

Bombardier

Solid Shot (Violence Phase)

Do 1 extra damage when performing a Sneak Attack.

Grapeshot (Violence Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *All Dragons in the Firing Arc are hit.*
- *If a 6 is rolled, +1 extra damage to all dragons in the Firing Arc.*

Naturalist

Salivate Wounds (Planning Phase)

Regain 1 hit point.

Preemptive Salivation (Violence Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *Block all hits on this Dragon for this round.*
- *If a 6 is rolled, block all hits and unit regains full health.*

Expert Rider

Back-Flip Turn (Planning Phase)

When moving this turn, place the arrow on the move template next to the line on the back of the figure and move the Dragon until the arrow on the figure is next to the line on the template. (In other words, move backwards)

Exertion (Planning Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *The unit may move twice, but cannot gain a bonus from a Surprise Attack. (The second move is planned after all other moves have been resolved.)*
- *If a 6 is rolled, the second move may be a Back-Flip Turn and the unit may receive a bonus performing a Sneak Attack.*

Aeronautics Expert

Ridge Lift (Planning Phase)

Unit may gain 2 Altitude or lose 3 Altitude. (Instead of a normal altitude changing ability.)

Thermal Lift (Planning Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *The unit may move to any Altitude.*
- *If a 6 is rolled, at the start of the Violence Phase, the unit may change to any Altitude again.*

Allopath

Projectile Salivation (Planning Phase)

*Heal 1 friendly unit (except itself) 1 hit point that are within this unit's template firing arc.
(This may be measured from any point on the figure.)*

Pre-planned Salivation Training (Planning Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *Heal all friendly dragons (except itself) that are within this unit's range.
(This may be measured from any point on the figure.)*
- *If a 6 is rolled, heal all Dragons in range to full health.*

Dragon Breeder

Strong Wings (Planning Phase)

If a Collision with a mountain would occur this turn, the movement may continue through the mountain on a straight line until the unit no longer overlaps the mountain.

Strong Limbs (Movement Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *If a Collision with a mountain would occur this turn, the movement may continue through the mountain on a straight line until the unit no longer overlaps the mountain.*
- *If a 6 is rolled, any mountain this unit moves through this turn are removed from the table and this dragon may add 1 damage to its attack this turn.*

Archer

Long Shot (Targeting Phase)

Perform an attack at double range for 1 point of damage. (Attach a second template to the middle corner of the first template and measure with both templates.) This attack replaces a normal attack.

Hail of arrows (End of Violence Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *Perform an additional attack at double range for 1 point of damage. (This attack does not replace a normal attack.)*
- *If a 6 is rolled, perform an extra attack within template range for two points of damage. (This can be measured from any point of the attacking dragon.)*

Dragon Blooded

Reflexes (End of Planning Phase)

This dragon draws its maneuver template last. Choose an opponent's dragon. The chosen unit's planned maneuver is now revealed before this unit's maneuver is drawn.

Become One with the Beast (Movement Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *Select an opponent's dragon. It must now reveal its planned maneuver.*
- *If a 6 is rolled, this unit may instead intimidate one dragon for one turn. Intimidated dragons cannot move or fire.*

Tactician

Galvanize (Violence Phase)

May add plus 1 damage to the attack of another friendly dragon (not itself) that is within template range (This can be measured from any point of this unit.)

Unify (Combat Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 *Add +1 damage to the attack of all other friendly dragons (except itself) that are within template range. (This can be measured from any point of this unit.)*
- *If a 6 is rolled, the same as above but add +2 damage instead.*

Strategist

Well Supplied (Start of Planning Phase)

Flip the skill card of any friendly dragon that is within template range. *(This can be measured from any point of this unit.)*

Backup Riders (Start of Planning Phase) Roll a D6.

- 1-3 *Nothing happens.*
- 4-6 Recharge the skill card of any friendly dragon that is within template range. *(This can be measured from any point of this unit.)* This skill is not considered used.
- If a 6 is rolled, recharge the skill cards of all friendly dragons that are within template range *(This can be measured from any point of this unit.)* This ability is not considered used.