

Dice Types

Home

Set-Up

Frontier

The Turn Sequence

Opponent

Resolutions

Home Army

Campaign Army

Horde Army

1. Decide total force size
2. Assemble armies
3. Set the battlefield
4. Determine order of play
Roll your Horde for Maneuvers
Player with largest roll wins.
Winner goes first or picks
Frontier terrain.
5. Place armies
6. Determine starting distances
Re-roll 8, turn 7 down to 6

1. Spell and effect expiration (beginning of turn)
2. Initial Effects Phase (not used in Demos)
3. Dragon Attack Phase
4. First March
* Maneuver
* Action
5. Second March (different army)
* Maneuver
* Action
6. Reserve Phase
* Reinforce
* Retreat
7. Spell and effect expiration (end of turn)

Goal

- Two ways to win
1. Turn 2 Terrains to 8th face
 2. Kill all of your opponent's units

- 12-Sided Dragon**
5 health magical creature
- 10-Sided Monster**
4 health creatures in your army
All icons count as 4 results
- 8-Sided Terrain**
Battlefield your armies are fighting at and over.
- 6-Sided Rare Unit**
3 health largest army unit
- 6-Sided Uncommon Unit**
2 health medium army unit
- 6-Sided Common Unit**
1 health small army unit



Magic Resolutions

Attacking army rolls for Magic
Choose Spells & Targets
Resolve Spells
Magic cast from Reserves must be beneficial



Missile Resolution

Attacking army rolls for Missile
Defending army rolls for Saves
Resolve damage



Melee Resolution

Attacking army rolls for Melee
Defending army rolls for Saves
Resolve damage
Defending army MAY roll for Melee
Attacking army rolls for Saves
Resolve damage

Dragon Attack Resolution

Roll Dragon
Resolve Breath & Treasure
Attacked army makes combination roll for saves and attacks Dragon
Dragons have 5 automatic saves
10 damage of either melee or missile to kill
Bonus to killing Dragon is attacking army can promote* as many units as possible

*Promotion - Exchange a unit for the next largest health value from the DUA

ID Icons

ID's always count towards whatever result is being rolled for and generate 1 desired result per health point

	Common	Uncommon	Rare	Monsters
Heavy Melee				
Light Melee				
Cavalry				
Missile				
Magic				

Racial Abilities

Terrain Advantage

Lava Elves may, when at a highland terrain (red & gold), count Maneuver results as if they were Save results.

Magic Doubling

When rolling for Magic, ID results which match the terrain color are doubled.

During a Magic action, you may double as many ID's as there are health in a single DUA for black Magic.



City: If your army controls a terrain with this icon, at the beginning of your turn after spells expire but before any dragons attack or you take a march, you can recruit a 1-health (common) unit or promote a unit in the controlling army.



Standing Stones: If your army controls a terrain with this icon, it allows units to cast magic of the terrain's colors – even if the units cannot normally cast those colors of magic. However, no unit can double its ID icons for magic unless both the unit and the terrain contain that color.



Temple: If your army controls a terrain with this icon, death (black) magic cast by enemy armies cannot affect this army or the units in that army. Also, at the beginning of your turn after spells expire but before any dragon attacks or you take a march, you may force another player to bury one of his dead units. The targeted player chooses which of their units to bury. Possession of a Temple face prevents any new enemy black spells from targeting the possessing army; it does not negate those already affecting that army. A Temple does not protect the terrain from being targeted by black magic. An army controlling a Temple can still cast black magic upon itself (e.g. Open Grave) and the Temple has no effect on the army's ability to double black magic.



Tower: If your army controls a terrain with this icon, it can shoot farther than normal. Missile fire from this army can reach any terrain in play. However, it cannot target any player's reserve area

Army that controls the 8th face gets double Saves and double Maneuvers and can perform any action.

8th Face Advantages

Spells

Black (Death) Spells

Ashes to Ashes Casting Cost: 2 Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

Reanimate Dead Casting Cost: 3 Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Deadlands Casting Cost: 4 Target any terrain. Until the terrain face is changed, the target terrain gains the black (death) element. Multiple castings target multiple terrains.

Finger of Death Casting Cost: 4 Target any enemy unit. Immediately inflict one point of damage to the target unit with no save possible. Multiple castings increase the effect or target another unit.

Necromantic Wave Casting Cost: 4 Target any army. Until the beginning of your next turn, all magic results in the target army may be counted as melee results. Multiple castings target multiple armies.

Open Grave Casting Cost: 6 Target any army. Until the beginning of your next turn, for any army-targeting effect that causes damage to the target army, any units taken as casualties immediately go to the reserve area rather than the DUA. Multiple castings target multiple armies.

Red (Fire) Spells

Ash Storm Casting Cost: 2 Target any terrain. Until the beginning of your next turn, subtract one result at the target terrain. Multiple castings increase the effect or target another terrain. During a combination roll, the owner of the acting army chooses how to apply the penalty.

Spark of Life Casting Cost: 3 Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Fearful Flames Casting Cost: 3 Target one health-worth of enemy units. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. If the unit saves against the damage, it must generate another save or immediately flee to the reserve area. Multiple castings increase the number of health affected and the damage inflicted.

Burning Hands Casting Cost: 4 Target one of your units not already under the effects of a Burning Hands spell. The target unit's melee results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI melee results needed by the army. Multiple castings target multiple units.

Flaming Armor Casting Cost: 4 Target one of your units not already under the effects of a Flaming Armor spell. The target unit's save results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI save results needed by the army. Multiple castings target multiple units.

Dancing Lights Casting Cost: 6 Target any enemy army. Until the beginning of your next turn, halve the target army's missile and magic results. Multiple castings target multiple armies.

Elemental Spells

Summon Ivory Dragon Casting Cost: 7 Target any terrain. Immediately send any ivory dragon in a summoning pool to the target terrain. Multiple castings target the same or multiple terrains.

Summon Elemental Dragon Casting Cost: 7 Target any terrain. Immediately send any elemental dragon with the same color as the magic used to cast this spell to the target terrain. Multiple castings target the same or multiple terrains.

Normal Action Icons



Buried Unit Area

Summoning Pool

Dead Unit Area



Bullseye: Special (missile action); Normal (dragon attack or missile avoidance) During a missile action, each Bullseye result immediately inflicts one point of damage. The total damage may individually target one or more units in the defending army as the acting player chooses. Each target unit must immediately generate saves against the damage assigned to it. During a dragon attack or missile avoidance roll, Bullseye generates missile results.



Cantrip: Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance) During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.



Charm: Special (melee attack) During a melee attack, immediately choose up to four health-worth of units in an opposing army to add their results to the results of the acting army. The affected unit(s) return to their owner's control immediately after the defender's save roll. Their owner may choose charmed units as casualties, but their results are still added to the army containing the unit with Charm.



Confuse: Delayed Special (melee attack or missile action) During a melee attack or missile action, after the defending army rolls for saves but before they apply any unique or special resolution SAIs, choose up to four health-worth of units in the defending army and force them to roll again. Selected units ignore their original roll and apply the new roll instead



Counter: Normal (melee, save, and dragon attack); Special and Normal (save against melee attack) During a melee attack or melee avoidance roll, Counter generates melee results. During a save roll, Counter generates save results. During a save roll in a melee attack, Counter immediately generates both save results and melee results upon the attacking army or unit. Only magical saves protect against this damage. During a dragon attack, Counter generates save and melee results.



Flame: Special (melee attack) During a melee attack, choose up to two health-worth of units in the defending army to be immediately killed and buried with no save possible.



Fly: Normal (any) During any roll, each Fly result generates one maneuver or one save result.



Illusion: Special (any action) During any action, immediately choose any of your armies. Until the beginning of your next turn, this army cannot be targeted by any missile or magic effect.



Smite: Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results



Stone: Special (missile action); Normal (dragon attack or missile avoidance roll) During a missile action, each Stone result immediately inflicts one point of damage on the defending army; no saves (including those provided by spells) can stop this damage. During a dragon attack or missile avoidance roll, Stone generates missile results.



Web: Special (melee attack) During a melee attack, choose up to four health-worth of units in the defending army to be webbed unless each targeted unit immediately rolls a melee result. Target units that fail their avoidance roll cannot be rolled until the beginning of your next turn.



Lava Elf Intermediate Playmat

Reserve Area

