

<p>Merc Heavy Infantry 3</p> <p>C: 4 B: 1 E: 3</p> <p><i>Fearless</i></p> <p><i>Elite</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">+1 C, Fearlessness</p> <p>-2 Dragonarmy infantry</p>	<p>Blue Dragon 5</p> <p>C: 4 B: 4 E: 5</p> <p><i>Flying</i></p> <p><i>Magic-resistant</i></p> <p><i>Immune to electricity</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">3 C lightning breath</p> <p>-3 Dragonarmy aerial</p>	<p>Green Dragon 3</p> <p>C: 3 B: 2 E: 3</p> <p><i>Flying</i></p> <p><i>Magic-resistant</i></p> <p><i>Immune to poison</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">2 C poison breath</p> <p>-2 Dragonarmy aerial</p>	<p>Goblin Scouts 1 <i>Shortbows and swords</i></p> <p>C: 1 B: 0 E: 1</p> <p><i>Favored terrain hills</i></p> <p><i>Hate dwarves</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">+1 missile C, Scout</p> <p>3 Dragonarmy infantry</p>
<p>RALLY</p> <p style="text-align: center;">-2</p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">A spell cast by the enemy must draw a positive RN or be dispelled. Dispel may be used as a counter to any spell when the spell is cast.</p> <p><i>Dispel Magic</i></p> <p>Dragonarmy Magic</p>	<p>Dragonarmy Magic</p> <p><i>Curse</i></p> <p>Good or neutral unit must save or have its B and C reduced by 1 for this combat.</p> <p style="text-align: center;">2</p> <p>COUNTERATTACK</p>	<p>TAKE TERRAIN</p> <p style="text-align: center;">-1</p> <p>RALLY</p>	<p>Goblins 1 <i>Spears</i></p> <p>C: 1 B: 1 E: 2</p> <p><i>Favored terrain hills</i></p> <p><i>Hate dwarves</i></p> <p><i>Spears</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Fodder or Block pursuit</p> <p>3 Dragonarmy infantry</p>
<p>Goblins 1 <i>Spears</i></p> <p>C: 1 B: 1 E: 2</p> <p><i>Favored terrain hills</i></p> <p><i>Hate dwarves</i></p> <p><i>Spears</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Fodder or Block pursuit</p> <p>3 Dragonarmy infantry</p>	<p>RALLY</p> <p style="text-align: center;">-1</p> <p>TAKE TERRAIN</p>	<p>Sivak Draconians 4</p> <p>C: 4 B: 3 E: 4</p> <p><i>Can be declared an aerial unit when played</i></p> <p><i>Elite</i></p> <p><i>Magic-resistant</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Magic resistance, +2 C</p> <p>-3 Dragonarmy infantry</p>	<p>Kapak Draconians 4</p> <p>C: 4 B: 1 E: 3</p> <p><i>+1 C Poison</i></p> <p><i>Magic resistant</i></p> <p><i>Glide</i></p> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Ambush or +2 C attacking</p> <p>-2 Dragonarmy infantry</p>

<p>Draconians (3)</p> <p>C:3 B:1 E:3</p> <p><i>Magic resistant</i></p> <p><i>Glide</i></p> <p>Magic resistance, +1 C</p> <p>0 Dragonarmy infantry</p>	<p>Dragonarmy Magic</p> <p><i>Fireball</i></p> <p>3 strength (2 vs. magic-resistant) fire attack.</p> <p>3</p> <p>Spell support</p> <p>3 Leadership</p> <p>+2 missile C</p> <p><i>Dragonarmy Captain</i></p> <p><i>Aurak Draconian</i></p>	<p>Dragonarmy Magic</p> <p><i>Animate Dead</i></p> <p>Trade up to 5 VP worth of eliminated enemy units for an equal VP amount of undead units (skeletons, zombies or wights) to be placed into the caster's hand.</p> <p>3</p> <p>+2 C, +1 E</p> <p>3 Leadership</p> <p><i>Dragonarmy General</i></p> <p><i>Higlord</i></p>	<p>Hobgoblins (2)</p> <p>Longswords and Longbows</p> <p>C: 2 B: 1 E: 2</p> <p><i>Hate elves</i></p> <p>+2 missile C</p> <p>1 Dragonarmy infantry</p>
<p>Minotaurs (2)</p> <p>C: 3 B: 0 E: 2</p> <p><i>Berserkers</i></p> <p><i>May be used for flank attacks as cavalry</i></p> <p>+1 C attacking</p> <p>1 Dragonarmy infantry</p>	<p>Merc Light Infantry shortbows (1)</p> <p>C: 1 B: 1 E: 2</p> <p>+1 missile C or Screen</p> <p>3 Dragonarmy infantry</p>	<p>COUNTERATTACK</p> <p>2</p> <p>TAKE TERRAIN</p>	<p>Draconians (3)</p> <p>C: 3 B: 1 E: 3</p> <p><i>Magic resistant</i></p> <p><i>Glide</i></p> <p>Spell support, +1 C</p> <p>0 Dragonarmy infantry</p>
<p>COUNTERATTACK</p> <p>2</p> <p>This card can be used as a hill terrain, providing missile bonuses, preventing ambushes and providing glide abilities.</p> <p><i>Flying Citadel</i></p> <p>Dragonarmy Special</p>	<p>Dragonarmy Special</p> <p><i>Dragonfear</i></p> <p>Played on an evil dragon being used as a supporting unit, this card causes horror in good or neutral creatures for the combat</p> <p>-2</p> <p>TAKE TERRAIN</p>	<p>Merc Light Horse (2)</p> <p>C: 2 B: 1 E: 2</p> <p><i>Charge</i></p> <p>+1 missile C or Screen</p> <p>2 Dragonarmy cavalry</p>	<p>COUNTERATTACK</p> <p>2</p> <p>This card grants any merc, goblin or hobgoblin unit werewolf statistics (C3, B/E 1-3, lycanthrope scouts, evil cavalry).</p> <p><i>Howl at the Moon</i></p> <p>Dragonarmy Special</p>

Dragonarmy Arsenal Sheet

Arsenal Composition:

14 Units
3 Counterattack
4 Take Terrain
3 Rally
4 Specials
2 Leaders
4 Spells
RN Distribution: Chaotic

Background:

The dragonarmies directly serve the Queen of Darkness and plot to rule all of Ansalon in her name. Melding the power of dragons with human mercenaries, strange and powerful draconians and other evil creatures who desire for power, these armies have no true homeland, but merely conquer and occupy.

Units:

Mercenary Heavy Infantry – battle-hardened veterans paid with the loot taken from the lands pillaged by the dragonarmies.

Goblins and goblin scouts - only 4' tall, goblins use their numbers to overwhelm opponents.

Blue Dragon – 70' long, these dragons breathe a bolt of lightning

Green Dragon – 50' long, green dragons breathe a cloud of poison gas

Draconians -created from good dragon eggs corrupted by dark magic, the draconians are lizard men who fight with intelligence and discipline; their dragon-like wings allow them to glide into battle. The ordinary draconian is human-sized and possessed of great strength and magic-resistance. Kapaks have poison spittle which they use to coat their weapons, while Sivaks are capable of true flight and are the largest and strongest of their kind.

Hobgoblins – larger, more disciplined cousins of the goblins, these creatures despise all elves. Their height (over 6') allows them to use the deadly longbow as well as any elf.

Mercenary Light Infantry – tough, lightly-armored scouts recruited from the wildest areas of Ansalon and paid with the loot from conquest.

Minotaurs – 7' tall, half-bull, half-men with the speed of fast animals. The minotaurs become crazed with bloodlust and are difficult to control.

Specials:

Dragonarmor – made from the scales of ancient dragons, the armor is only allowed to be worn by the most favored of the Queen's commanders.

Dragonfear – evil dragons exude a magical aura the causes terror in the hearts of lesser creatures.

Flying Citadel – powerful magics rip buildings from the ground to carry dragonarmy units into battle by air.

Howl at the Moon – the dragonarmies provide a haven for society's outcasts, including werewolves who can use their shapechanging abilities to good advantage in the service of the highlords

Heroes:

Dragon Highlord – the commander of the dragonarmy, this general has bonded with the dragons under his command and been blessed by the Dark Queen herself.

Aurak Draconian – the most intelligent of the draconian races, these magic-wielding corruptions of the gold dragon eggs are often used as commanders for draconian ranks.

Magic:

Curse – a hex that does not affect other evil creatures, causing bad luck, clumsiness and vulnerability.

Dispel Magic – used to cancel or remove the effects of enemy magic.

Fireball – magical fire

Animate Dead – brings back the fallen on the battlefield as undead monsters.