



BLACK - play board

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

SKIRMISH	SKIRMISH
1	2

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

ABYSS	ABYSS	ABYSS	ABYSS
8	7	6	5
ABYSS	ABYSS	ABYSS	ABYSS
4	3	2	1

LIMBO	LIMBO	LIMBO	LIMBO
5	6	7	8
LIMBO	LIMBO	LIMBO	LIMBO
1	2	3	4

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CHROMATIC TABLE

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

+2 to an ALLIED ATTACK die

+2 to an ALLIED LIFE die

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

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

+2 to an ALLIED DEFENCE die

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

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



A ALLIED **H** HOSTILE

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

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- 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*.