

Dice Types

Home

Set-Up

Frontier

The Turn Sequence

Opponent

Resolutions

Home 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

Goal


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


Campaign Army


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)

Horde Army

Maneuver Resolution
 Declare intent to maneuver
 Opponent can allow or contest
 If contested both armies roll for Maneuvers
 If contesting army wins roll Maneuver attempt is thwarted.
 In tie originator wins.
 Otherwise turn Terrain up or down 1 face

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

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

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

Scorching Touch
 Scalders, when rolling for Saves during the attack phase of a Melee action, generate one point of damage for each non-ID save result back against the attacking army. Only magical Saves protect against this damage.

Intangibility
 During a Save roll against a Missile action, each Scaldar unit in the defending army provides one automatic Save result to this army against any non-SAI missile damage.

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

Dragons



Belly - Dragon loses 5 automatic saves.
Breath - 5 health killed no saves possible. (See rule book for more advanced rules)

Claws - 6 points of damage on army.

Jaws - 12 points of damage on army.

Tail - 3 points of damage on army, roll again and apply the new result as well.



Treasure - One unit in army may be immediately promoted*.

Wing - 5 points of damage on army, if dragon survives attack it returns to summoning pool.

Normal Action Icons



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.



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.



Dispel Magic: Conditional Whenever any magic targets this unit, the army containing this unit and/or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon comes up, immediately negate all unresolved magic that applies to the target(s). Only one dispel attempt is made per unit and, if it fails, then all the spell(s) are resolved normally.



Flaming Arrow: Special (missile action); Normal (dragon attack or missile avoidance) During a missile action, for each unit that generates Flaming Arrow results choose one unit in the defending army. Each Flaming Arrow result immediately inflicts one point of damage to the target unit, which must generate saves against this damage. If the target unit is killed it must roll a save or be buried. During a dragon attack or missile avoidance roll, Flaming Arrow generates missile results.



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



Poison: Special (melee attack) During a melee attack, choose one health-worth of units in the defending army per Poison result generated. Each target unit must immediately generate a save or be killed. Any units that are killed must roll a save or be buried.



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.



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.

Special Action Icons

Spells

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.

Firestorm Casting Cost: 3 Target any terrain that has an enemy army present. Immediately inflict two points of damage to each army at the target terrain, which may roll to save. Multiple castings increase the effect or target another terrain.

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.

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.

Volcanic Eruption Casting Cost: 6 Target any terrain with the red (fire) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results in this combination roll. Multiple castings target multiple terrains.

Green (Water) Spells

Watery Double Casting Cost: 2 Target any army. Until the end of your next turn, add one save result to the target army. Multiple castings increase the effect or target another army.

Wall of Ice Casting Cost: 3 Target any army. Until the beginning of your next turn, add three save results to the target army. Multiple castings target multiple armies.

Flash Flood Casting Cost: 5 Target any terrain. Immediately reduce the target terrain one face unless any army at the terrain can generate at least eight maneuver results. Flash Flood has no effect if cast at a terrain which is showing a 1 as its face. Multiple castings target multiple terrains.

Wall of Fog Casting Cost: 6 Target any terrain. Until the beginning of your next turn, halve all maneuver results at the target terrain, and all missile damage into or at the target terrain. Multiple castings target multiple terrains.

Mire Casting Cost: 6 Target any terrain not already under the effects of a Mire spell or currently at the 8th face. Until the end of your next turn, no army at the target terrain can make a maneuver attempt to change the terrain face or bring in a minor terrain. Multiple castings target multiple terrains.

Black Rain Casting Cost: 7 Target any terrain with the green (water) element. Until the end of your next turn, halve all save results at the target terrain. Multiple castings target multiple terrains.

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.



Scaldar Intermediate Playmat

Reserve Area



Dead Unit Area

Buried Unit Area

Summoning Pool