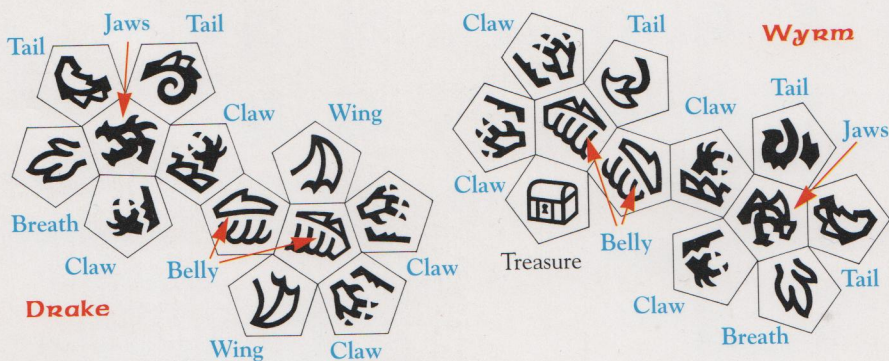


Dragon Symbols

There are two different types of dragons; one is called a drake and the other is called a wyrm. Here's a layout of their symbols:



Belly: 5 points of damage can kill the dragon instead of the usual 10.

Breath: 10 points of damage to the army.

Claws: 5 points of damage to the army.

Jaws: 8 points of damage to the army.

Tail: 3 points of damage to the army.

Treasure: The dragon causes no damage and one of your dead soldiers returns to life from the graveyard (it joins this army).

Wing: The dragon immediately flies away back to its roost.

Magic & Spells

When the starburst (magic) symbol is face up on an 8-sider, your army can cast spells. Roll your army and look for the following symbols:



Count up the total number of magic and face symbols and check the following chart. You can cast these spells on any army on the board.

Magic Points	Spells
1-3	<i>Injury</i> —You cause 3 points of damage to one of your opponent's armies. He rolls for saves.
4-6	<i>Safety</i> —One of your armies has 5 automatic saves the next time it's attacked.
7+	<i>Summon Dragon</i> —You send your dragon to any battlefield on the board. Refer to the Dragon Rules on page 14.

Move Symbols



Shield (Save) Symbols



Sword (Melee) Symbols



Face (ID) Symbols

ID symbols are the "faces" on your dice. There's one face on each die. Blue-and-green 6-siders are Coral Elves; red-and-gold 6-siders are Dwarves; black-and-gold 6-siders are Goblins; and black-and-red 6-siders are Lava Elves. When you roll for moves, melee, missile, saves, or magic, you always count the face symbols, too. Here's a sample:



Arrow (Missile) Symbols

