

UNITS

D4 Grunt (Move 8" , Banding)

Halfling-Heroic Deed (Roll a 2D4 melee attack) Bravery (+4 defense vs. D12)

Goblin-Suicide Bomb (Melee hits ALL units + self in a 4" radius) Maniac (+1 vs. melee attacks)

Fairy-Magic Wand (Ranged attack hits ALL units in straight 4" line)

Skeleton-Shield Bash (Roll a D4, on hit, move unit 4") Polearm: Melee atks have 4" range)

Zombie-Rend Flesh(Roll a 3D4 attack, deal damage total to enemy and self)

Undead (On death, roll a D4, on 4 revive)

D6 Dasher (Move 12" , Banding)

Orc-Club Bash (A D6 attack that hits up to 3 targets within melee range)

Bully (+1 dmg on attacks that hit)

Assassin-Dive Bomb (Target enemy below, Fly 6" to melee, roll a +2 attack). Climber

Mummy-Call Scarabs(D8 Melee attack) Undead - On death Roll a D8, on 1 or 8 revive.

Vampire-Vamp Bite (Roll a D6, on hit heal yourself the difference and damage enemy)

Pirate-Ranged Attack, Sea Legs- Can't be pushed, held, or dive bombed.

D8 Lieutenant (Move 8" , can't be Band attacked)

Knight-Shield Bash (roll D8, on hit, move unit up to 4") Shield (+2 def)

Hunter-Ranged Attack, Blade of the Wild (+1 melee atk)

Specter-Magic Sword (D10 melee Attack), Spectral- Moves through walls.

Valkyrie-Cloud Strike (D8+2 attack [must target a unit larger than d8])

Monk-Flurry of Blows (Roll 2 D4 atk, target 1 or 2 units) Still Mind (+3 def vs. Ranged.)

D10 Bruiser (Move 5")

Paladin-Double Hammers (Roll 2D6 atk, target 1 or 2 units) Holy Aura (Und + vamp roll disadv)

Sorceress-Ranged Attack, Soul Magic (Souls give her an additional +1 atk/def bonus to the roll)

Ogre-Rage (Attack cards that hit this turn deal +2 damage) Bloodthirsty (+1 to atks vs. full health)

Gorgon-Stone Gaze (Roll a D10 ranged atk, on hit grapple [no dmg]) Slither- Moves thru bases

Cleric-Healing Strike (AttackCards that hit this turn heal a nearby unit 2hp) Steadfast -12hp

D12 Tank (Move 6" , Specials Modify Cards)

Golem-Ether Fists (AttackCards that hit this turn deal damage and push units 3")

Stone Skin (Roll 2D6 on def)

Shaman-Lightning Strike (AttackCards this turn are ranged 6" and hit all units in a straight line)

Windfury Totem: (Roll 2D6 on atks)

Storm Giant-Phase (MovesCards freely through walls, terrain squares, cover, and other units)

Spirit Guardian: (Friendly units can make ranged attacks through Storm Giant)

Minotaur-Bull Rush (MoveCards this turn Fly)

Intimidator (Can move through units' bases)

Lich-Toll Dead (RitualCard this turn is a Rebirth ritual instead of whatever it normally is)

Soul Essence: (Give +3 souls on death instead of 1)

RITUAL CARDS

Meteor - Spend X souls. Deal $X/2$ damage in $X/2$ inch radius rounded up.

Cold Snap - Spend X souls to remove X Cards from your opponent's card pool, cards are returned at the start of your next turn. 3 Maximum.

Earthquake - Spend X souls to remove $X/3$ pieces of terrain.

Gust of wind - Spend X souls to push a unit 2X inches

Rebirth - Revive a unit of up to D(2x) at your starting area.

Rules

UNITS

Army Size - Each unit costs points equal to its Dice core.

- Players choose an amount of points for the army size to start. 50 is good.

Dice Core - Everyone is a Dice.

Banding - D6's and D4's can use attack cards and move cards as one.

- Up to 4 units may band together.
- Units' bases must be touching to be banded.
- Banded units can spend 1 Move card to move together.
- Banded units can spend 1 Attack card to attack together.

CARDS

Move - You literally just measure inches.

Climbing - You can climb shit

Attack - Tie goes to the defender.

- Defenders can't hurt opponents.

Shooting - You can shoot stuff, gotta be able to have line of sight.

Pushing - Into a wall, deal 1 damage

- Off a ledge, measure from the base. More than 12" is 1 damage
- Into Fire, 1 damage

Specials - One per turn. D12 specials are different.

Rituals - One per turn. Costs souls too.

DYING

Death - Dead units produce 1 soul. These accumulate until spent.

Souls - Souls can be spent on Rituals

- Souls can be spent during a roll of any kind to buff +1 per soul spent.

TERRAIN

Cover - Gives +1 def vs. Ranges

- Stop before moving through.

Height Advantage - Gives +1 atk for range

Harmful Terrain - If you start your move in fire or other harmful terrain you take 1 damage.

- If you move into harmful terrain you take 1 damage.

Difficult Terrain - Water and other terrain makes moves half speed.

- Stop before moving into difficult terrain.

