

CROMLECH

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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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HARM

(Add Wound token x1 to any Druid)

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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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ADD DIE



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ADD DIE



(Choose and roll one additional die x1)

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ADD DIE

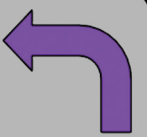


(Choose and roll one additional die x1)

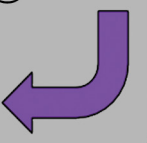
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JOIN



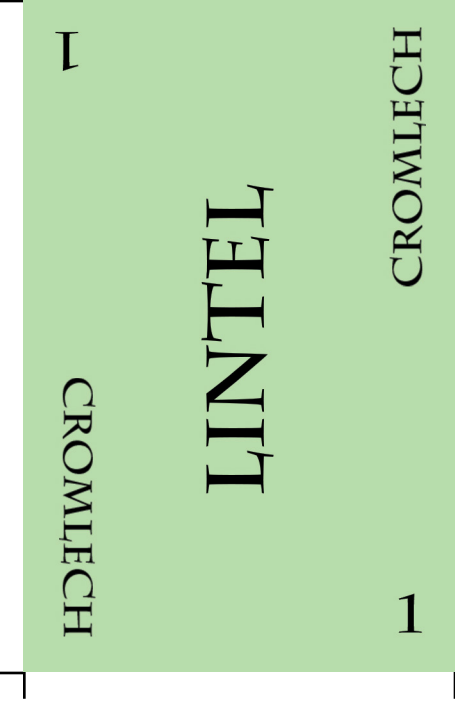
(Activate both stones)

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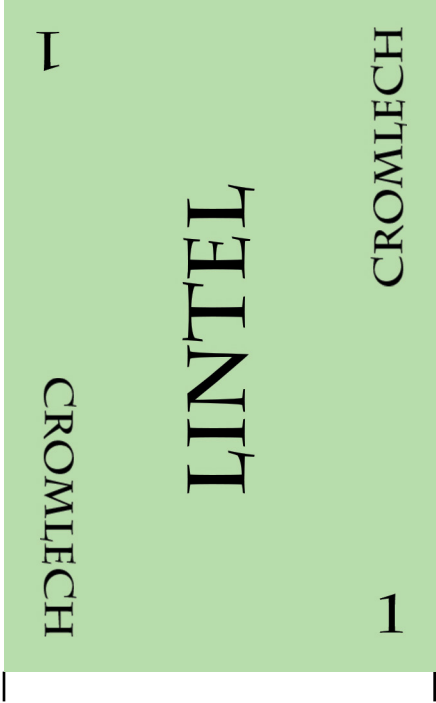
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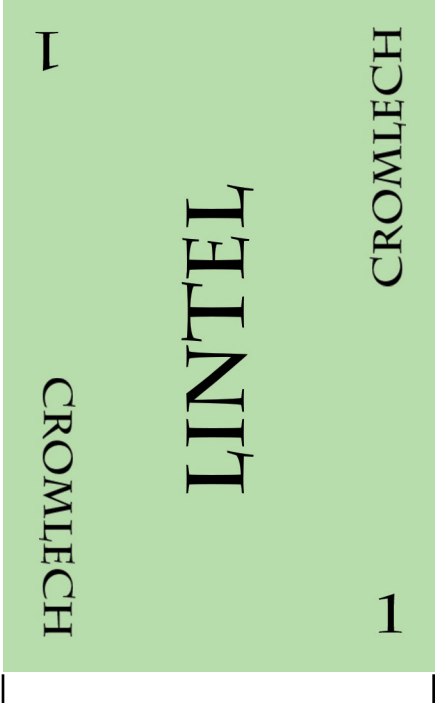
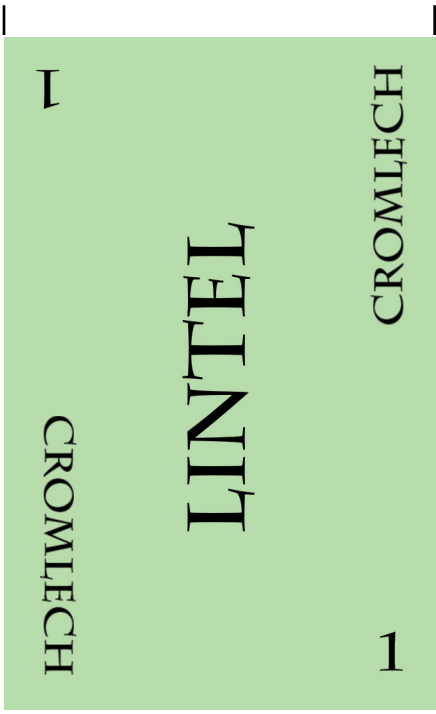
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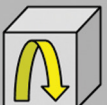
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RE-ROLL

(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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RE-ROLL

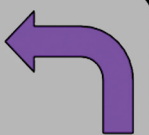
(Extra re-roll of one die this turn x1)



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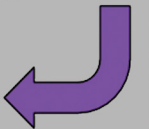
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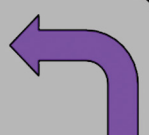
(Activate both stones)



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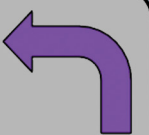
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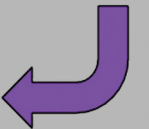
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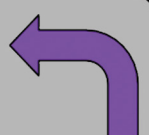
(Activate both stones)



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JOIN

(Activate both stones)



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BATTLE ROX		PLAYER AID	
Roll	Result	Effect	Symbol
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		
6	Attack & Rend		
6	Build & Heal		
6	Attack & Rend		

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Roll	Result	Effect	Symbol
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5	Heal	Remove wound from aligned Druid	
6	Build & Heal		
6	Attack & Rend		
6	Build & Heal		
6	Attack & Rend		

HEAL

(Remove wound token x1 from any Druid)

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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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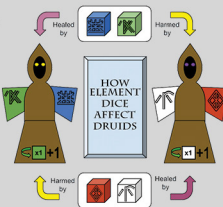
HEAL



(Remove wound token x1 from any Druid)

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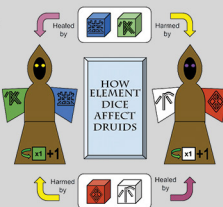
ALIGNMENT GUIDE



REND RESULTS

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

ALIGNMENT GUIDE



REND RESULTS

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

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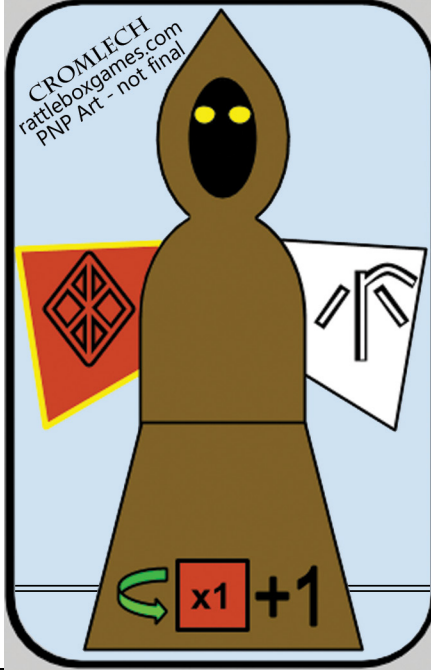
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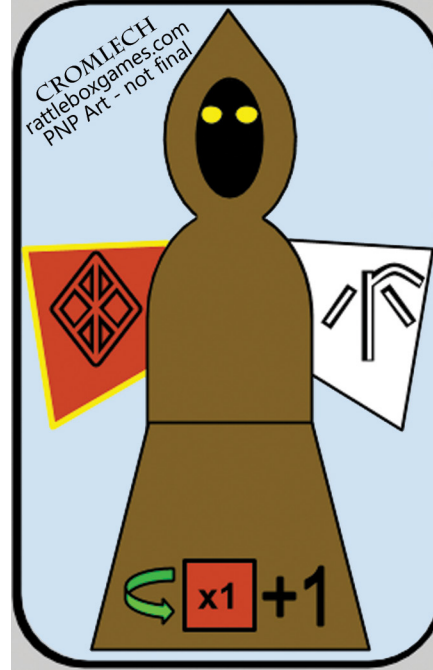
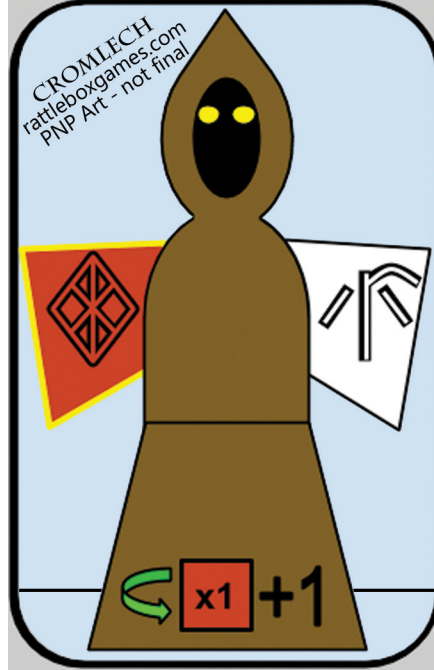
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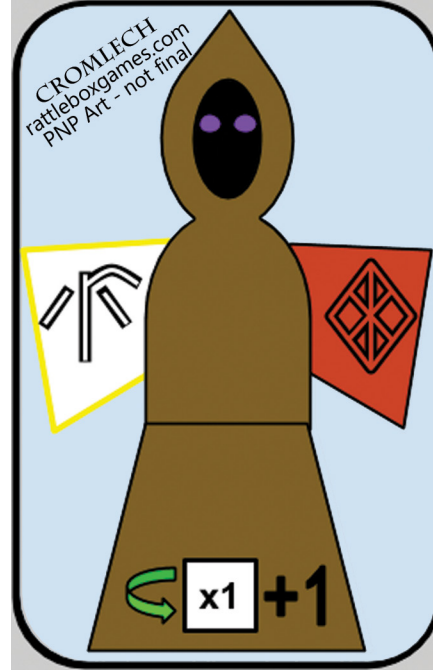
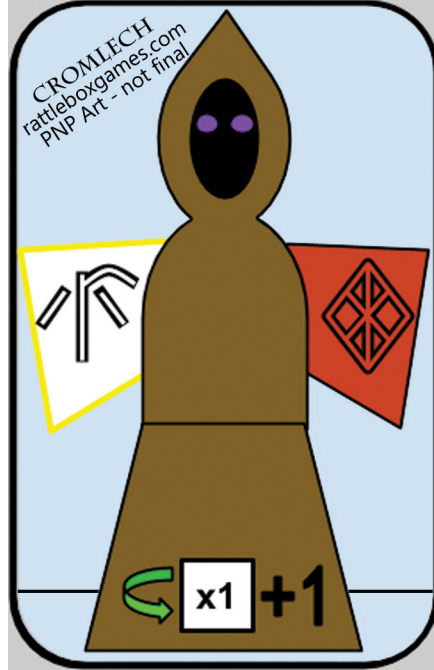
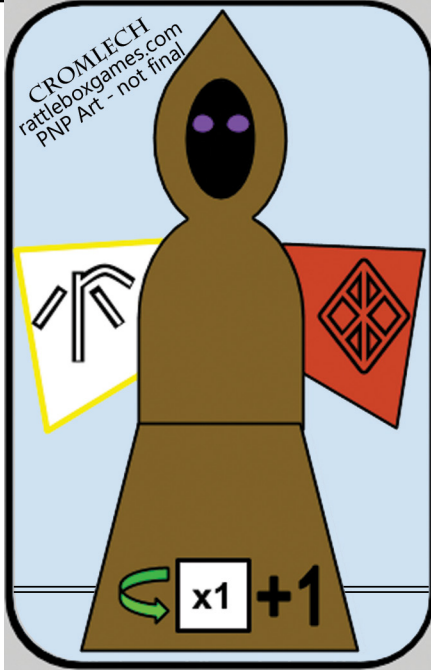
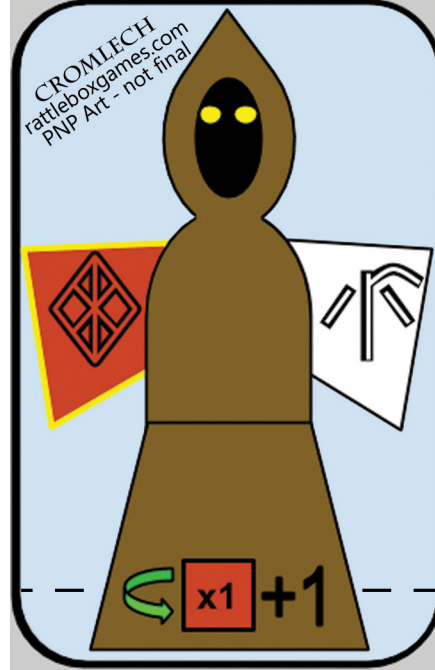
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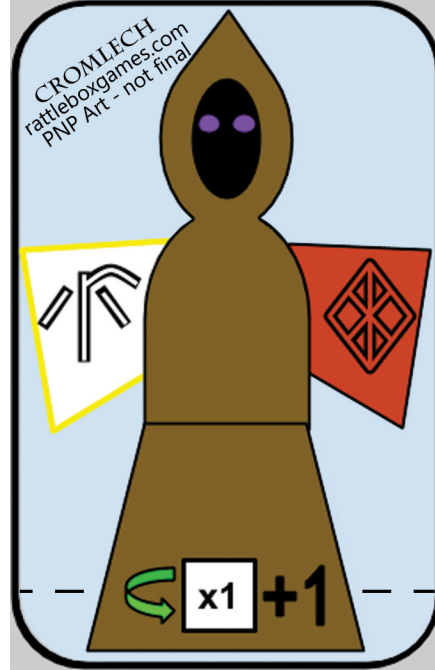
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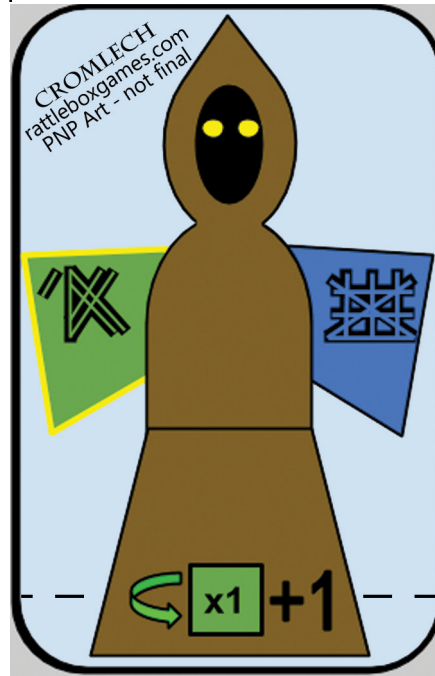
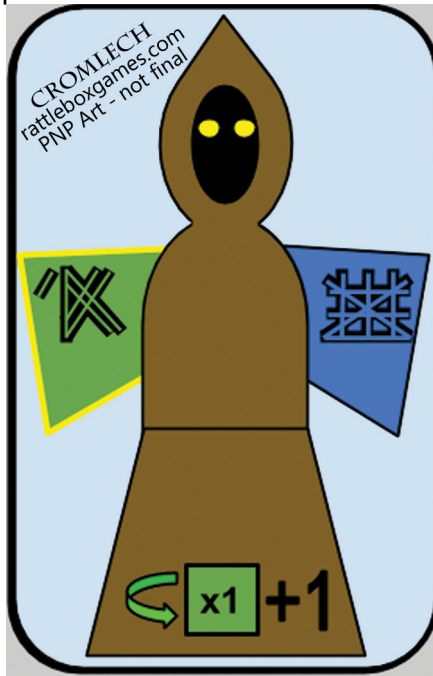
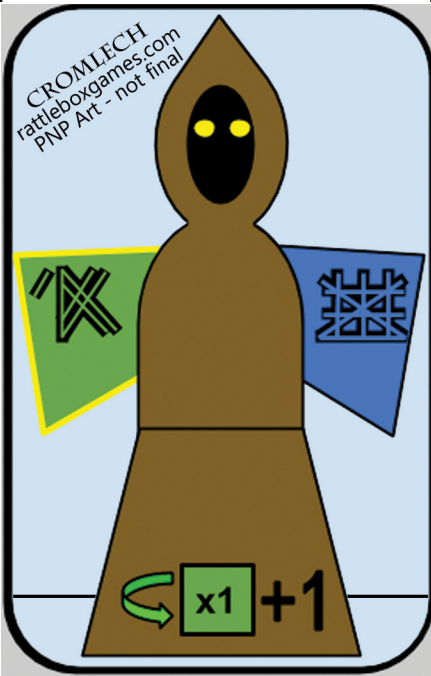
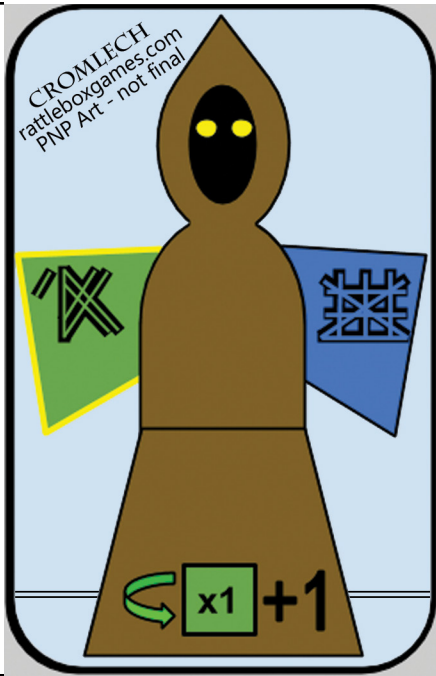


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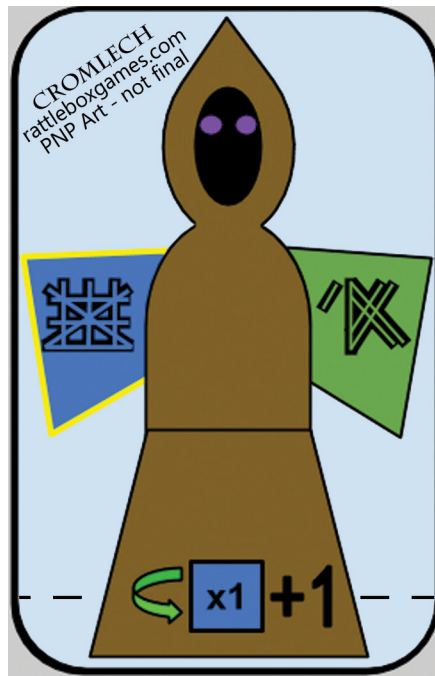
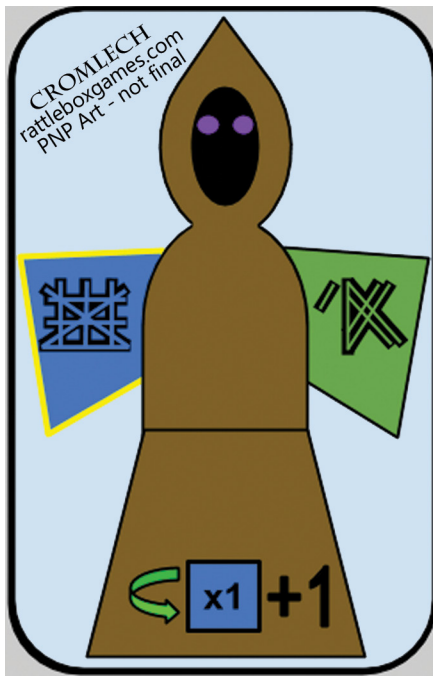
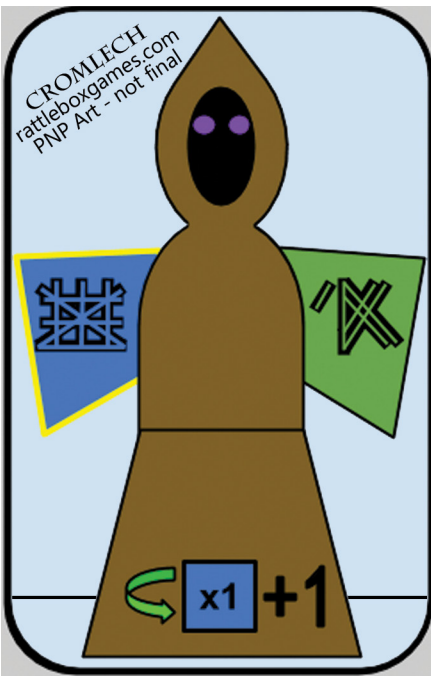
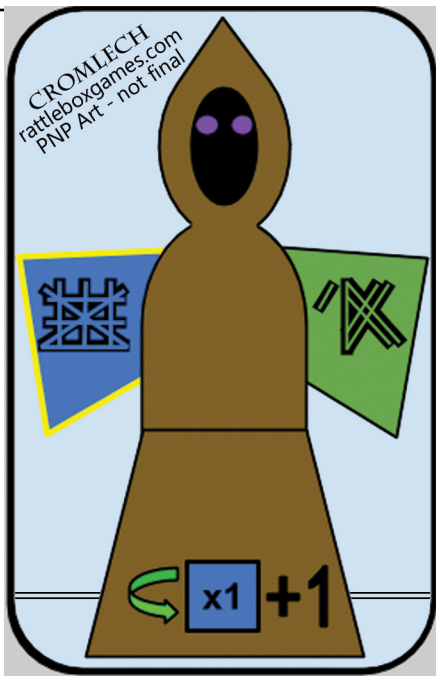


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