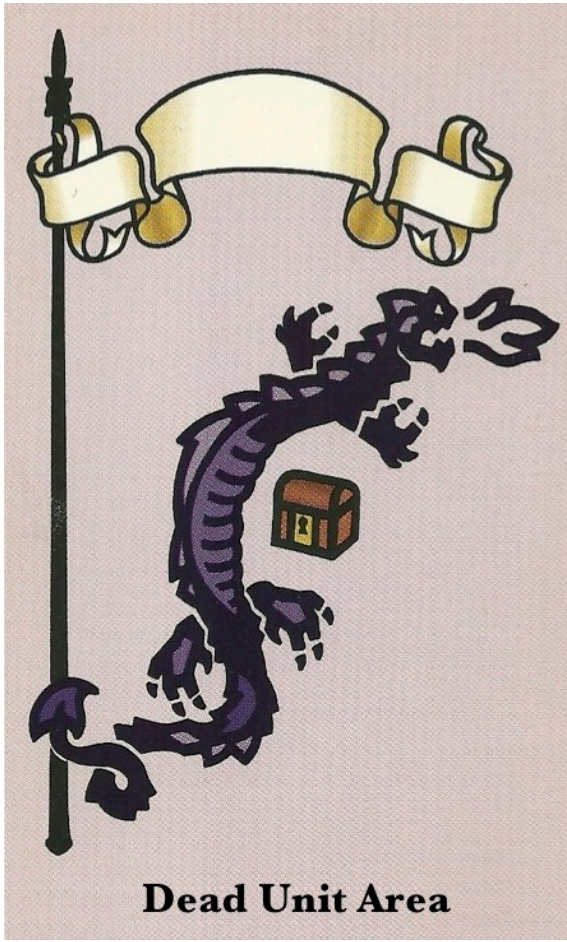


# SCALDER ARMY

## 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.

**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.

**Flaming Arrow:** Special (missile action); Normal (dragon attack or missile avoidance) During a missile action, for each unit that generates Flaming Arrow results choose one unit in the defending army. Each Flaming Arrow result immediately inflicts one point of damage to the target unit, which must generate saves against this damage. If the target unit is killed it must roll a save or be buried. During a dragon attack or missile avoidance roll, Flaming Arrow generates missile results.

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

**Poison:** Special (melee attack) During a melee attack, choose one health-worth of units in the defending army per Poison result. Each target unit must immediately generate a save or be killed. Any units that are killed must roll a save or be buried.

**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.

**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.

## RACIAL ABILITIES

**Scorching Touch**  
Scalders, when rolling for saves during the attack phase of a melee action, generate one point of damage for each non-ID save result back against the attacking army. Only magical saves protect against this damage.

**Intangibility**  
During a save roll against a missile action, each Scalders unit in the defending army provides one automatic save result to this army against any non-SAI missile damage.

**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	Singeman	Scorcher	Searer	Ettercap
Light Melee	Kindler	Igniter	Charkin	Quickling
Cavalry	Dragonne Tender	Dragonne Rider	Dragonne Knight	Unseelie Faerie
Missile	Glower	Burner	Blazer	Web Birds
Magic	Sparker	Smolderer	Inferno	Will o' Wisps

**Note: Web Birds and Will O Wisps are Group Monsters, count their 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

**Firestorm** Casting Cost: 3 Red Target any terrain that has an enemy army present. Immediately inflict two points of damage to each army at the target terrain, which may roll to save. Multiple castings increase the effect or target another terrain.

**Water Walking** Casting Cost: 4 Green Target any army located at a terrain with the green (water) element. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

**Tidal Wave** Casting Cost: 6 Green Target any terrain with the green (water) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results during this combination roll. Multiple castings target multiple terrains.

**Volcanic Eruption** Casting Cost: 6 Red Target any terrain with the red (fire) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results in this combination roll. Multiple castings target multiple terrains.