

TELNET

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HARM

(Add Wound token x1 to any Druid)

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DEFENCE

(Add Defence token x1 to any Druid)

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CROMTECH

CROMLEGH

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ADD DIE



(Choose and roll one additional die x1)

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ADD DIE



(Choose and roll one additional die x1)

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JOIN



(Activate both stones)

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RE-ROLL



(Extra re-roll of one die this turn x1)

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RE-ROLL



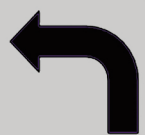
(Extra re-roll of one die this turn x1)

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JOIN



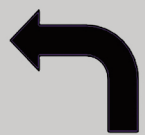
(Activate both stones)

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JOIN



(Activate both stones)

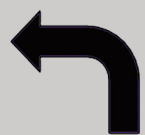
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JOIN



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DICE REFERENCE

Roll	Result	Effect
1	Attack	Wound token on opposed Druid
2	Defend	Defend token on aligned Druid
3	Build x2	Add Lintel over aligned Stone
4	Rend x2	Destroy opposed Stone or Lintel
5	Heal	Remove wound from aligned Druid
6	Build & Heal (Air dice)	
6	Attack & Rend (Fire dice)	
6	Build & Heal (Water dice)	
6	Attack & Rend (Earth dice)	

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6	Attack & Rend (Fire dice)	
6	Build & Heal (Water dice)	
6	Attack & Rend (Earth dice)	

HEAL

(Remove wound token x1 from any Druid)

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RE-ROLL

(Extra re-roll of one die this turn x1)

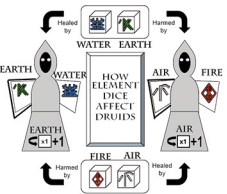
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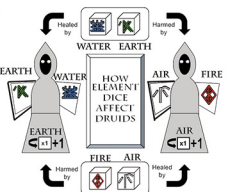
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REND RESULTS

	AIR	EARTH	FIRE	WATER
Die				
AIR	AIR EARTH WATER	ANY	EARTH WATER	ANY
EARTH	ANY	EARTH FIRE AIR	ANY	FIRE AIR
FIRE		EARTH WATER	ANY	FIRE EARTH WATER
WATER	ANY	FIRE AIR	ANY	WATER FIRE AIR



REND RESULTS

	AIR	EARTH	FIRE	WATER
Die				
AIR	AIR EARTH WATER	ANY	EARTH WATER	ANY
EARTH	ANY	EARTH FIRE AIR	ANY	FIRE AIR
FIRE		EARTH WATER	ANY	FIRE EARTH WATER
WATER	ANY	FIRE AIR	ANY	WATER FIRE AIR

ALIGNMENT
GUIDE

ALIGNMENT
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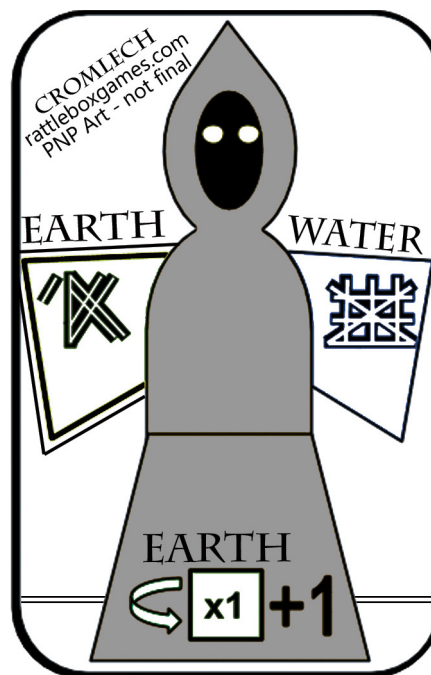
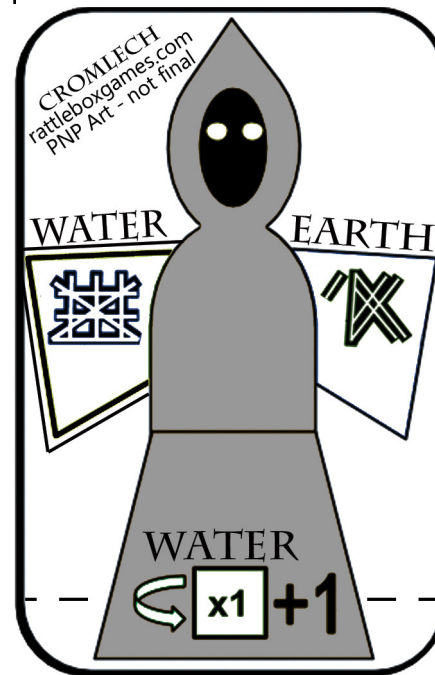
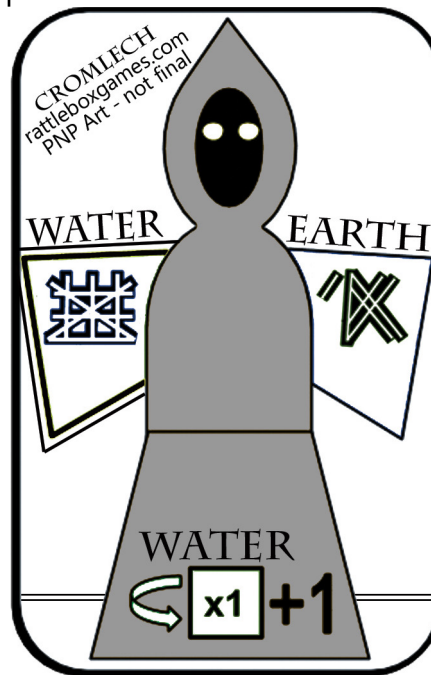
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