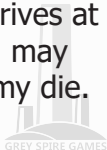


# Mage (d4)

The Mage applies its **power** to all enemies when attacking.

When the Mage arrives at a **battlefield**, you may reroll a single enemy die.



# Rogue (d6)

When the Rogue is **defeated**, it may retreat to a different **battlefield** instead of returning to its **home space**.



# Cleric (d8)

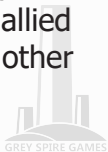
When the Cleric moves to a location, you may move an additional **piece** from its starting location with it, if that piece is allowed to be moved.



# Warrior (d10)

When an allied **die** would be **defeated** where the Warrior is present, you may have the Warrior be **defeated** instead.

When the Warrior is **defeated**, you may have another **defeated** allied **piece** retreat to another **battlefield**.



# Paladin (d10-%)

When the Paladin arrives at a location, you may reroll all friendly **dice** there.

When the Paladin is **defeated**, you may reroll all surviving **dice** at that location.



# Barbarian (d12)

The Barbarian gains +2 to its **power** for each enemy **die** when attacking.

When a **die** is **defeated** at the Barbarian's location, its owner may reroll it.

The Barbarian may not be moved by its owner if enemy **dice** are at its location.



# Dragon (d20)

The Dragon grows until it reaches 20.

When ready, you may roll it and send it to a **battle-field**.

It **defeats** all **dice** less than its value.

The Dragon does not attack; it cannot score points.

When **defeated**, returns to Roost reset to 1.



# Turn Summary

## **1. March**

Move a die

## **2. Attack**

Roll dice to attack a battlefield

## **3. Cleanup & Score**

Defeat units and score points

## **4. Reinforce**

Move a die

