

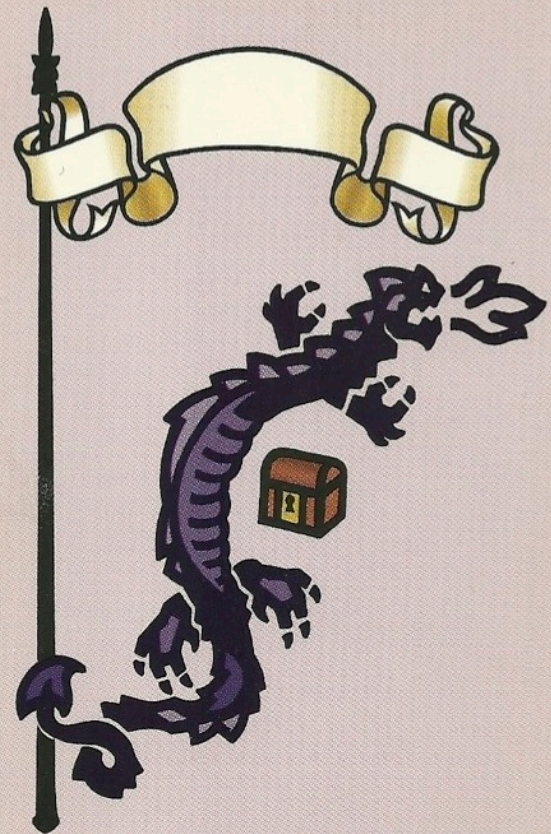
# LAVA ELF ARMY

## 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.



**Charm:** Special (melee attack) During a melee attack, immediately choose up to 4 health-worth of units in an opposing army to add their results to the results of the acting army. The affected unit(s) return to their owner's control immediately after the defender's save roll. Their owner may choose charmed units as casualties, but their results are still added to the army containing the unit with Charm.



**Cloak:** Normal (any non-save roll, Individual Roll); Special (Save) During any non-save roll, Cloak generates magic results. During a save roll, add 4 magical save results to the army containing this unit until the beginning of your next turn. During a roll against an individual-targeting effect, Cloak generates magic, maneuver, melee, missile or save results.



**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.



**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.



**Illusion:** Special (any action) During any action, immediately choose any of your armies. Until the beginning of your next turn, this army cannot be targeted by any missile or magic effect.



**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.



**Volley:** Normal (missile, save, or dragon attack); Normal and Special (save against missile) During a missile action or missile avoidance roll, Volley generates missile results. During a save roll, Volley generates save results. During a save roll in a missile action, Volley generates both save results and immediate missile results upon the attacking army. Only magical saves protect against this damage. During a dragon attack, Volley generates save and missile results.



**Web:** Special (melee attack) During a melee attack, choose up to four health-worth of units in the defending army to be webbed unless each targeted unit immediately rolls a melee result. Target units that fail their avoidance roll cannot be rolled until the beginning of your next turn.

## 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	Bladesman	Duelist	Conqueror	Beholder
Light Melee	Scout	Spy	Infiltrator	Drider
Cavalry	Spider Rider	Scorpion Knight	Wyvern Rider	Hell Hound
Missile	Fusilier	Dead-Shot	Assassin	Lurker in the Deep
Magic	Adept	Warlock	Necromancer	Rakshasa

## RACIAL ABILITIES

### Terrain Advantage

Lava Elves may, when at a Highland Terrain (Red & Gold), count Maneuver results as if they were Save results.

### Magic Doubling

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

During a Magic action, you may double as many ID's as there are health in a single DUA for black Magic (but not doubled casting from Reserves).

## RACIAL SPELLS

### Fearful Flames Casting Cost: 3 Red

Target one health-worth of enemy units. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. If the unit saves against the damage, it must generate another save or immediately flee to the reserve area. Multiple castings increase the number of health affected and the damage inflicted.

### Flaming Armor Casting Cost: 4 Red

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

### Necromantic Wave Casting Cost: 4 Black

Target any army. Until the beginning of your next turn, all magic results in the target army may be counted as melee results. Multiple castings target multiple armies.