

Changes from 4.01c to 4.01d Dragon Dice rules

Dracolem references removed:

References to Dracolem deleted (P3, P6, P30, P64)

Repair deleted

SAIs removed - Fabricate, Gate, Magic Suppression, Spell Disruption.

Damage VS Killed (P29), text added:

"Any effect that prevents a unit from leaving a terrain, does not prevent it from being killed and placed into the DUA.

If a unit is under the effects of a spell or some other effect when it is killed, then all such spells and effects expire immediately."

SAI Targeting (P32), second and third bullet points replaced with the following text:

"SAIs that multiply or divide any army or unit's results (such as Elevate or Frost Breath), allow unit or items to move from the current army (such as Ferry or Firewalk), or target an individual unit (such as Coil or Hug), may not be combined and are always resolved one by one. All other SAIs may be combined by adding their effects together to count as one larger effect SAI. Alternatively, they may be resolved one by one."

Minor Terrains - Bringing a minor terrain into play (P57), last paragraph changed to:

"On all future turns, when an army that controls a minor terrain marches, as they start that march,

they must either:

- Forfeit the maneuver step in order to keep the result showing on the minor terrain, OR,
- Roll the minor terrain before the maneuver step and apply its new result. The rolled result will remain in effect as the active bonus for the army who owns the minor terrain until the minor terrain is rolled again on a future turn."