# SWAMP STALKER ARMY

## NORMAL ACTION ICONS

| Magic | Maneuver | Melee | Missile | Save |
|-------|----------|-------|---------|------|

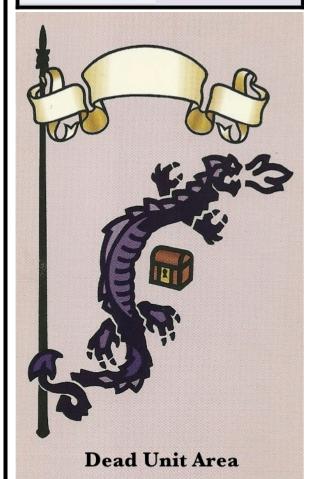| Buried Unit Area | Summoning Pool |
|------------------|----------------|



## 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.

**Coil:** Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, for each unit that generates Coil results choose one unit in the defending army. Immediately inflict four points of damage to the target unit. The target unit makes a combination roll: to generate saves against the Coil damage and/or inflict melee damage on the coiling unit. The coiling unit cannot roll to save against this damage. During a dragon attack or melee avoidance roll, each Coil result generates one melee 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.

**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.

**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.

**Smother**: Special (melee attack) 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.

**Surprise**: Late Special (melee action) During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.

**Tail:** Instant Normal (melee) During a melee attack or melee avoidance roll, Tail generates two melee results. Roll this unit again and apply the new result as well.

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

**Wave:** Delayed Special (melee attack or maneuver) During a melee attack, after the defending army rolls for saves but before they finalize any results, subtract four from their save results. During a maneuver roll, after all the counter-maneuvering armies roll for maneuvers but before they finalize any results, subtract four from each counter-maneuvering army's maneuver results.
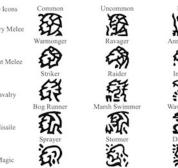
## RACIAL ABILITIES

### Terrain Advantage
Swamp Stalkers may, when at a Swampland terrain (Gold & Green), count Maneuver results as if they were Save results.

### Mutation
During your Initial Effects phase, if you have at least one Swamp Stalker unit in an army at a terrain and have at least one dead Swamp Stalker unit in the DUA then you may attempt to mutate. Target up to 3 health-worth of units in an opponent's reserve area, which must generate a save result or be killed. For those that are killed return up to that many health-worth of Swamp Stalker units from your DUA to the mutating army, promote a number of Swamp Stalker units equal to the health killed or a combination of both.

Example: At the beginning of a turn the Swamp Stalker player has an army at his home terrain and some Swamp Stalker units in his DUA so he decides to try and mutate to bring them back into play. Selecting a player with a reserve army he targets three common units. These units must roll a save or be killed. Only one saves so two are sent to the DUA. The Swamp Stalker player may now bring in a 2-health unit, two 1-health units, promote two units, or bring in one 1-health unit and promote one unit.

## 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 | Warmonger | Ravager | Annihilator | Crocosaur |
| Light Melee | Striker | Raider | Invader | Mudmen |
| Cavalry | Bog Runner | Marsh Swimmer | Wave Rider | Ormyrr |
| Missile | Sprayer | Stormer | Deluger | Swamp Beast |
| Magic | Bog Adept | Marsh Mage | Swamp Wizard | Swamp Giant |

**Note: Mudmen are a Group Monster, 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).**

### 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

**Decay**    Casting Cost: 2 Black    Target any enemy army. Until the beginning of your next turn, subtract one melee result from the target army. Multiple castings increase the effect or target another army.

**Foul Water**    Casting Cost: 2 Green    Target any enemy army. Immediately inflict one point of damage on the target army. Only 1-health (common) units roll for saves, and only 1-health units can be removed because of this damage. Multiple castings increase the effect or target another army.

**Mire**    Casting Cost: 6 Green    Target any terrain not already under the effects of a Mire spell or currently at the 8th face. Until the end of your next turn, no army at the target terrain can make a maneuver attempt to change the terrain face or bring in a minor terrain. Multiple castings target multiple terrains.

**Black Rain**    Casting Cost: 7 Green    Target any terrain with the green (water) element. Until the end of your next turn, halve all save results at the target terrain. Multiple castings target multiple terrains.