

UNITS

D4 Scout (Move 8" , Banding)

Halfling-Heroic Deed (Roll a D4, on 4 enemy unit is grappled until next round) (Melee)
Bravery (+4 defense vs. D12)

Goblin-Suicide Bomb (Roll a D4 attack vs. ALL units in a 4" radius.) (Ranged, hits self)
Maniac (+1 to defense rolls vs. melee attacks.)

Fairy-Magic Wand (Roll a D4 ranged attack that hits ALL units in a straight 8" line.)

Skeleton-Shield Bash (Roll a D4, on 4 push a nearby enemy unit 2".)
Polearm (Melee attacks have 4" range.)

Zombie-Blood Rush (Roll a single 3D4 attack against a damaged enemy unit in melee range.)
Undead (On death, roll a D4, on 4 revive Zombie and gain no souls.)

D6 Grunt (Move 6" , Banding)

Pirate-Flintlock Pistol (Roll a D6 attack against a single target at a range of up to 6".)
Sea Legs- (Can't be pushed, grappled, and dive bombs don't have bonus.)

Assassin-Dive Bomb (Target enemy below, Fly 6" to melee, roll a +2 attack).
Stealthy (Freely move through Cover and Difficult Terrain)

Mummy-Call Scarabs (Roll a single D8 attack against one enemy unit in melee range.)
Undead (On death Roll a D8, on 1 or 8 revive and gain no souls)

Vampire-Vampire Bite (Roll a D6 attack and heal Vampire an amount equal to the life lost)

Orc-Club Bash (Roll a single D6 attack, targeting up to 4 enemies) (Melee)
Brutish (+1 to Attack Card rolls)

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

Knight-Shield Bash (roll D8, on a 1 or 8, push a nearby enemy unit up to 4")
Defender (+2 to defense rolls against melee attacks)

Hunter-Spirit Bow (Roll a D8 attack against a single target at a range of up to 8")
Predator (+1 to melee attacks against D4 and D6 units)

Specter-Magic Sword (Roll a D10 attack targeting a single unit in melee range) (Melee)
Ghostly (Moves through walls, cover, and difficult terrain freely.)

Monk-Flurry of Blows (Roll a separate D4+1 attack against each nearby enemy unit)
Still Mind (+3 to defense rolls vs. Ranged attacks)

Valkyrie-Skyward Strike (D8+2 attack [must target a unit larger than d8]) (Melee, Flying)

D10 Tank (Move 5")

Paladin-Double Hammers (Roll a 2D6 attack targeting 1 or 2 units in melee range)

Holy Aura (Can't be hit by Vampire Bite, If Paladin kills an Undead, it cannot revive)

Sorceress-Spellblast (Roll a D10 ranged against a single target at a range up to 10")

Soul Magic (Souls give her an additional +1 atk/def bonus to the roll)

Ogre-Rage (Modifies Attack Cards: If Attacks 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 (Modifies Attack Cards: Attacks that hit this turn heal a nearby unit 2hp)

Steadfast (Cleric has 12 hit points)

D12 Boss (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 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 inches 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

Dice Core - Everyone is a Dice.

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.

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

All 6 cards are held in the player's hand. Players do not draw from a deck.

Play up to 3 cards per turn in any order.

3 Card Types. Move, Attack, Special.

A fourth card type. Is very special. The RITUAL card. You only get one.

Move - You literally just measure inches.

Climbing - You can climb shit

Attack - Roll your unit's Dice Core against the Dice Core of an enemy. If the Attack roll is higher, deal damage to the enemy unit equal to the difference. If it is lower, no damage is dealt to the dender. Defenders cannot hurt attackers. If there is a tie, defender wins.

Specials - Play this card to activate your Unit's special ability. Some special abilities function similar to an attack card, requiring a dice roll. Some specials have conditions that must be met, like "target a unit below." D12's have a modified special. Once activated, they modify the way other cards behave when played.

Rituals - You choose a Ritual card at the beginning of the game. This card can be played as many times as you like, but Rituals have an additional cost...Souls. If you do not have enough Souls you cannot play and activate a Ritual Card.

TERRAIN

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.

Combat Rules

Cover - A terrain object that partially obscures a unit. The terrain object must be tagged as "cover" when placed.

- Gives +1 def vs. Ranged attacks.

- Units must stop with their base touching before moving through cover.

Height Advantage - Gives +1 atk for range.

-A unit's base must be elevated above the target's base.

-Height advantage only applies to ranged attacks.

-The +1 is added to the Attack Roll.

Flying is a thing

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

Grappling - When grappled, a unit cannot move. To break free of a grapple, you can play a Move Card, but your unit will not move, instead the grapple is broken, and any move cards played *after* will allow your unit to move freely.

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.

Gameplay

TERRAIN PHASE

Start by placing terrain.

Players agree on a way to place terrain that suits their setting. Taking turns is suggested. A given player may designate an area that they alone can design. Ready-made installations can be placed.

Once players are satisfied with the battlefield, they move on to recruit their team.

ARMY PHASE

Before the fight can begin, players must recruit an army from the barracks. 25 individual units with special talents are at your disposal. You can recruit multiples of any unit for your team.

Each army has a point value ascribed to it based on the units recruited. Each unit has a Dice Core (D4, D6, D8, D10, D12) that determines its cost. A D12 unit costs 12 points.

50 points = Standard Army

100 points = Large