

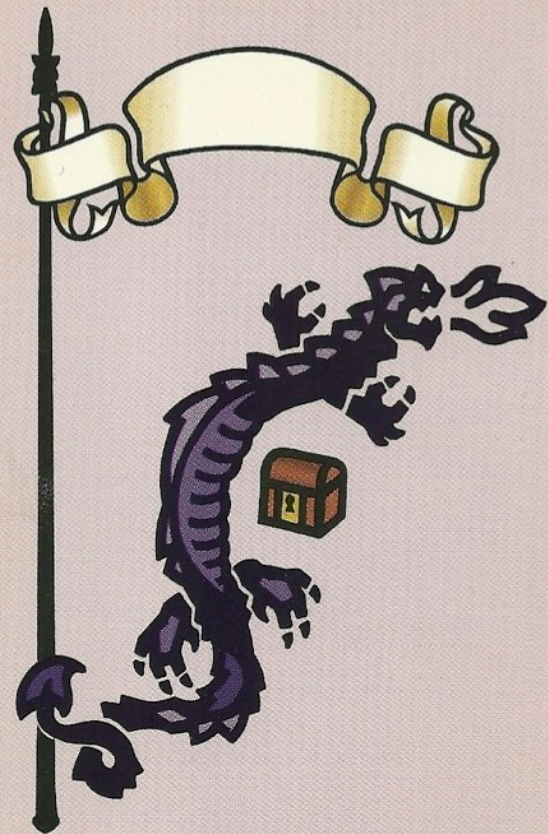
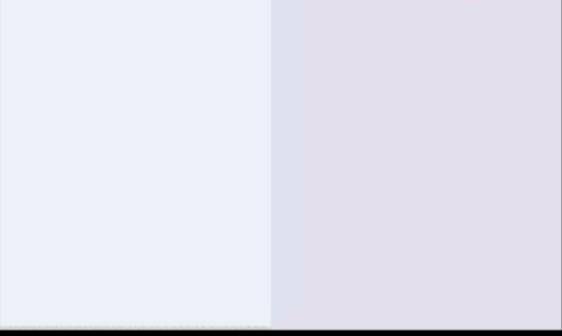
FIREWALKER ARMY

NORMAL ACTION ICONS



Buried Unit Area

Summoning Pool



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.



Create Fireminions: Normal (any) During any roll the army makes, Create Fireminions generates magic, maneuver, melee, missile or save results.



Firecloud: Special (missile action) During a missile action, choose up to four health-worth of units in the defending army. Each target unit must immediately roll a maneuver result or be killed.



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.



Galeforce: Delayed Special (any action) During any action, choose any enemy army. Until the beginning of your next turn, after the target army makes any maneuver roll, counter-maneuver roll, maneuver avoidance roll, save roll or save avoidance roll but before they apply any unique or special resolution SAIs, any unit in the target army that rolled a Fly icon must roll again until a non-Fly icon is generated.



Rise from the Ashes: Normal (save); Conditional (see text) During a save roll, Rise from the Ashes generates save results. Whenever a unit with this icon is killed or buried, immediately roll the unit; if and only if this icon is rolled the monster immediately goes to your 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.

RACIAL ABILITIES

Terrain Flight

During the retreat phase of the Reserve Movement, the Firewalkers may immediately move from any terrain with the blue (air) element to any other terrain.

Flaming Shields

Firewalkers may, during a melee attack, count save results (only from actual save icons, not ID icons or SAIs) as if they were melee 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	Guardian	Watcher	Sentinel	Fireshadow
Light Melee	Explorer	Adventurer	Expeditioner	Genie
Cavalry	Shadowchaser	Nightsbane	Daybringer	Gorgon
Missile	Firestarter	Firemaster	Fireformer	Phoenix
Magic	Sunburst	Sunflare	Ashbringer	Salamander

RACIAL SPELLS

Firebolt Casting Cost: 3 Red Target any enemy unit. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. Multiple castings increase the effect or target another unit.

Flashfire Casting Cost: 3 Red Target any army. Until the beginning of your next turn, during any army non-maneuver roll, any one unit in the target army whose last roll result has not been finalized may be rolled again. The selected unit ignores its last roll result and applies the new roll result instead. Multiple castings increase the effect or target another army. Note: this takes affect at the same time as other rerolling effects (i.e. "Instant" SAIs or group monster IDs).

Red Elemental Blast Casting Cost: 3 Red Target up to two points of non-red spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.

Blue Elemental Blast Casting Cost: 3 Blue Target up to two points of non-blue spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.

Dust Devil Casting Cost: 3 Blue Target any terrain. Until the end of your next turn, halve all missile damage into or out of the target terrain. Multiple castings target multiple terrains.

Mirage Casting Cost: 5 Blue Target any terrain. Each 1-health (common) unit at the target terrain must generate a save or immediately flee to its reserve area. Multiple castings target multiple terrains.