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**SET UP**

1. Decide total force size.
2. Assemble armies.
3. Set the battlefield with preferred terrain.
4. Roll your Horde Army for Maneuvers:  
High roll goes first or picks Frontier terrain.
5. Place armies.
6. Determine starting distances:  
Re-roll 8, turn 7 down to 6.

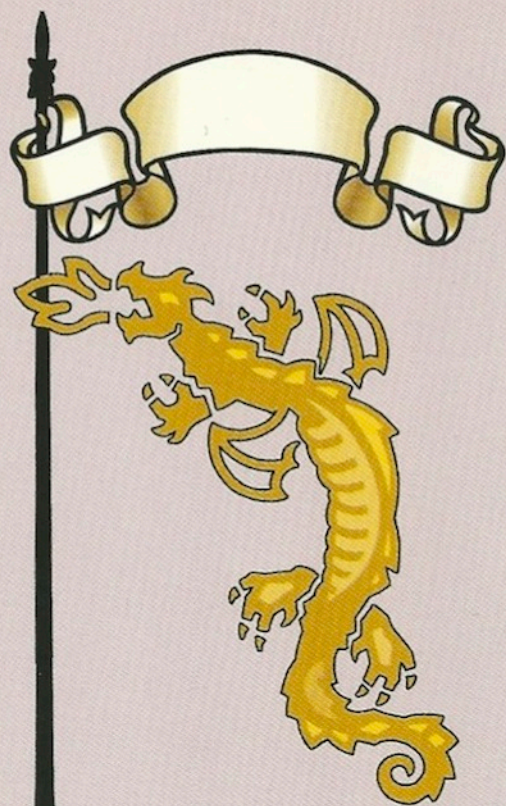
**NB: D10 Monsters – All icons count as 4 of that type.**

**VICTORY**

- ✓ Turn 2 Terrains to 8th face; or,
- ✓ Kill all of your opponent's units.

**TURN SEQUENCE**

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



**Campaign**

**MANEUVER RESOLUTION**

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

**MAGIC RESOLUTION**



1. Attacking army rolls for Magic.
2. Choose Spells & Targets.
3. Resolve Spells.
4. Magic cast from Reserves — beneficial only.

**MISSILE RESOLUTION**



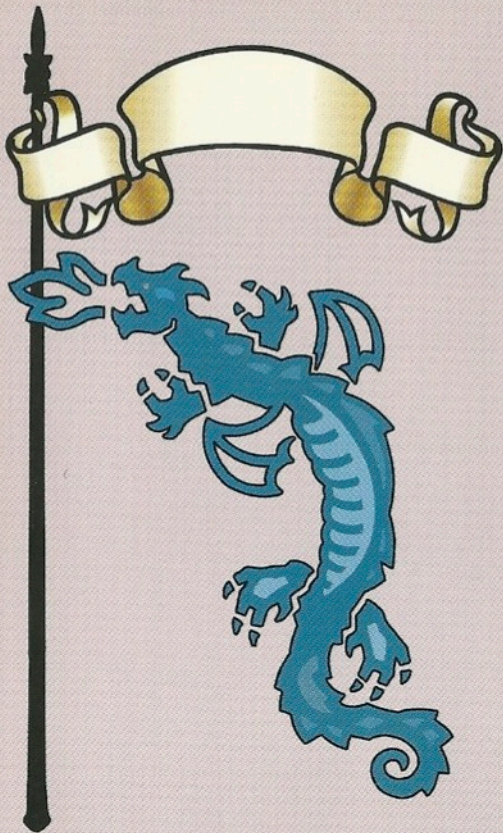
1. Attacking army rolls for Missile.
2. Defending army rolls for Saves.
3. Resolve damage.

**MELEE RESOLUTION**



1. Attacking army rolls for Melee.
2. Defending army rolls for Saves.
3. Resolve damage.
4. Defending army MAY roll for Melee.
5. Attacking army rolls for Saves.
6. Resolve damage.

## DRAGONS



Horde



**Belly:** Dragon loses 5 automatic saves.

**Breath:** 5 health killed no saves possible.

**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.

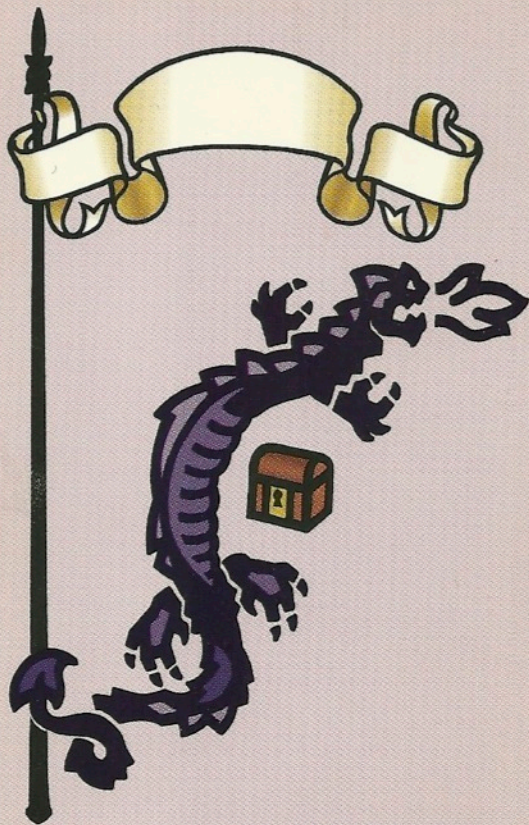
**Treasure:** One unit in army may be immediately promoted.\*

**Wing:** 5 points of damage on army, if Dragon lives, return it to Summoning Pool

### DRAGON ATTACK RESOLUTION

1. Roll Dragon.
2. Resolve Breath & Treasure .
3. Attacked army makes combination roll for saves and attacks Dragon.
4. Dragons have 5 automatic saves.
5. 10 damage of either melee or missile to kill.
6. 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 Dead Unit Area.



Dead Unit Area

### Summoning Pool

### Buried Unit Area