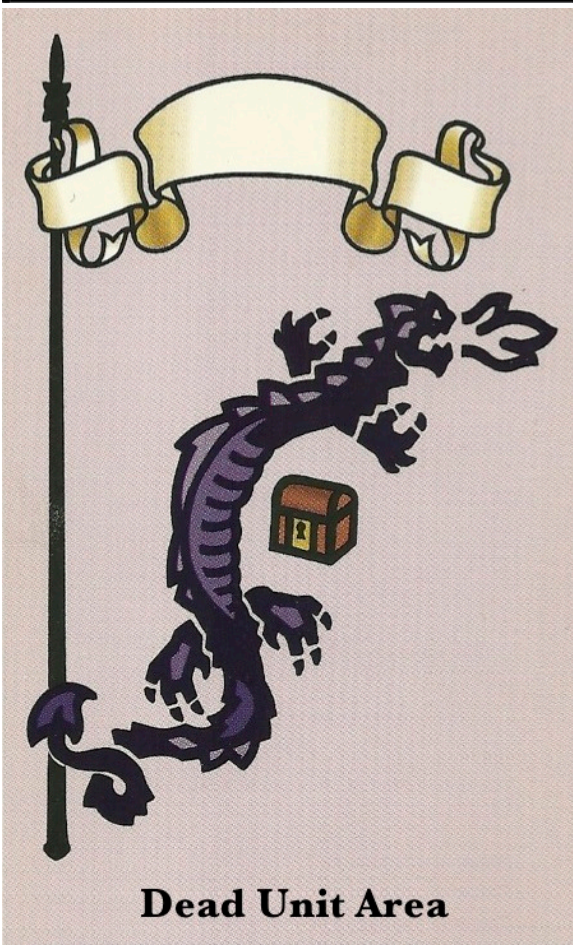


FERAL ARMY

NORMAL ACTION ICONS



Dead Unit Area

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.

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.

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.

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

Gore: Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, for each unit that generates Gore results choose one unit in the defending army. Gore inflicts two points of damage on the target unit, which must generate saves against this damage or be killed and buried. During a dragon attack or melee avoidance roll, Gore generates two melee results.

Hug: Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, for each unit that generates Hug results choose one unit in the defending army. Hug immediately inflicts four points of damage on the target unit. The unit gets no saves, but does roll to counter-attack the hugging unit, which cannot save against this damage. During a dragon attack or melee avoidance roll, Hug generates melee results.

Rend: Normal (maneuver); Instant Normal (melee) During a maneuver roll, each Rend result generates 1 maneuver result. During melee attack or melee avoidance roll, each Rend result generates 1 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.

Screech: Delayed Special (melee attack) During a melee attack, after the defending army rolls for saves but before they finalize any results, subtract four from the save results.

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

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

Trumpet: Special (melee or save) During a melee attack, melee avoidance roll or save roll, Trumpet allows each Feral unit in the army containing this unit to immediately double its melee or save results.

RACIAL ABILITIES

Feralization

During the Initial Effects phase, any of your armies at a terrain with at least one Feral unit may

1. Recruit one Feral unit to this army, or
2. Promote one Feral unit in this army.

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	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

RACIAL SPELLS

Scent of Fear Casting Cost: 2 Blue Target any enemy army at a terrain. One health-worth of units in the target army must immediately flee to its reserve area. Multiple castings increase the number of health affected or target another army.

Hide Casting Cost: 2 Gold Target one health-worth of your units. Until the beginning of your next turn, the target unit 1) makes no rolls, 2) cannot be the target of a melee, missile, magic, or dragon effect, 3) cannot be affected by any disaster effect from a minor terrain or by any racial ability, 4) cannot be taken as a loss to account for damage, and 5) cannot be promoted. Multiple castings increase the number of health affected.

Call of the Wild Casting Cost: 3 Blue Target any of your Feral units in play. Immediately move the target unit to the casting army. Multiple castings target multiple units.

Wilding Casting Cost: 4 Blue Target any of your armies. Until the beginning of your next turn, one component in the target army may double its melee or save results. Select the component after the army's roll is made. Multiple castings increase the number of components affected or target another army.

Backlash Casting Cost: 4 Gold Target any terrain. Until the beginning of your next turn, if any army at the target terrain takes a magic action and casts magic, then, after all spells are resolved, the army must save against an amount of damage equal to the combined casting costs of all spells cast. For an army to be affected by a Backlash, this spell must be in effect before the magic action has begun. Multiple castings target multiple terrains.