

LIFE 1 LIFE 2 LIFE 3 LIFE 4 LIFE 5 LIFE 6 LIFE 7

SKIRMISH 1

SKIRMISH 2

1 Attack 2 Attack 3 Attack 4 Attack 5 Attack 6 Attack 7 Attack 8 9  
 9 Defense 8 Defense 7 Defense 6 Defense 5 Defense 4 Defense 3 Defense 2 Defense 1

ABYSS 8 ABYSS 7 ABYSS 6 ABYSS 5

LIMBO 5 LIMBO 6 LIMBO 7 LIMBO 8

ABYSS 4 ABYSS 3 ABYSS 2 ABYSS 1

LIMBO 1 LIMBO 2 LIMBO 3 LIMBO 4

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CHROMATIC TABLE

+1 to an ALLIED ATTACK dice and +1 to an ALLIED LIFE dice

+2 to an ALLIED ATTACK dice

+2 to an ALLIED LIFE dice

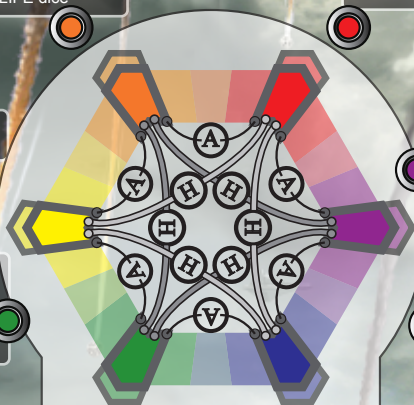
+1 to an ALLIED ATTACK dice and +1 to an ALLIED DEFENCE dice

+1 to an ALLIED DEFENCE dice and +1 to an ALLIED LIFE dice

+2 to an ALLIED DEFENCE dice

+3 to an ALLIED ATTACK or DEFENCE dice and -1 to one of your LIFE dice

+1 to an ALLIED or NEUTRAL dice and +1 to one of your LIFE dice



**A** ALLY **H** HOSTILE

-Every dice is considered ALLIED to any dice of the same color-  
 -A color that is not ALLIED nor HOSTILE is considered NEUTRAL-

SMASHER



Targets any die in play: if Smasher wins that target die is *destroyed* and have to be put into the *Abyss*. If Smasher loses it is *destroyed* and put into the *Abyss*.

ASSAULT



Targets any Attack die in play: if *Assault* wins, add or subtract its roll from target die; otherwise just add or subtract 1 to target die.

BALLISTIC



Targets any die in play: if *Ballistic* wins subtract 2 from target die's score, otherwise just subtract 1.

NULLIFIER



Targets any die in play: if *Nullifier* wins put target die into *Limbo*

BARRIER



Targets any Defence die in play: if *Barrier* wins, add or subtract its roll from target die; otherwise just add or subtract 1 to target die.

POWERUP



Targets any die in play: if *Powerup* wins add 3 to target die's score, otherwise just add 1.

SWARM



Roll *Swarm*: subtract 2 from the score of every enemy Defence die, in *battle*, that has a score higher than *Swarm*'s roll.

FORTRESS



Roll *Fortress*: subtract 2 from the score of every enemy Attack die, in *battle*, that has a score higher than *Fortress*' roll.

REGENERATION



Choose one of your dice that are in the *Limbo* then roll *Regeneration*: put the chosen die into *play* with the same score cast by *Regeneration*.

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