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SETUP STEP SUGGESTIONS

MAIN HEROES TAKE CENTER STAGE

1. Main Heroes are placed in the center of the board's edge.



SHIELDS-RIGHT HAND TURRET-LEFT HAND

2. One Turrets is placed in the center of the board.

Shields are placed between the Main Hero and the center of the board, so that Main Heroes can jump their Shield into battle.

The second Turret is placed to the left of the Shield.



QUEENS-MAIN HERO'S GREATEST ALLY

3. Queens are placed to the bottom right of the Main Hero.

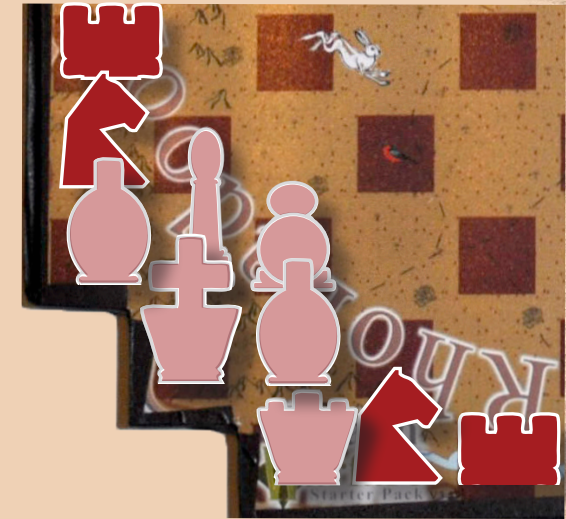
Bishops are placed on the dark and light spaces next to the Main Hero and the Turret, completing the core setup.



BACK LINE'S KNIGHTS AND ROOKS

4. Fill out your back line by placing Knights next to the Queen and Bishop along the border.

Rooks are placed next to the Knights.

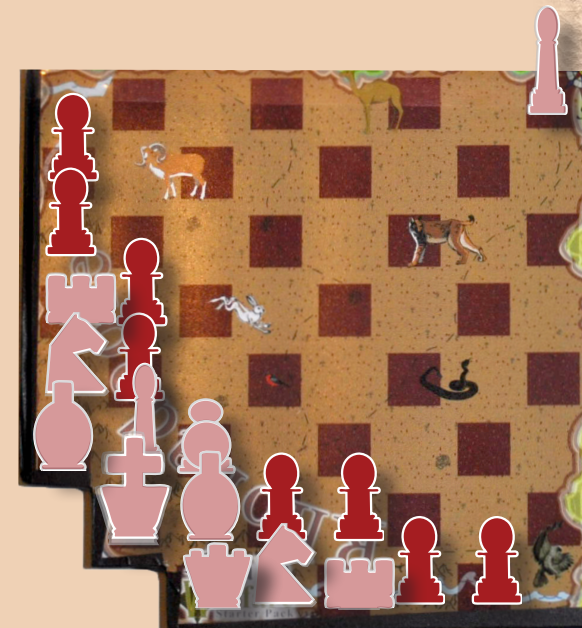


PLACE PAWNS FOR DEFENSE

4. Lastly, protect your back line with a defensive barrier of Pawns.

Pawns are placed before Knights and Rooks.

Two Pawns are placed along the border, next to the Rooks.



SETUP

The story behind the setup is the armies are just now beginning the battle so they are attacking each other from their own kingdoms.

As a result, they are formed against their foes from all sides.

Main Heroes are set up in their own color-coordinated areas, 1 space behind their Shield so they can jump over them.

Turrets are always on the Main Heroes' left side between the left Bishop and the Shield.

Queens are behind the Main Heroes on their right.

One Bishop is on a dark space and the other is on a light space.

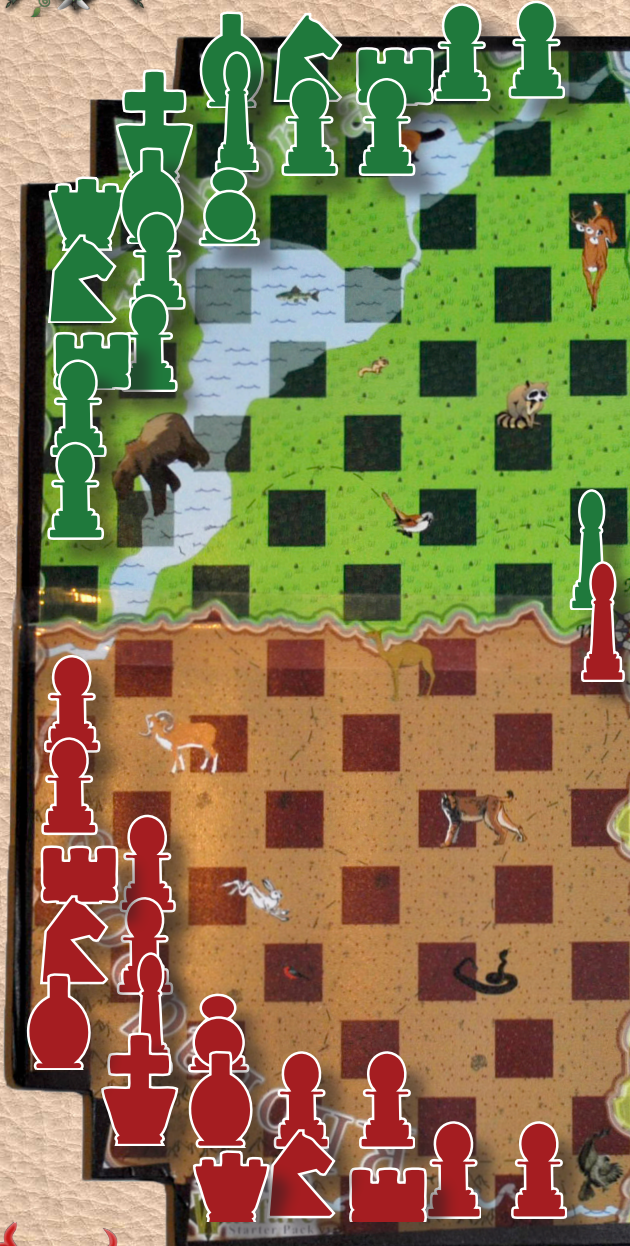
Knights and Rooks are side by side and are protected by Pawns. Two Pawns protect the Rooks.

One Turret is set in the center of the board.

In a 4 player game each player has the opportunity to choose between three different armies to attack at the beginning of the game.

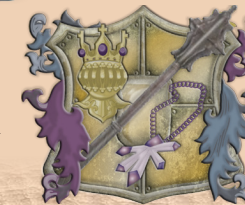


DAUNTAIN'S ARMY



SABRA'S ARMY

SAELINE'S ARMY



TYROLANE'S ARMY

-  MAIN HEROES
-  QUEENS
-  ROOKS
-  BISHOPS
-  KNIGHTS
-  PAWNS
-  TOWERS
-  SHIELDS

GAME PLAY

OBJECTIVE

Have the last Main Hero remaining in the game. When a Main Hero is Captured, the player's game is over and their entire army is removed from the board.

ROLLING INITIATIVE

All players roll 1 die and the highest number goes first. The next highest is second, the next highest number is third, and the smallest number is last.

Players set their dice off to the side as a reminder of order of turns.

If 2 or more player tie they must re-roll until the tie is broken. They don't lose their place in the original roll.

Both Sabra[®] and Saeline[®] roll a 3, Tyrolane[®] rolls a 1, and Dauntain[®] rolls a 6.



Dauntain[®] will go first and Tyrolane[®] last. We still need to know who is second and third. Sabra[®] and Saeline[®] reroll to break the tie.

Sabra[®] re-rolls a 2 and Saeline[®] re-rolls a 1.



Sabra[®] wins so play will proceed with Dauntain[®] going first, followed by Sabra[®], then Saeline[®], and Tyrolane[®] is last.



MOVING & ATTACKING INTRO.

Pieces first Move, then Attack, if they are able.

MOVE

Army pieces generally Move like they do in traditional chess. There are 3 types of Moving:

- ★ Regular Move
- ★ Charging a Main Hero
- ★ Capturing a Piece

ATTACK

There are 3 types of Attack:

- ★ Firing
- ★ Close Combat
- ★ Main Hero using Magic

Successful Attacks are signified with Damage Counters. Only Armor that is damaged receive Damage Counters.

DAMAGE COUNTERS

To display Damage to an opponent's piece, players place their Damage Counters in the hole at the top of the piece.





MOVE SPACES

HOW MANY SPACES A PIECES CAN MOVE

How many spaces pieces can Move or Capture and in what direction.

Army pieces generally Move like they do in traditional chess.

Main Heroes only can jump over their own Shield. Knights can jump over any piece, as in traditional chess.

Main Heroes do not need to Move in a straight line or all of the spaces indicated.

Example: Dauntain can Move up to 4 spaces but can Move just 3 if he wants.

A blue Rook wants to Move to the other side of the board.

1.



2.



There are no other pieces in its way. On its turn, the blue Rook Moves.

Most pieces Move as in traditional chess.
Most Main Heroes do not.



2



3



1



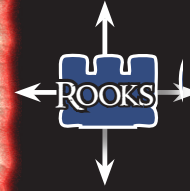
4



Any #



Move horizontally, vertically, or diagonally any number of spaces.



Any #



Move horizontally or vertically any number of spaces.



Any #



Move diagonally any number of spaces.



2 & 1



Move in an 'L,'
2 spaces over
and 1 up.

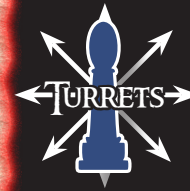


2
Then
1

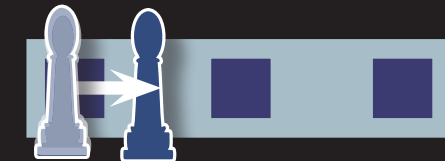


Pawns can Move 2 spaces on their first Move only.

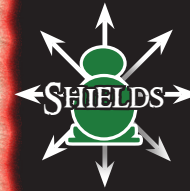
Move 1 space
horizontal or
vertically.



1



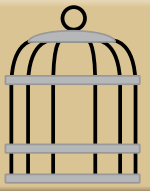
Move only 1
space diagonally,
horizontally,
or vertically.



1



Move only 1
space diagonally,
horizontally,
or vertically.



CAPTURE CAPABLE

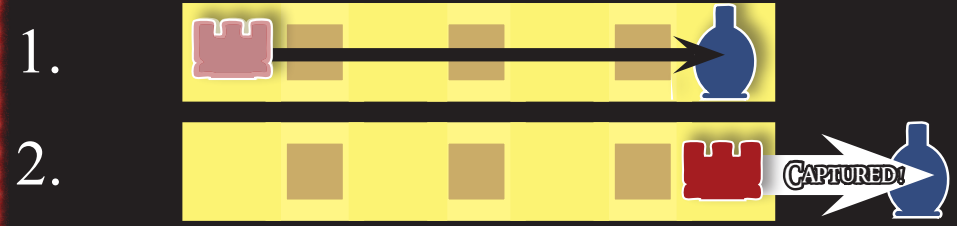
HOW TO CAPTURE PIECES AS IN TRADITIONAL CHESS.

Captured pieces are removed from the board. Players Capture by Moving their piece to the same space as an opponent's piece, as in traditional chess.

No Damage, Combat, or Blocking is required.

After Capturing, pieces may use Combat or Fire. Main Heroes may use Combat, Fire, or Magic Spells.

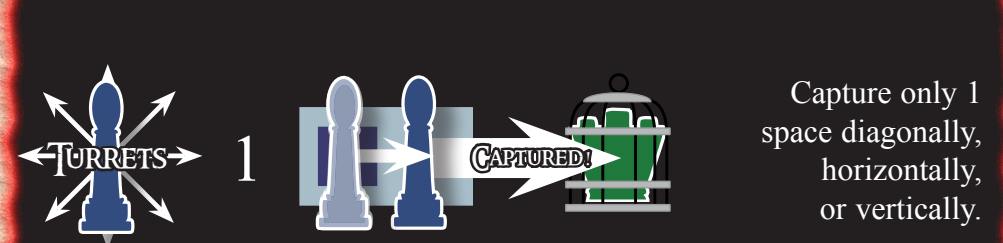
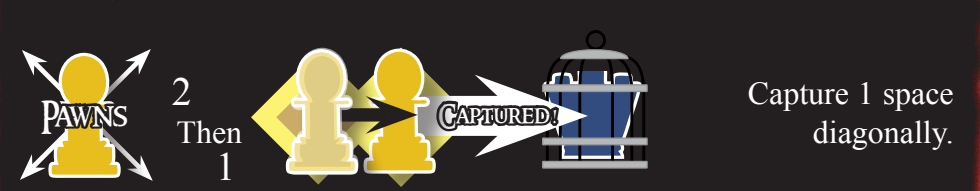
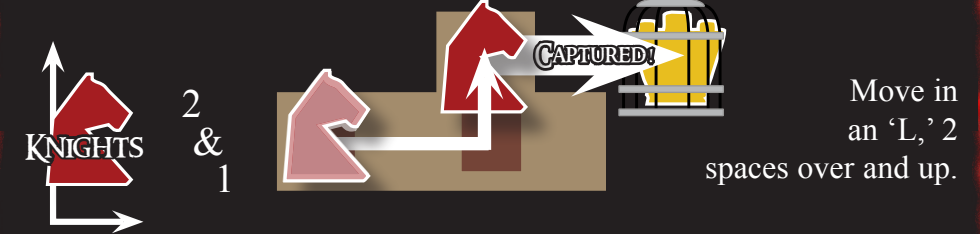
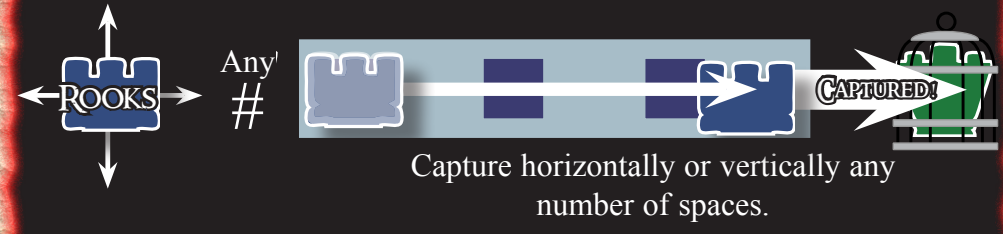
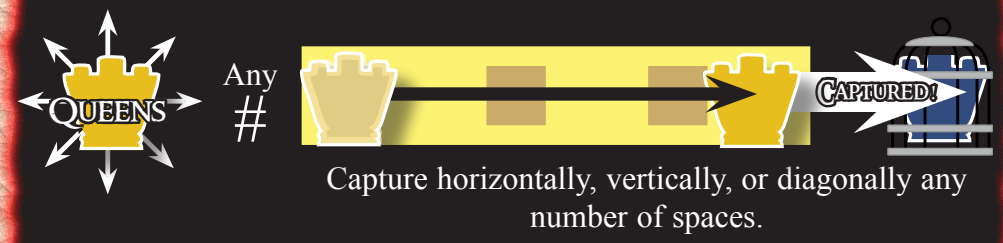
A red Rook is in position to Capture a blue Bishop.



The red Rook Moves, lands on the blue Bishop, and stays there.

Main Heroes have Special Bonuses to Damage pieces.
So Main Heroes cannot Capture pieces.

	N/A				
	N/A				
	N/A				
	N/A				





CHARGE CAPABLE

HOW TO CAPTURE MAIN HEROES
WITH TRADITIONAL CHESS MOVES.

In Realm Warfare there is no “check” or “checkmate.” Realm Warfare allows Main Heroes to be Captured.

Army pieces Charge at Main Heroes for Damage instead of putting them in “check,” as in traditional chess.

To Charge, Move your piece to the Opponent’s Main Hero to indicate that you have Charged it. Then return it to its previous space and apply the Damage amount listed. The piece may Charge the Main Hero again on the player’s next turn.

After Charging, pieces may still use Combat or Fire, if they are able. Players turns are then over. Main Heroes do not Charge.

If any Damage amount exceeds the Main Hero’s Armor Defense by 1 the Main Hero is Captured the player’s game is over.

Charging pieces cannot be Blocked by Main Heroes.

1.



A blue Rook is positioned to Charge Sabra.

2.



On the same turn the blue Rook Charges Sabra for 1 point of Damage...

3.



...and then returns to its previous space.

It can now Charge Sabra again on its next turn.

Main Heroes that are Captured are removed from the board with ALL their remaining pieces and the player’s game is over.

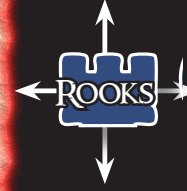
Any Magic Scroll Cards that have not been used are given to the player who Captured them.



2



Move horizontally, vertically, or diagonally any number of spaces.



1



Move horizontally or vertically any number of spaces.



1



Move diagonally any number of spaces.



2



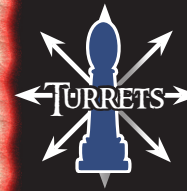
Move in an ‘L,’
2 spaces over
and 1 up.



3



Pawns can Move 2 spaces on their first Move only.



2



Move only 1
space diagonally,
horizontally,
or vertically.



4



Move only 1
space diagonally,
horizontally,
or vertically.



ARMOR DEFENSE

HOW MUCH DAMAGE A PIECE
CAN TAKE BEFORE BEING CAPTURED

Armor protects pieces from Attacks. Most pieces have Armor. Some pieces have more Armor than others.

Armor is equal to health points. When your pieces have no more Armor they will be Captured if they receive 1 more Damage point.

The game is over when a player's Main Hero is Captured. When a Main Hero is Captured, the Main Hero and all of their pieces are removed from the board.

Armor can be restored by Hunting. For more information see "Hunting" on pages 14-17.

Queens and Shields cannot receive Damage so they do not need Armor.

1 Damage more than Armor Defense will Capture.

SABRA® 2

TYROLANE® 4

SAELINE® 3

DAUNTAIN® 1

QUEENS N/A

ROOKS 0

BISHOPS 0

KNIGHTS 2

PAWNS 3

TURRETS 1

SHIELDS N/A



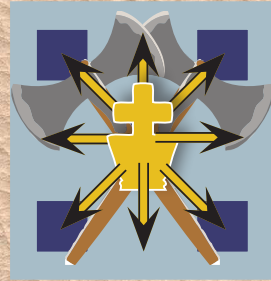
CLOSE COMBAT

HOW MUCH A PIECE CAN COMBAT AT CLOSE RANGE

1 SPACE RADIUS ONLY

Combat is used to Damage pieces 1 space away that cannot be Captured.

This is used to Damage and Capture Opponent's pieces.



Attack Defend



Players first Move their piece next to an Opponent's piece.



Players roll 1 die, add any + Combat bonuses, and highest number wins.



Damage Total: 3

If the Attacking piece wins then the Opponent's piece is Damaged the same amount as their + Combat bonus.

If the Attacking piece loses then the player's turn is over.



- ★ Players do not have to Move to Combat. ★ Ties go to the defender.
- ★ Queens and Shields cannot be Combated. ★ Main Heroes cannot Capture!
- ★ Players Combat after they Move. ★ Some pieces cannot Combat.



N/A



Long range - Cannot initiate Combat.



N/A



Long range - Cannot initiate Combat.



N/A

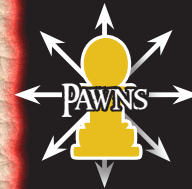


Long range - Cannot initiate Combat.



Add 2 to your dice roll.

Combat horizontally, vertically, or diagonally.



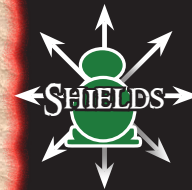
Add 3 to your dice roll.

Combat horizontally, vertically, or diagonally.



Add 1 to your dice roll.

Cannot Combat or Fire on other Turrets.
Combat horizontally, vertically, or diagonally.



Add 4 to your dice roll for Combat or Hunting.
Combat horizontally, vertically, or diagonally.



FIRE RANGE

HOW MANY SPACES A PIECE CAN FIRE

How many spaces pieces can Fire to Damage and Capture Opponent's pieces. Pieces can only Fire in a straight line. Opponent's pieces need to be within Range in order for players to Fire at them.

Opponent's pieces must be at least 2 spaces away in order for Main Heroes' to Fire at them because 1 space radius is used for Close Combat.


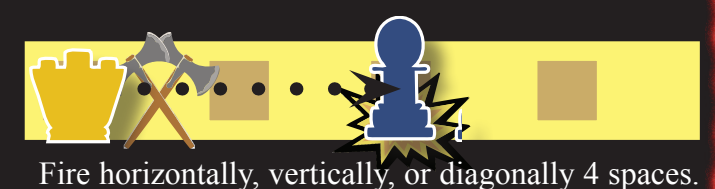








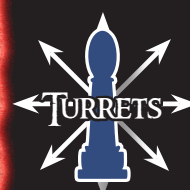


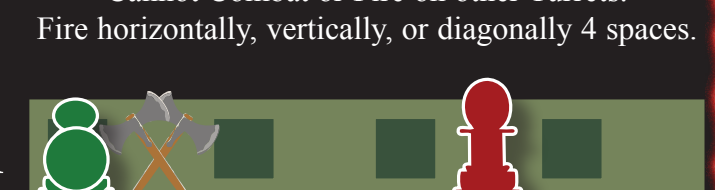
To Fire at an Opponent within Fire Range players simply announce they are Firing on their turn after Moving. The Opponent's player must roll 1 dice to try and Block. If they fail, place the amount of Damage in the piece as listed under Fire Power.

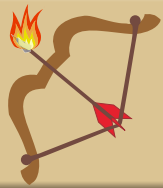
If the piece receives 1 Damage more than their Armor Defense then the piece is Captured. See "Fire Block" on page 30 for more information.

Most pieces cannot Fire over or through pieces. Some pieces cannot Fire. Most pieces can only Fire at 1 piece at a time.

All Main Heroes Fire horizontally, vertically, or diagonally unless otherwise indicated.

	2	
	3	
	4	
	5	

	4		Fire horizontally, vertically, or diagonally 4 spaces.
	5		Fire diagonally 5 spaces.
	5		Fire horizontally and vertically 5 spaces.
	2		Fire horizontally, vertically, or diagonally 2 spaces.
	N/A		Short range - Does not Fire.
	4		Turrets can Fire over other pieces. Cannot Combat or Fire on other Turrets. Fire horizontally, vertically, or diagonally 4 spaces.
	N/A		Short range - Does not Fire.



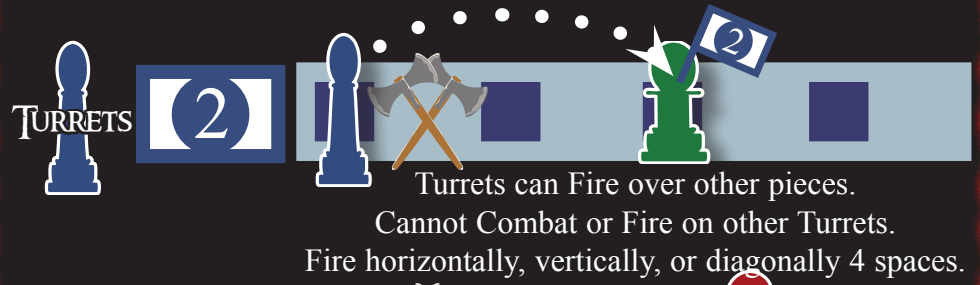
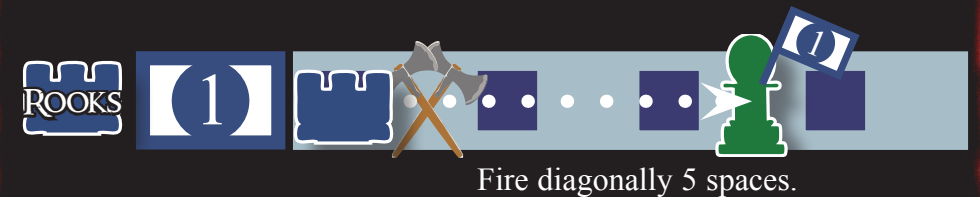
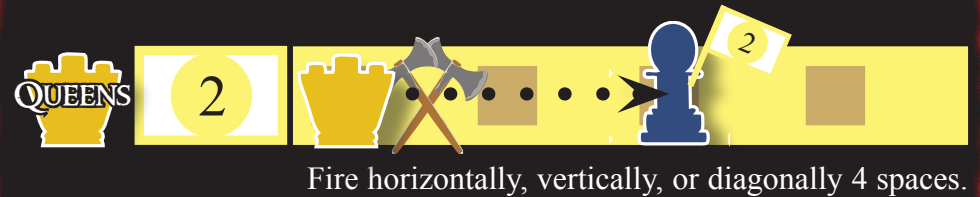
FIRE DAMAGE

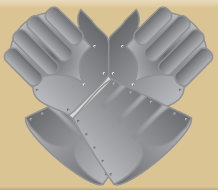
HOW MUCH DAMAGE A PIECE'S FIRE WILL DAMAGE PIECES

How much Damage the piece's Fire does. This is used to Damage and Capture Opponent's pieces. When a player's Main Hero Fires at an Opponent's piece and the piece fails to Block, place the amount of Damage in the piece as listed.

Opponent's pieces must be at least 2 spaces away in order for Main Heroes' to Fire at them because 1 space radius is used for Close Combat.

Some pieces cannot Fire. Queens and Shields cannot receive Damage so they cannot be Fired upon.





FIRE BLOCK

HOW MANY SPACES A PIECE CAN FIRE

How well pieces can Block a shot Fired upon them by Opponent's pieces, including Main Heroes. Most pieces can Block.

Once Fired upon, defending players roll 1 die. Players must roll **higher** than the number listed on their Fire Block stat to succeed.

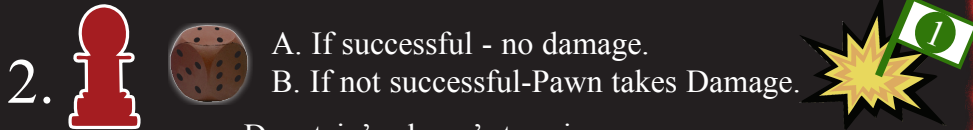
If they succeed, the Fire is Blocked and the Opponent's turn is over. If they fail, place the amount of Damage in the piece as listed.

Some pieces cannot Block Fire. Queens and Shields cannot receive Damage so they cannot be Fired upon and don't need to Block.



1. Dauntain® Fires on a Red Pawn.

The Red player rolls to Block and must roll higher than a 5.



2. Dauntain's player's turn is now over.

MUST ROLL HIGHER THAN STAT



SABRA® 3 Must roll higher than a 3.



SAELINE® 4 Must roll higher than a 4.



TYROLANE® 5 Must roll higher than a 5.



DAUNTAIN® 2 Must roll higher than a 2.

Roll higher than this #



QUEENS N/A Cannot be damaged-neither Combated or Fired at.



ROOKS 2 Must roll higher than a 2.



BISHOPS 2 Must roll higher than a 2.



KNIGHTS 3 Must roll higher than a 3.



PAWNS 5 Must roll higher than a 5.



TURRETS 4 Must roll higher than a 4.



SHIELDS N/A Cannot be damaged-neither Combated or Fired at.

MAGIC RANGE/ DAMAGE

THE RADIUS & DAMAGE OF MAIN HEROES'S MAGIC

How wide the Main Heroes' Magic Spell Ranges are and how much damage they do. Most Main Heroes have Magic Spells. Some have a wider Magic Spell Range and do more damage than others.

This is used to Damage and Capture Opponent's pieces.

To use Magic Spells players must first have a Magic Scroll card. All Main Heroes start with 1 Magic Scroll card at the beginning of the game.

Players earn extra Magic cards by either:

- ★ Moving their Main Hero to all 4 center squares in the middle of the board to rebuild their own used Magic
 - ★ A player Captures a Main Hero who has not yet used their Magic.
- Players use their Main Hero's stats with Captured Magic Spells.

Players announce they are using Magic by presenting their Magic card during their turn, typically after they Move. Most Main Heroes can Move and use a Magic Spell on the same turn. Main Heroes do not need to Move to use their Magic.

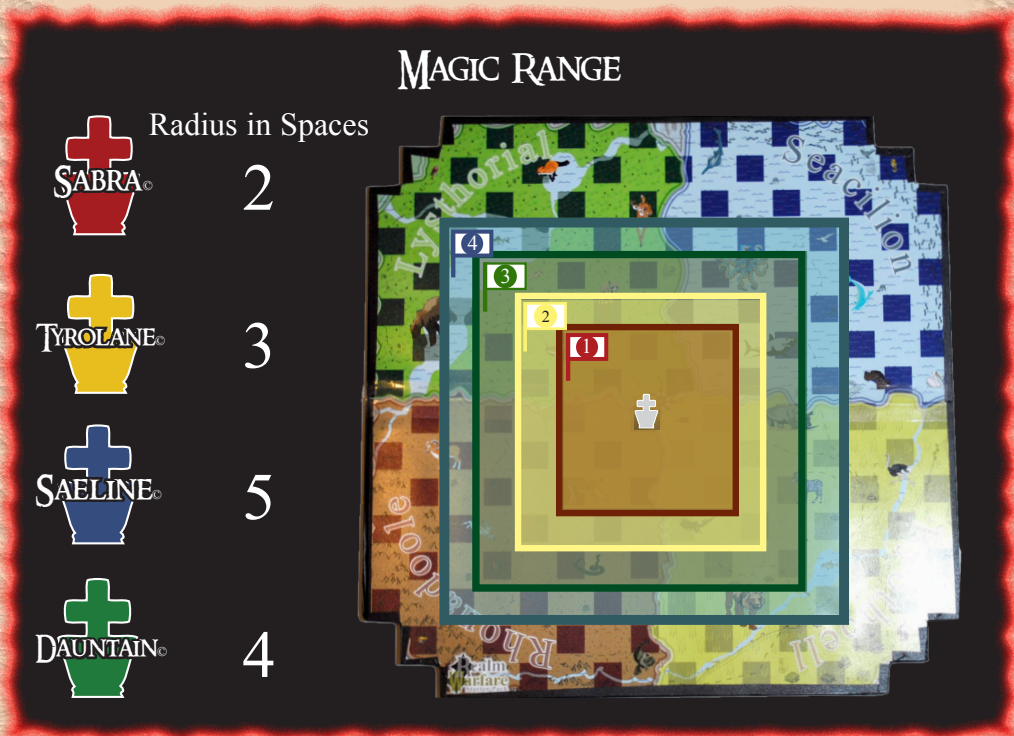
Players determine the Range by counting out from their Main Heroes' corners. All Opponent's pieces within the Range are affected. Magic cannot be Blocked.



All Opponent's pieces within the Magic Range are affected. Place the listed Damage Counter amount in all of the pieces affected. Any pieces that receive 1 Damage more then their Armor Defenses are Captured and removed from the board.

Magic Spells have no effect on a player's own army pieces. Magic only effects Opponent's Main Heroes's Armor Defenses and cannot Capture them. All Opponent's Queens and Shields within Range are instantly Captured.

Players discard their used Magic Scroll cards after use to their army's storage boxes.



MAGIC COMPARISON

 **DUKE**
DAUNTAIN

4 space radius

3 Damage



 **SABRA**
the RED

2 space radius

1 Damage



 **SOVEREIGN**
SAELINE

5 space radius

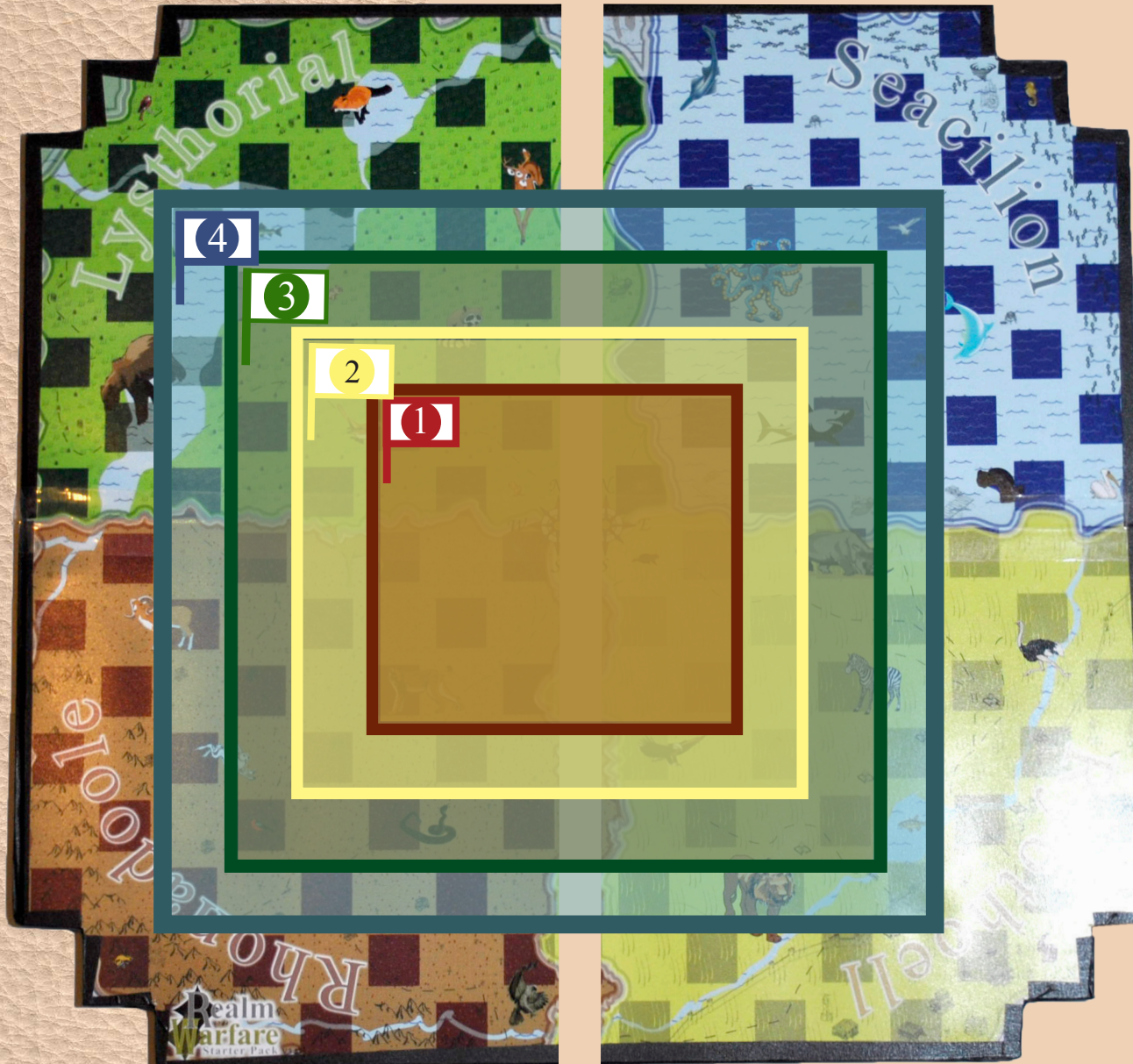
4 Damage



 **KING**
TYROLANE

3 space radius

2 Damage



REBUILD PIECES

In traditional chess, if players Move their Pawn to the far side of the board they may substitute it for a piece of their choice, including a Queen.

In Realm Warfare a similar rule applies.

Move a Pawn to ANY one of these 4 spaces to Re-build a Captured army piece.



Players may only rebuild an army piece if their original piece has already been Captured.

No player may have more than:

- ★ 1 Queen ★ 2 Bishops ★ 2 Turrets ★ 1 Shield.
- ★ 2 Rooks ★ 2 Knights ★ 8 Pawns

Players must Move their Pawns to any of the board's center spaces to rebuild a piece. This is where the Turrets are setup.

MAKE MORE MAGIC

Just as players may Move their Pawns to the board's center to rebuild a missing army piece, they may also Move their Main Hero to rebuild their missing magic, once per game.

Move your Main Hero to ALL of these 4 spaces to Re-build previously used Magic.



Main Heroes must travel to all 4 spaces in any order to regain their previously used Magic Scroll card.

Some Main Heroes are faster than others, but they must land on each space to get their Magic Scroll card back, even if it takes 20 turns.



Players cannot have more than 1 of their own Magic Scroll card. Therefore, they must use their current card before rebuilding it.

They can have an opponent's Magic card if they capture their Main Hero before it's used.

Each Main Hero may rebuild their Magic once per game, for a total of 2.



HUNTING

Player's pieces can go Hunting to remove Damage. Each space that has an animal on it can be used for Hunting. There are 1 space, 2 space, or 3 space animals.

All pieces can Hunt-either via Combat or Firing.

HUNTING WITH COMBAT

Players Move their piece on an animal's space and roll 1 die to Combat the animal. An opponent rolls one die for the animal. Both players add any Combat bonuses. Players add the number of spaces the animal occupies to the die roll as its bonus.

The highest number wins. In the event of a tie the animal wins because ties go to the defender in Combat.


If damaged players win they remove the same number of Damage Counters the animal occupies.

If they lose the animal escapes and their turn is over.

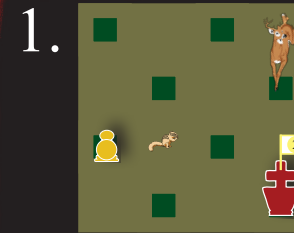
Animals return so players may Hunt them on their next turn.

Animals can be partially damaged or Combated for later. Any damage that the animals sustain remains until the animal is defeated. Place a Damage Counter on the animal's space. Pieces can only remove Damage from an animal that has been completely Hunted. Pieces may Hunt or Combat, but not both.

Completely Hunted animals can't be Hunted again until they have been collected.

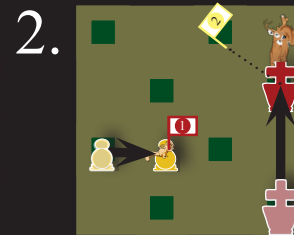
Players hunt a:	Damage required to defeat animal:	Add # to dice roll 	If you win remove Damage Counters:
1 Space Animal 	1	+ 1	
2 Space Animal 	2	+ 2	
3 Space Animal 	3	+ 3	

Long Distance
Cannot Hunt with Combat.
Can Hunt with Firing.



The Yellow Shield and Sabra® both are going Hunting. Sabra® has 2 Damage.

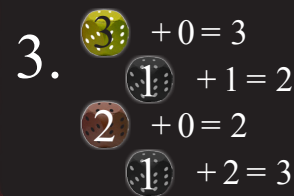
The Yellow Shield and Sabra® both have a +4 to Combat.



The Yellow Shield moves onto a 1 space Squirrel and rolls a 1. Sabra® moves onto a 2 space Deer and rolls a 2.

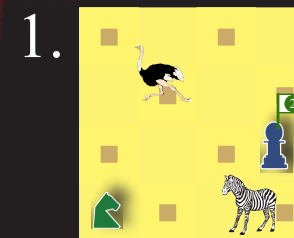
The Squirrel gets a +1 and the Deer a +2.

The Squirrel and Deer both roll a 1.



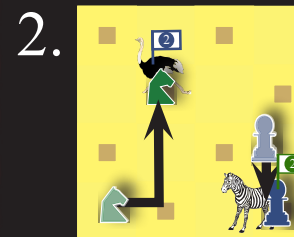
The Yellow Shield's 5 is more than the Squirrel's 2. He wins leaves the Squirrel for another Damaged piece later in the game.

Sabra's 6 is more than the Deer's 3. She wins and removes 2 Damage.



A Green Knight has no Damage but a Blue Pawn has 2 Damage. Both have bonuses to Combat.

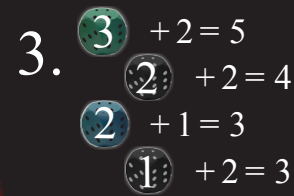
Saeline® has a +1 to Combat and the Knight has a +2 to Combat.



The Green Knight moves onto a 2 space Ostrich and rolls a 3. The Blue Pawn moves onto a 2 space Zebra and rolls a 2.

The Ostrich and the Zebra both get a +2.

The Ostrich rolls a 2 and the Zebra rolls a 1.



The Knight adds +2 for a total of 5. He wins and leaves the 2 health behind for another piece.

The Blue Pawn adds its +1 for a total of 3. Ties go to the defender so their turn is over.

HUNTING WITH FIRING

Player's pieces must be within range and in a straight line (horizontal, diagonal, or vertical) of an animal in order to Fire at it. Only animals need to roll to Block Fire. An opponent rolls one die for the animal.

To successfully Block Fire:

- ★ 1 space animals need to roll higher than a 2.
- ★ 2 space animals need to roll higher than a 3.
- ★ 3 space animals need to roll higher than a 4.

If the animal does roll higher than the number listed then it escapes and the player's turn ends.


If the animal does not roll higher than the number listed it fails and receives damage. If the damage is equal to the number of spaces the animal occupies, the animal is defeated.

If not, place a Damage Counter on the animal for the amount of damage delivered.

Players can only remove damage from a defeated animal. Once defeated, place a Damage Counter on the animal's space. The first piece to then land on that space may remove the same amount of damage as the number of spaces the animal occupies.





Players hunt a:	Damage required to defeat animal:	Animal must roll higher than a: 	If you win remove Damage Counters:
1 Space Animal 	1	2	
2 Space Animal 	2	3	
3 Space Animal 	3	4	

Dauntain® Fires at a 1 space squirrel. An opponent rolls 1 die. 1 space animals need higher than a 2 to Block Fire.

1.  



The 1 space squirrel rolls a 4 and successfully Blocks. Dauntain's turn is over. He can try to Fire again on his next turn.



Sabra® Fires at a 1 space lizard. An opponent rolls 1 die. 1 space animals need higher than a 2 to Block Fire.

1.   2.  

The 1 space lizard rolls a 2 and fails the Block. Sabra® moves onto the lizard and removes 1 damage.





Saeline® Fires at a 3 space shark. An opponent rolls 1 die. 2 space animals need higher than a 3 to Block Fire but rolls a 1.



1.  

2.  

The 3 space shark fails the Block. Saeline's® Fire does 2 damage. The shark receives 2 damage. Saeline® can try to Fire again on her next turn.

Tyrolane® Fires at a 2 space ray. An opponent rolls 1 die. 2 space animals need higher than a 3 to Block Fire.

1.   2.  

3.  

The 2 space ray rolls a 1 and fails the Block. Before Tyrolane® claims the animal a green Rook does and removes damage.

HUNTING SPACES

GREEN

- 1 space Sparrow
- 2 space Fox
- 2 space Deer
- 1 space Trout
- 1 space Squirrel
- 2 space Raccoon
- 3 space Brown Bear
- 2 space Falcon
- 1 space Chipmunk



RED

- 2 space Camel
- 1 space Lizard
- 2 space Bighorn
- 2 space Bobcat
- 2 space Jackrabbit
- 1 space Roadrunner
- 1 space Robin
- 2 space Rattlesnake
- 1 space Mouse
- 2 space Hawk

BLUE

- 2 space Sawfish
- 1 space Seahorse
- 3 space Squid
- 1 space Seagull
- 2 space Dolphin
- 2 space Shark
- 1 space Crab
- 2 space Manta Ray



YELLOW

- 1 space Ground Hog
- 3 space Rhino
- 2 space Ostrich
- 2 space Zebra
- 2 space Golden Eagle
- 1 space King Salmon
- 3 space Lion
- 1 space Rabbit



MAXIMIZE DAMAGE

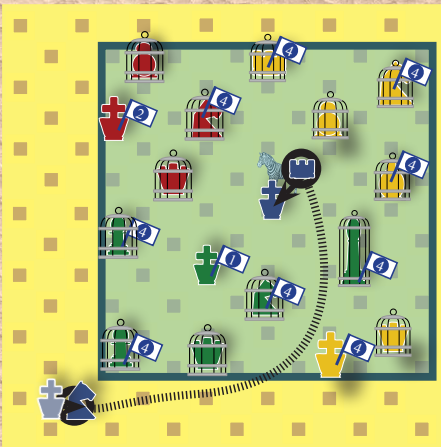
UTILIZING THE MAX EFFICIENCY OF PIECE'S ABILITIES

All pieces can Move and then Attack on the same turn.

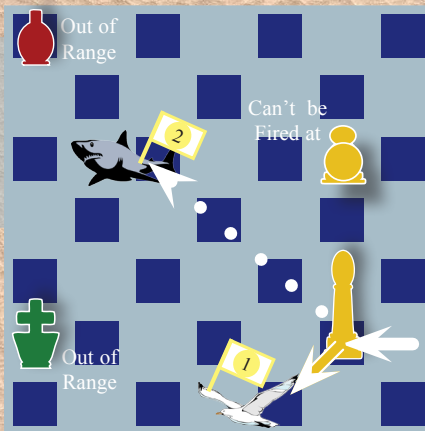
Capturing a piece with traditional chess moves is still considered a 'Move.' So take a piece out and then Combat or Fire at the piece next to them.



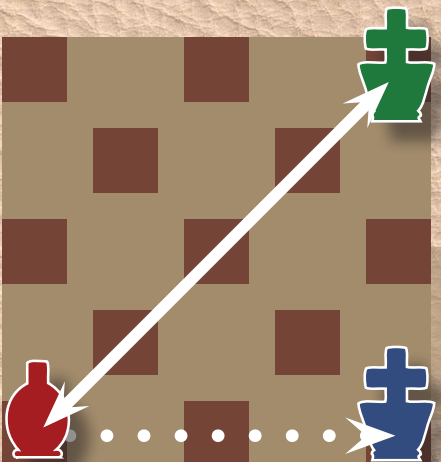
Magic is still considered an Attack. Rush in on your opponent's army and bomb them when they are at their weakest point, in the same turn.



Moving without Attacking? Open Fire or Combat some Hunting animals. Save up some health now for when you accumulate damage later.



Pieces can Charge and then Attack. That's the perfect time to try and Damage two opponent's with one turn.



NO CASTLING

In traditional chess, if players do not Move either their King or their Rook from the beginning of the game they may switch the positions between the two to the centers of the spaces between them. This provides more protection for the King and allows the Rook more flexibility in Moving.

Due to the complexity of the piece's setup, there are no such Moves in Realm Warfare.

Main Heroes are able to remain protected behind their Shields and jump over them instead. The larger board also allows the Rooks to Move flexibly. As a result there is no Castling in Realm Warfare.



MAKING ALLIANCES

In the game of Realm Warfare the proposition of forming an Alliance between players is very tempting. There is no rule stating that players may not form Alliances between players.

However, Alliances are not recommended. As the Game Objective clearly states, the last Main Hero remaining in the game is the winner.



In other words, no matter how trusting a player may be of their Alliance partnership, all Alliances eventually fail.

Be warned; don't be fooled into forming a temporary Alliance that results with a knife in the back.

THE DESERT MOUNTAINS threatens with its inhospitable climate.

Sand storms routinely harass. Temperatures soar in the day but plummet at night. Creatures and plants alike employ poisonous fangs, spines, and thorns. Even without encountering the local warriors, the land itself can kill a well-equipped army. Blinding rays of light glint off gypsum crystals, creating the illusion of movement where there is none. Meanwhile, steep mountain cliffs

and box canyons mean echoes cannot be tracked and provide defenders hundreds of vantage points. Enormous reptiles, some of great intelligence and ability, give an added layer of protection to those who call the deserts home.

WEAPONRY & TECHNIQUE:

Sabra excels at close quarters combat.

Utilizing skills honed over decades, she twirls her weapons around her body.

Her weapons, razor whips, flash in the sunlight and confuse her enemy.

The whips are constructed from segments of short steel tubing with sharpened razor-like ridges the run along each tube's long axis. The tubes are then strung together via a long flexible cord that runs through the center of each tube.

If Sabra slashes her razor-whips outward from her body, the heavy steel links pull on the flexible cord and extend the reach of the whip to many feet.

When swung in a quick sweeping motion, she can decapitate an enemy from even several yards away.

When an enemy is closer, tongue-and-groove alignments at the end of each tube allow the user to thrust and pierce, like a sword, because the tubes line up to form a solid bar of steel.

HISTORY:

Sabra's father was a hunter, warlord, and king whose ways were those of the blade. He passed on his teachings to his family; wife and daughter.

When a mighty force entered the land, he was eager to join and outdo his rival, the father of Tyrolane. Sabra's parents left with an army. Some returned; Sabra's mother did not. He was a broken man after that: ceased teaching women, stopping hunting, and ended trade.

When rumors reported the return of Karthetos, King of Dragons, Sabra's father gathered the entire land to give chase. They left their home for the scorching, barren world of the volcanic realm. It was unbearable. After weeks of torment in an unforgiving wasteland, they begged Sabra to lead them

back home. She was happy to comply.

Once there, they closed and barred the gates. Under Sabra the Red's restoration, the kingdom of Ronadoole buttressed its military strength defiant ambassadorship. Threatening posturing typified the woman warriors of the desert. The men of her village never returned.

The Stone Scales of the land flourished in the hunter's absence. Sabra put them to good use; manual labor, mounts, and sentries - what their men originally provided, without dragging them from their home on a doomed quest. Sabra also taught the woman to fight.

King Tyrolane was astonished when Sabra sought open trade. To end their father's animosities, she offered him a Queen - the lovely, telekinetic, and psychic Clairvoye. Although Sabra found the psychic knights of Ryothoel arrogant and manipulative she wanted to signal independence from her father. The move allowed her to trade rock for food, timber, and steel for weapons that she secretly planned to use against him.

For the pact was a lie. Sabra hoped for revenge; believing Tyrolane's father killed her mother. The union placed Sabra's most powerful warrior at the side of their enemy. However, Sabra never realized that Clairvoye's willingness to accept this plan was because she'd gazed lovingly upon Tyrolane from afar for years prior.

After successful trade was initiated Clairvoye had torn allegiances. With his psychic powers, Tyrolane tested Clairvoye's memory for clues about Sabra's weaknesses. Meanwhile, Clairvoye's warned Sabra through dreams about Tyrolane's intentions, including his desire to return his father from the dead.

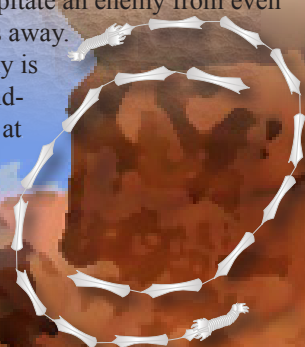
Shortly thereafter, the streams that filtered through the Ronadoole's canyons dried up. When the salt-water witch Saeline selfishly raised her coral's defenses, it choked off their water. Some water was stored, but it would not last forever.

Sabra contacted her father's allies, but the Elves refused to aid them. The magic of the Elven Elders aided Sabra's father in the past but now they refused to join her in their quest for survival. Angered, Sabra left the gates of Lysthorial with curses on her lips. She was shocked when she returned home to find that one of their villages was magically decimated.

Raising the banner of war, Sabra became determined to sort the rights from wrongs, save her struggling sisterhood, and carve the same from every male that had turned on them.



The Land of
RONADOOLE



SAHARA AMAZONS[®]

Red Army



SHARP SHELL[®]

The male Stone Shell is slow, lazy, loyal, and nearly impenetrable, as Sabra[®] believes all men are or should become.



REPTILE RIDERS[®]

Red Knights are raised as babes with their Stone Scale mounts.

If they lose their precious steeds they become emotionally incapable of fighting.



RAZOR FANG[®]

The female, brutal, agile, and quick-tempered of the Stone Shelled species, much like Sabra[®] herself.

DRAGON HARPOONS[®]

Repurposed anti-dragon harpoons. Sabra's[®] contract with Tyrolane[®] includes timber for weapons to be secretly used against him.



SABRA THE RED[®]

Her treaty with Tyrolane[®] not only placed their greatest warrior behind enemy lines, but provided the tools necessary to defeat him.



ARABIC ARCHERS[®]

Armed with a high-tension, harpoon catapults used for slaying dragons at long range, she is also stealthy, with keen senses.



VENOM VALKRIES[®]

Once a knight, she lost her mount in battle. Now, to honor her steed, she carries her lizard's armor how her Stone Scale carried her.



HATCHET HEROINES[®]

Carrying a multi-purpose weapon, her bone-sling is edged and able to launch sharpened disks with each stroke.



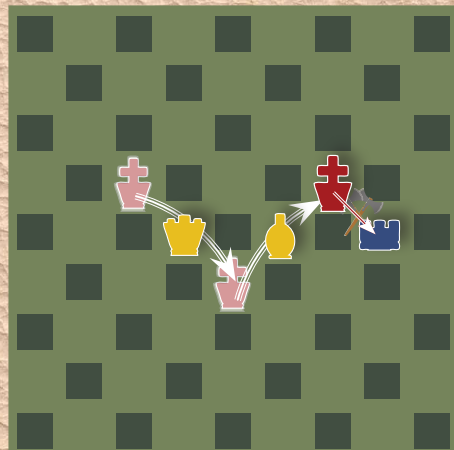
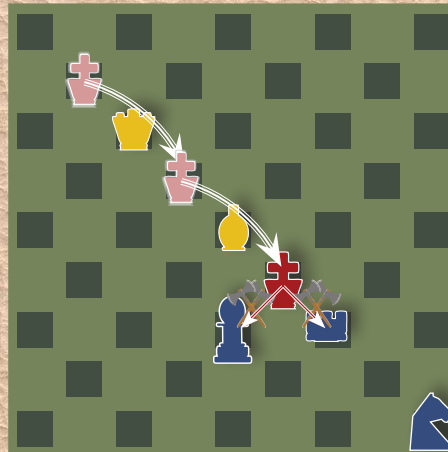
RUSH ATTACK

Move Spaces Special Bonus

Sabra Moves 2 spaces. With her bonus she can jump over other pieces, including opponent's pieces.

Main Heroes do not have to travel in a straight line, however, Sabra must jump straight across other pieces, like in checkers.

Her bonus is intended to get Sabra close to enemies so she can use her Close Combat.

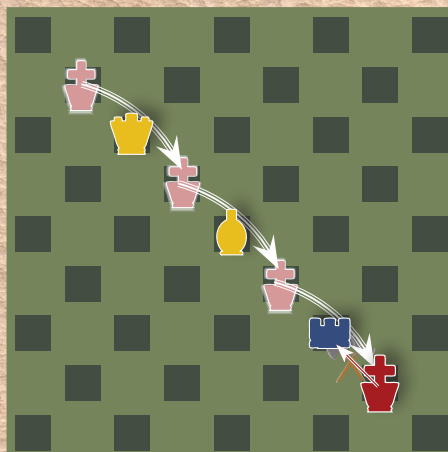


The spaces Sabra jumps does not count as one of her Move's spaces.

Therefore, Sabra may use Rush Attack to Move up to 4 spaces and then use Close Combat on the same turn.

Sabra can only jump as many times as she has spaces to Move.

If Sabra gains additional +1 Move Spaces cards, she may jump additional spaces (cards sold separately).



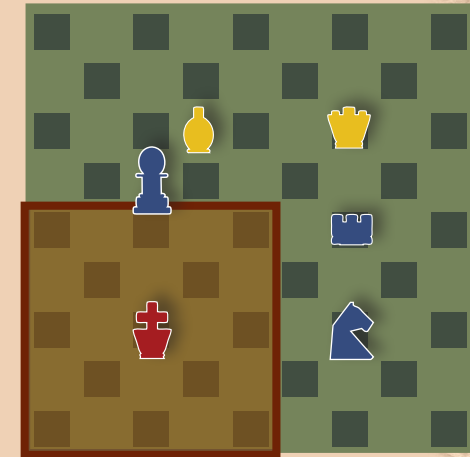
THROW SCROLL

Magic Range Special Bonus

Sabra's Magic Range is only a 2 space radius. Her Magic Power is for only 1 point of Damage.

Sabra has the weakest Magic Range so this bonus is intended to help her Capture Opponent's Queens.

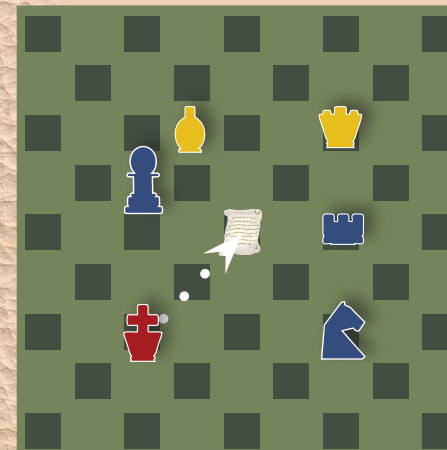
This bonus allows Sabra's Magic Spell to take effect from the end of her Fire Range instead of from her.



Sabra's Fire Range is only 2 spaces.

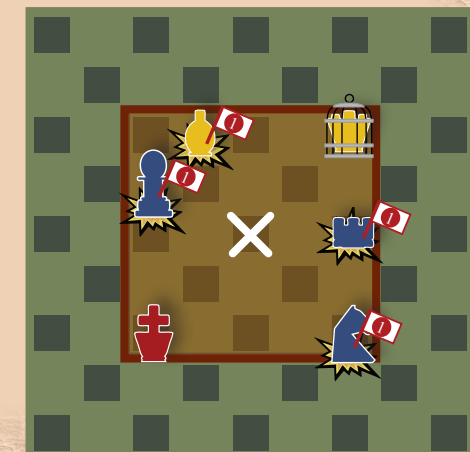
Sabra 'Fires' her Magic Spell at an opponent's piece or empty space. The Magic Spell then takes effect from that location instead.

Sabra may also use her Magic Spell as normal, if desired, from the space she occupies. Sabra can only use this bonus if she has a Magic Scroll card.



The Throw Scroll bonus cannot be combined with any other bonus or regular Firing, including special Firing bonuses from cards or objects.

If Sabra gains additional +1 Magic Range or Fire Range cards, she may include the extra spaces into those ranges (cards sold separately).



DAWN OF AGRICULTURE makes the kingdom flow with gold.

Above the wispy, golden plains, the cold blue skies shares the highlighted vision of the yellow suns. Rolling hills and landscapes of farming fields bring abundant food stores to all the kingdoms, promising any newcomers the scenic view of riches and the chance to start anew.

Captains of industry and commerce, their King has made all the land rich with his trade negotiations: lumber from the Forest Grove, gold from the eastern mountains, building stone from the red canyons, and soil from the volcanic lands. However, it is all a ploy; a cleverly disguised lie made to appear as a promised land of hope. For boiling deep beneath the surface of the land lies a political plot, churning to the breaking point and leading to Civil War.

WEAPONRY & TECHNIQUE:

Tyrolane was the Master-at-Arms during the time his father reigned before him, giving him an impressive knowledge of battle tactics and array of weapon experience.

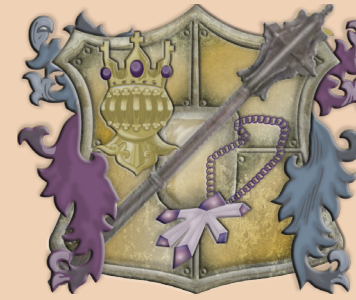
His prowess with a blade is equal to his throwing ability, due to his ability to channel his psychic powers behind each attack.

Due to his psychic connection and parental upbringing, he is somewhat familiar with magic and spells, but has never risen to the full level of master. Realizing his limitations, he chooses to not be in the same vicinity of their power when released.

Weapons of choice include the double-edged broadsword and lead mace, whose

HISTORY:

Raised ambitious, Tyrolane's destiny to rule came much sooner. At a young age, his parents both departed to fight a horrible monster - never to return. The young prince had only a dozen years of Kingly examples, but important teachings faded. All that remained were memories, advisor's directions, and trial and error.



His biggest achievement was opening trade. Following the monster's siege on Grathmordath, all kingdoms were starving and Ryotheol had what the people needed. Tyrolane opened their borders to industry. Representatives flocked to their gates with negotiations for vegetables, fruits, and grains. Tyrolane used these supplies to increase productivity and expansion.

All the kingdoms prospered. Even the Elemental Empress Saeline favored their efforts and offered magic water to increase their crop's growth. Ryotheol blossomed almost overnight with wealth. Streets were repaired, houses fixed, and defenses were upgraded.

As with all riches came the fruits of rotted hearts - greed, hypocrisy, and bigotry followed, as it was in the days of Tyrolane's father. The King had taken heart to his father's evil ways. As the land glowed with the flow of gold, the people's hearts darkened. In time before Tyrolane wanted more. What he wanted he could not have - his father.

Tyrolane's animosity towards Sabra's desert Amazons stemmed from the rivalry of their fathers. When Sabra offered a union for more than just rock, Tyrolane's motives were anything but pure. Untrusting, he agreed for his own agenda. But love for Clairvoye was never part of the agreement just another step towards the solution.



Combining his psychic strength with that of his new wife's, he began channeling magic and energies that he could not comprehend in an attempt to bring his father back from the Death's gates. Clairvoye did not agree but was bound to comply. Together, they sent shockwaves of uncontrolled energies throughout the land of Grathmordath.

As a result, his twin sons tore the kingdom's allegiance in half. One side aligned themselves with Tyrolane and their oldest twin towards victory through a show of power. The other side allied with Clairvoye and their youngest son towards a diplomatic solution.

As heated discussions finally sparked into the open flames of rebellion, Saeline struck. Reversing her magic spell on their waters, their crops reverted to seeds and the fertile land became poisoned; unable to support life. In one bold move, Ryotheol was destroyed.

As for the Elves, Tyrolane neither trusted nor tolerated their alien presence. In his mind, they were part of the problem, not allies.

Despite what fears, anger, or differences separated the two people they were now united against the common foes they once called friends. Both parties vowed to put their differences aside until they could establish order, at any cost.

hilt's are both lined with gold and the jewels of his ancestry. However, his favorite weapon is a magical, crystal amulet which was given to him by his father before his untimely demise. Through this amulet he is able to focus and amplify his psychic power to create blasts of energy from his weapon's impact, near invulnerability, an added boost of strength, and extra bolstered courage.



The Land of
RYOTHEOL

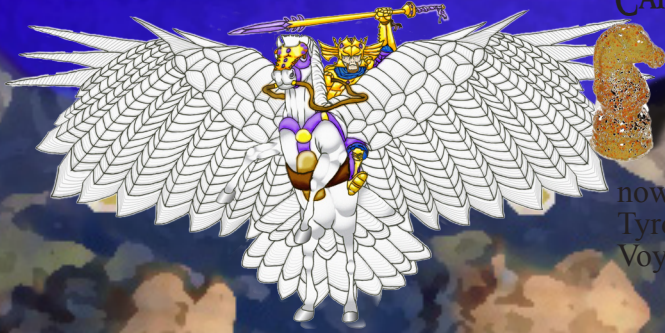




PSYCHIC KNIGHTS® Yellow Army

CAPTURED CHOLLIMA®

The natural competitors of the Centaurs, the mystical steeds were captured and now controlled by Tyrolane® and Clair Voy's® psychic powers.



QUEST CRUSADERS®

The brother aligned with Tyrolane®, set on seeing their land, and his father, restored to power.



SENTRY PROTECTOR®

A Civil War brews with Tyrolane's kingdom and subjects take sides for either their King or their Queen.



KING TYROLANE®

Selfish and arrogant, he puts his kingdom before his family and prefers to retain his mental powers for the battles ahead. He relies on his wife's abilities for trivial matters.



QUEEN CLAIR VOY®

She resents the bargain Sabra made with her selfish and lazy husband. She uses her powers to control the wild Chimera, whose beasts are always wrestling for control.



CURSED CHIMERA®

When a summoning spell goes terribly wrong, the kingdom's three symbols of strength were magically bound into one.



SIERGE TOWERS

Men of industry and commerce, Tyrolane's gold is mined in the east mountains and timber shipped from the Elves for defensive weapons.



KINETIC CLERICS®

The brother allied with Clair Voy®, who boasts of her mental powers, and determined to see peace come to their land.





DISTRIBUTE DAMAGE

Fire Power Special Bonus

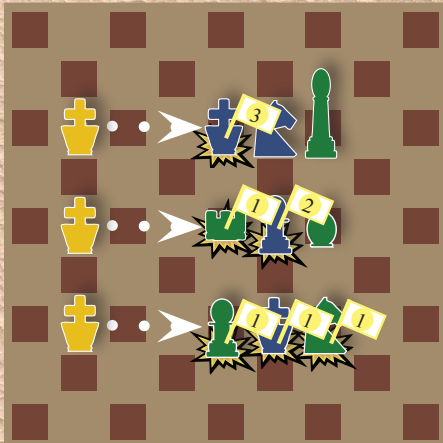
Not only can Tyrolane Fires 3 spaces for 3 points of Damage, he can also Fire over pieces like a Turret. Turret rules still apply-opponent's pieces must be within Fire Range and in a straight line.

This bonus is intended to better utilize the odd number in Tyrolane's Fire Damage. This bonus allows Tyrolane to distribute his Fire's Damage to neighboring pieces.



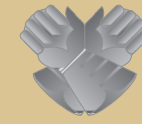
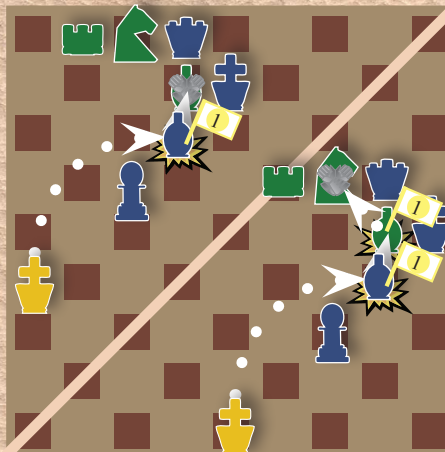
Tyrolane's Fire Power Damage can be distributed in three ways:

- ★ 1 piece receives all 3 Damage
 - ★ 1 piece receives 2 Damage and a second piece receives 1 Damage. Players chose which piece receives which Damage.
 - ★ 3 pieces all receive 1 Damage.
- Damage must travel in one direction. Tyrolane's player chooses which Opponent's pieces, direction, or Damage his bonus travels.



The bonus does not need to travel in a straight line.

Opponent's pieces may try to Block the partial Damage. If any of opponent's pieces successfully Blocks the bonus is not allowed to continue. Previous pieces that did not successfully Block still retain their Damage.



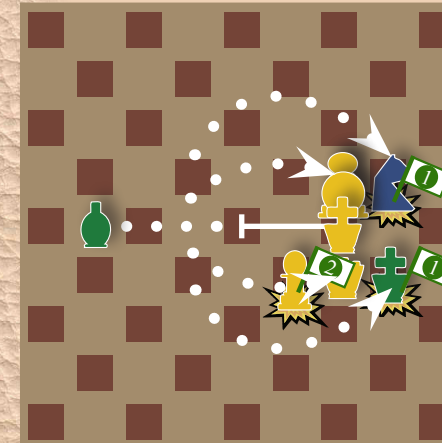
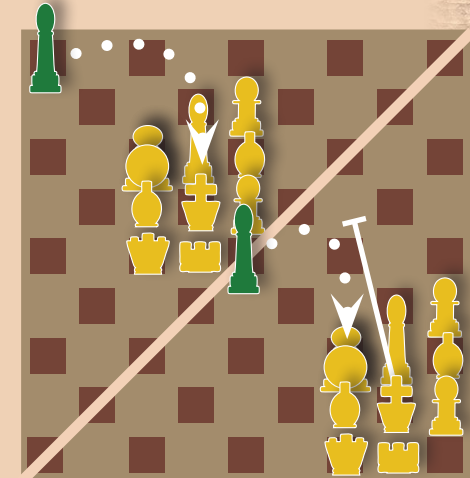
REDIRECT FIRE

Fire Block Special Bonus

Tyrolane must roll higher than a 5 to Block opponent's Fire.

This bonus is intended to protect Tyrolane from his weak Fire Block. This bonus allows Tyrolane to redirect Opponent's Fire away from him to other pieces.

As long as there is another piece 1 space away from him he can redirect Opponent's Fire to another piece.



Tyrolane's redirect includes Shields and Queens, who cannot receive Damage. This also includes Opponent's pieces.

Players apply this bonus only if Tyrolane fails to successfully Block.

If there are no pieces 1 space away from Tyrolane he receives all the Opponent's Fire Damage if he fails to Block.



THE OCEAN'S DEPTHS are not limited to this world's gravity.

Underwater trenches, bottomless sinkholes, spires and turrets mark Saeline's vast oceanic kingdom. Beautiful panoramic vistas of every hue imaginable hide the horrific and hungry dangers that lie beneath the lapping surface. While not the only sentient being capable of surface battle, she remains the royal leader of the watery realm.

Such dangers are required to guard their territory from raiding outsiders.

Sunken treasure, jeweled crystals, giant pearls, and rare corals attract greedy fools and wanting pirates. For Saeline, the value lies in rare healing remedies, salves, and food.

For water, however destructive, is also the healing element and she is the healer.

WEAPONRY & TECHNIQUE:

Although very old, she appears as a young maid.

Despite traumatic expectations she acts like a young maid. Often

times, her two personas collide with each other-the woman she needs to be and the one she longs to be.

The strong, vibrant and sharpened motifs of the golden girdle and crown stand in stark contrast to her soft, organic décor because they weren't produced in her own kingdom. The two objects came as gifts from her deceased husband.

Originally presented as wedding gifts, the enchanted scepter in her hand came from her husband when he welcomed her to his lands. Modeled after a stylized locust leg, it echoes a popular motif of the kingdom he once ruled but lost upon his death.

Saeline keeps them around to remind her of better days long gone.

HISTORY:

A healer who loves peace, Saeline's hand was long ago threatened by an ancient force. The elemental leader, of Fire, sounded a call to arms that her compassion could not refuse.

She answered, expecting to heal others in the upcoming war effort.

However, her role was a surprise: as royalty, raise an army through betrothal. Her husband's army was one of Grathmordath's strongest, so she agreed to marry him for support against the upcoming foe. She never expected love, which eventually happened.

Sabra's father, whose barbaric, hunting ways made him a bitter nemesis against her husband. With every conquest, their rivalry and desperation to prove themselves grew.

During the battle, her husband's ego clouded his judgment.

Despite other's warnings, he arrogantly attacked a dreaded foe to prove himself and was not only annihilated but his entire army as well. She was dealt a second blow when the Fire Elemental was also defeated, forcing his Element's Defender mantle to her. Many of the magic realm didn't believe Saeline to be the right choice for their leader and she quickly agreed with them.

The day was eventually won, but every day after she was reminded of her losses. Choosing solitude over company, her memory burned for a life of love lost. She blamed those from Ronadoole for her husband's death and declared them enemies forever.

The unbalance began again with the slightest energy murmur. Magic was being cast; subtle and manipulative. Something in the wind spoke of an ancient evil, stirring up the long-forgotten remains of an unsettled horror. Sensing the whispered warnings, she was unprepared for what fast approached. Instead of creating a new army, she'd been lost in the losses of her past And she was afraid that she was too late in creating one.

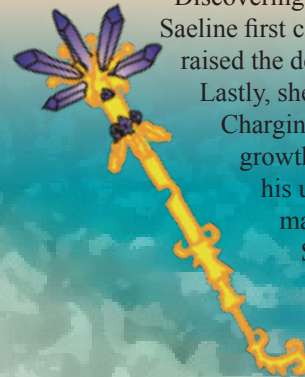
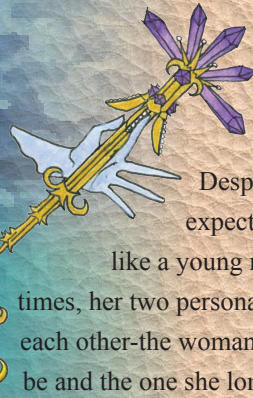
Upon the advice of a very old, and wise flying Orca, her solution was to create her own call to arms - summoning to her aid representatives from all elements. The Gravity Hunter first arrived when the effects of her warnings struck her kingdom.

Someone was poorly using magic and with devastating results it upset the delicate balance of her world beneath the ocean floor. Her kingdom was being torn apart and she was required to take action.

Discovering the poorly cast spells originating from Tyrolane's kingdom, Saeline first closed the borders of her healing facilities to outsiders. She then raised the defensive, coral barriers around her kingdom for protection.

Lastly, she struck against the prideful arrogance of the psychic knights. Charging her waters with magic, their lands no longer allowed growth, effectively ending their flow of income and livelihood. As his undisciplined use of magic threatened her land, her mastery of magic would destroy his. When Dautain sought medical aid, Saeline took it as a sign that her strategy was working.

When her army assembled, she was finally confident enough to accept her role.



The Land of SEACILLION



ELEMENTAL EMPRESS[®] Blue Army

ABYSS LEVIATHAN[®]

A monster of sailor's nightmares, this deep beast of the abyss was awakened by Saeline's summons... and by a terrifying tremble that moved the earth's surface.



INFINITY PIXIES[®]

This flock of tricky time-pixies responded to Saeline's summons solely for the joy of spreading havoc amongst mortals and represent the time elementals.



LAVA GOLLUM[®]

From the northern mountains, this brother and sister twin peak volcanoes represent the earthly elementals.



SOVEREIGN SAELENE[®]

She never wanted the job of being the defender of the land's elements, but she's bound to see their earth safe.



SKY KNIGHTS[®]

Hailing from the mine-mountains in the east, the giant hawks represent the air elementals.



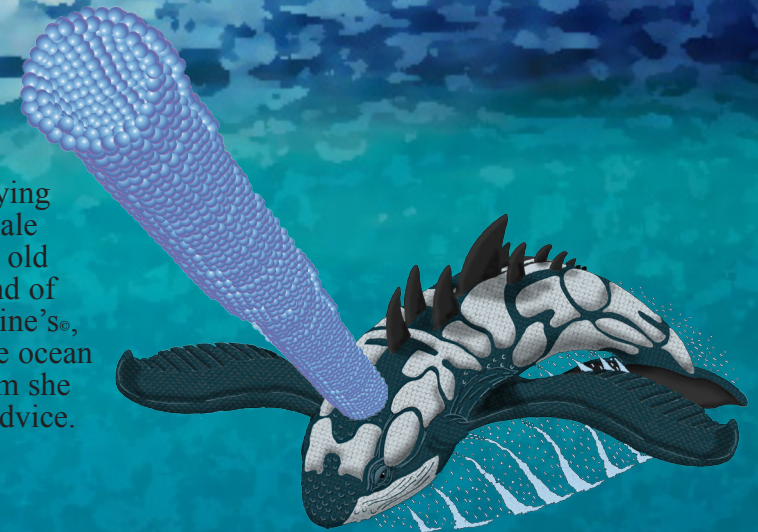
GRAVITY HUNTER[®]

A giant mouth and eyes from the sea of space, a living black hole, representing the gravity elementals.



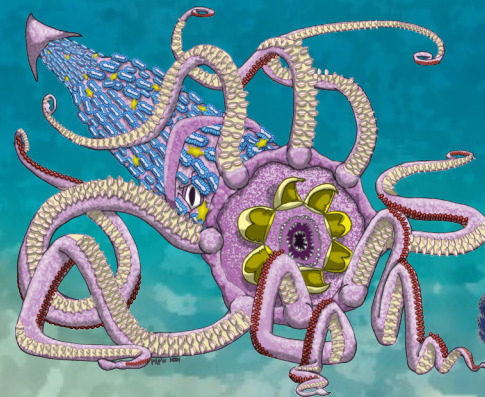
ANCIENT ORCA[®]

A flying whale and old friend of Saeline's, as wise as the ocean is deep, whom she turns to for advice.



ENCRUSTED KRAKKEN[®]

From deep within the ocean's surface, this lady of the sea has learned to employ coral as armor and hurling weapons.





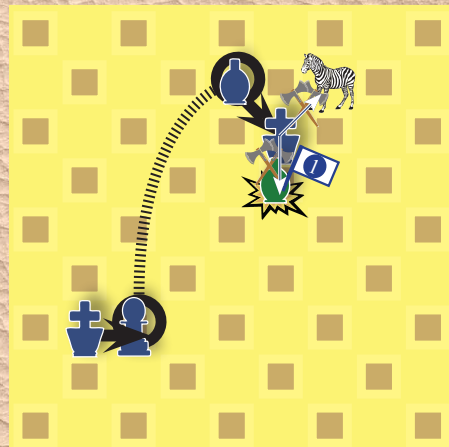
TEAM TELEPORT

Move Spaces Special Bonus

Saeline has a 1 to Move Spaces.

With this bonus Saeline can Move 1 Space onto a blue piece and teleport to any empty space next to any of her other army's pieces.

Player chooses which empty space Saeline occupies after she teleports.



When Saeline teleports from an army piece to another space this is part of her Move.

Saeline's teleport bonus does not need to be line of sight.

Therefore, Saeline can teleport next to an opponent's piece to Combat them, land on an animal to Hunt, Fire at an opponent's piece, or use Magic on the same turn.



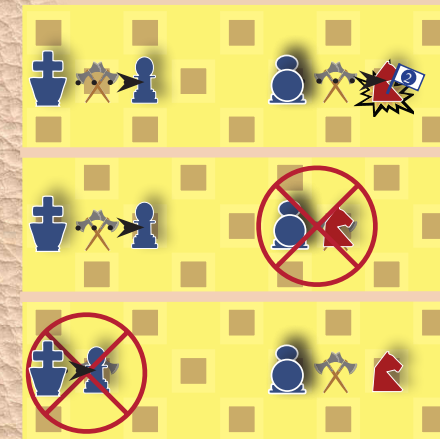
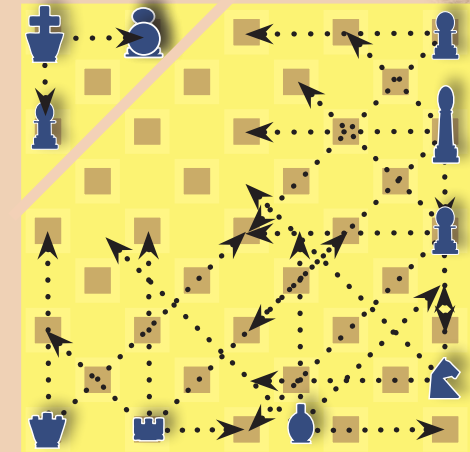
MIRROR FIRE

Fire Range Special Bonus

Saeline has a 4 to Fire Range and a 2 to Fire Power.

With this bonus Saeline can Fire at a blue pawn or blue Shield and have the Fire emerge from a different blue piece.

This is intended to allow Saeline the opportunity to Fire at opponent's pieces while remaining safe behind her wall of pawns.



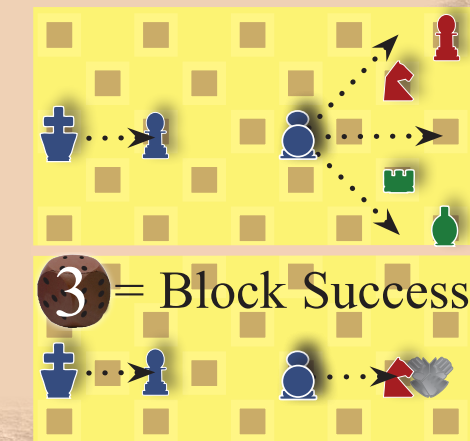
Both the blue piece and the opponent's piece must be at least 2 spaces away. 1 space is for Combat.

That means the blue piece must be at least 2 spaces away for Saeline to Fire at it. The opponent's piece Saeline is Firing at must also be at least 2 spaces away from the blue piece the Fire is emerging from.

Original Fire does not Damage Saeline's blue piece or the blue piece the Fire is emerging from.

Saeline's emerging Fire needs to be line of sight and can be Blocked.

The Fire that emerges from a blue piece is has the same Fire Range and Damage as Saeline's.



The Land of
LYSTHORIAL

THE FOREST GROVE
 is cursed with
 lost souls.



Blackened with the overgrowth of shadows, the Forest Grove is not only haunted with vegetation vying for domination and survival, but with the booming moans of Elves who have died in ages past. Through the deep magics that run through the forest's roots like water, all who enter become subject to the wills of the dead. Their invitation is to join them, and they have no preference as to who joins them. Only Elves can safely traverse the forest's broken paths, ghostly traps, and hostile plant life. Light is foreign here, developing an unnatural strength in the Elves' eyesights. Survival instincts also granted them heightened hearing. Grasping vines, pit-like maws, stunning venoms, and mists of poison all decorate the dark forest. The more colorful the flower, the stronger the warning. To stand still too long is to invite death. Elves have learned to avoid the forest floor; naturally commuting through the twisting branches with weapons flashing as easily as a minnow drifting lazily through a still pond.

WEAPONRY & TECHNIQUE:

Daintain defends his followers using a powerful hand bow that shoots long darts from a scabbard at his side. Its compact size allows him to fire even from the thick canopy of trees without getting tangled in surrounding branches, thus preserving his stealth and agility. Claws extending from the toes of his shoes ensure that he can climb tress and hold fast to thick branches without the use of his hands. His breast plate, fashioned from wood and leather, carries the crest of his clan and was handed down for generations. It covers his heart and allows him a great degree of mobility but offers little protection when under heavy attack. As is customary among the Dark Elves, Daintain sports magical tattoos over his body; each of which represents a significant victory and advancement in his martial training. Within the Dark Elves' actual

HISTORY:

Due to wars in ancient times, the numbers of the Elves were severely decreased. The Elves long since blamed the golden knights for their predicament. Because of Tyrolane's father's poor judgement, he and his whole army were wiped out, placing the brunt of the battle on the shoulders of the Elves. Decades later, the Elves are now fighting extinction. Secrecy was essential for their population to return to its full strength, as Elves live longer than humans and therefore don't reproduce as quickly. When the cry of war was heard through the land, the Elvish Elders of the Forest Grove of Lysthorial chose to not take part. To protect their people, they cast a spell of invisibility on their vulnerable village.



When tree poachers began to steadily encroached on their land, Duke Daintain, the Elvish Prince, was sent by his father to cease the destruction that threatened their way of life. His mission was to stop those responsible from destroying the trees that hid them. Although successful, their victory came with a cost. Their numbers were severely decreased, their morale was low, and even Daintain's brother had been mortally wounded. Desperate for medical aid and respite, they rushed home but were unable to locate their hidden Forest Grove! Aimlessly, they wandered through the dangerous, dark woods, looking for signs of their once proud home.



To their peril, they discovered they were being hunted by the Amazon's wild dragons that Sabra's father had previously kept in check. With Sabra's acceptance of the dangerous beasts, their numbers flourished and sought out Daintain's Elves as prey.

On their journeys they befriended Centaurs, who were forced from their homes on the Ryotheol plains by the knights of Tyrolane. Their expanding farmlands dotted the roaming landscape, leaving no room for the Centaur's thundering herds. Lost themselves, they willingly joined Daintain's cause. Daintain sought medical refuge from Saeline but was denied. Her oceans became polluted by those poaching and burning Daintain's forest but Saeline blamed the Elves. Daintain believed that only magic stronger than Elves' could keep them from finding their home. The power of Saeline's elemental abilities was certainly capable of such a feat. When cast onto Saeline's shores, Daintain located a powerful ally: a Djinn imprisoned in a magical shell who offered three wishes to the one who freed him.

Anxious to employ his power, Daintain released him and placed his wishes: Keep his brother alive until he can receive Elvish medicine, support their cause by fighting with them, and help them find their home. Enslaved by binding magic, the Djinn honored his wishes and joined their quest!

home—the Magical Grove—these tattoos intertwined with natural vegetation to render the elves invisible. Outside their forest they serve as camouflage but no longer provide full invisibility. Vulnerable, therefore, the elves must rely on stealth, surprise, and guerilla tactics to wage their campaigns. Daintain has long hair, but like most elvish warriors, he ties it back in braids during a war to keep it from interfering with his weaponry.



LOST ELVES[®]

Green Army



WALKING POPLAR

A massive, strong, ancient poplar tree with a granite boulder embedded in its base and animated by the Djinn.



CENTURION CENTAURS

Originally roaming the golden plains, the Centaur were forced from their homes by Tyrolane's knights to make way for their natural competitor, the knight's chollima.

STEALTH SCOUTS

Jesters, scouts, and pages are now all required to step forward and fill the missing ranks as soldiers.



DEATH DJINN

Washed up on the shores of the Elvian Kingdom, Dapinn forced the Djinn into the service, against its own wishes.



DUKE DAUSTAIN
A former duke of the Elvian Kingdom, Duke Daustain was killed in the great battle. His body was found in a magic shell which released the curious Djinn, whom he used to save his brother's life by incorporating his dying form into himself until every medicine can heal him.



NEEDLE TREES

A rich resource, the Elves use its razor thorns for blades, sap for poison, and springy branches for their compact wrist bows. The turret's branches are drawn and released, launching hundreds of poisonous, hand-length darts.



SIEGE THIEVES

With the loss of so many troops, these female recruits are forced to fill in for the missing ranks.



ELVISH PALADINS

These veterans suffered terrible wounds in the volcano-rich lands of their enemies. Utilizing the only available resources to bind their wounds, many are wrapped with spider's web and salved with insect saliva.



QUICK COMBAT

Close Combat Special Bonus

Dauntain has a +2 to Close Combat.

With this bonus Dauntain can Combat up to 3 Opponent's on the same turn.

Even if Dauntain does not win at Combat he can continue to Move and Combat again, up to 3 pieces.

Dauntain may use his Quick Combat to return and Combat a piece twice.



Dauntain may also use his Quick Combat to Hunt. He may Hunt at any time.

Dauntain can use Quick Combat for Hunting and can Move to Combat non-defeated animals. Once an animal is defeated, he cannot Move to Combat it anymore.

He must use all 3 Moves.



He does have to Move in order to Combat or Hunt more than once.

If Dauntain fails at either Hunting or Combat he may still continue if he still has moves remaining.

Quick Combat is all one process. Dauntain may not Fire while using Quick Combat.



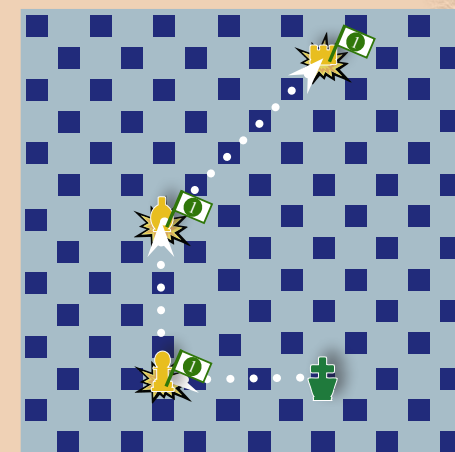
RICOCHET SHOT

Fire Power Special Bonus

Dauntain Fires 5 spaces for 1 point of Damage.

This bonus is intended to allow Dauntain to hit multiple pieces on the same turn to make his weak Fire Power more efficient.

With this bonus Dauntain can Fire at a green piece and have it ricochet to 2 more pieces for 1 Damage each.



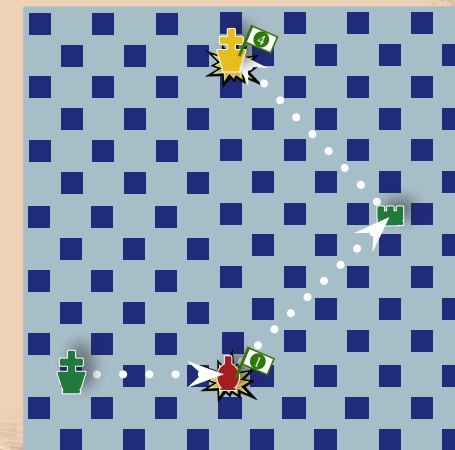
Opponent's pieces must be at least 2 spaces away. 1 space is for Combat.

Once his Fire hits his first target piece, both Ricochet Shots also have a 5 space range to the next piece.

Dauntain's Ricochet Shot needs to be line of sight and can be Blocked. If his bonus is Blocked then the bonus is not allowed to continue.

Dauntain's Fire does not Damage green pieces.

Dauntain can use Ricochet Shot for Hunting and can bounce his shots off of non-defeated animals. Once an animal is defeated, he cannot bounce his shot off it anymore.



ADDITIONAL VARIATIONS

SCATTER SETUP Pieces are spread out at the beginning of game play.

1. All players roll 1 dice to see who goes first. The turns are as follows:



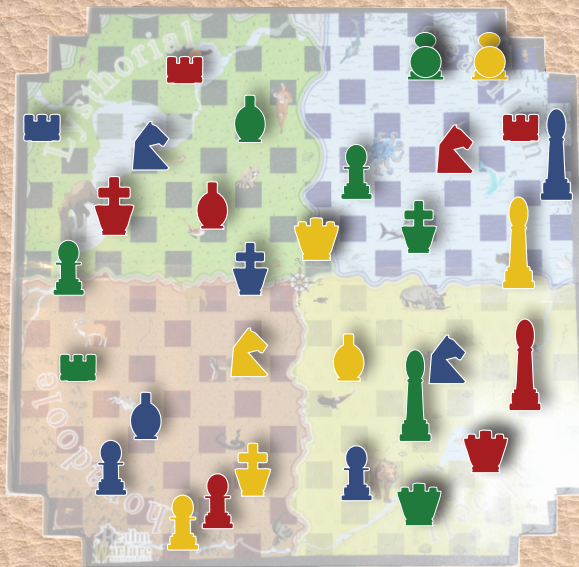
2. In order of turns, players place their pieces on any empty space that they choose. Players place their army's pieces on the board to try and Capture or Attack Opponent's pieces on their turns. Players can only place 1 piece on the board per turn.



Players place their pieces in this order:

1. Shields
2. Turrets
3. Pawns
4. Knights
5. Bishops
6. Rooks
7. Queens
8. Main Heroes

At the end of setup the board looks something like this:



The game begins once all the pieces are on board. A Scatter Setup game typically is not as long as a standard setup game.

MIRROR MAGIC Multiple players can play the same Main Hero. 2 players want to play Sabra. No one is playing Tyrolane's yellow army.

The first player can play Sabra with the red army and the second player can play the yellow army with Sabra's red army statistics.



Move Spaces	Close Combat	Armor Defense	Fire Range	Fire Power	Fire Block	Magic Range	Magic Power
2	+4	2	2	4	3	2	1

Effectually, they would be Sabra's yellow army. Therefore, there can be more than 1 of the same Main Hero in the same game.

PIECES' SPECIAL BONUSES

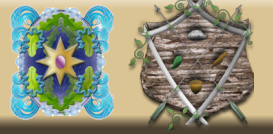
Pieces have class specific bonuses.

Normally, all pieces in each army are the same. In this version, each army pieces have specific bonuses. These bonuses do not apply to Main Heroes.

1. Before taking damage, roll 1 die to see if the piece uses camouflage to vanish instead.
6-Rooks 5-Bishops 4-Knights
3-Pawns 2-Turrets 1-All
2. Any piece can gather Saeline's magic at any time. Also, all pieces (except Queens & Shields) have a -1 resistance to Magic Power.
3. If pieces Attack and deliver damage, roll 1 die. A natural 6 is double damage for that Attack. Includes only Combat and Firing.
4. If pieces don't Move first, they can either Fire 1 extra space or add +1 more to Combat.



Strategy Guide



Looking to defeat your battlefield opponents?
These helpful hints are sure to bring your army victory.

Capturing Main Heroes:

Here's some suggestions on how to capture your opponent's Main Heroes with your army's pieces.

Duke Dauntain

STRONG	Move Spaces
WEAK	Armor Defense



Dauntain can run but he can't hide. Hit him from long distances with Rooks, Bishops, and Queens. Make sure your Queen is attacking from beyond his Magic Spell's range. Two good hits will end his elvish reign.

Soveign Saeline

STRONG	Magic Power
WEAK	Clone Combat



Sacrifice a few important pieces to pressure Saeline into using her Magic Spell. With her primary power gone, send in Knights to Close Combat her or your Queen to beat her into submission.

Sabra the Red

STRONG	Close Combat
WEAK	Magic



Sabra relies on her Combat bonus so attack her with Pawns, who have a +3 to Combat. If she tries to jump them with her Move Spaces bonus your Pawns can still attack her from behind. Shields cannot be Combated, also.

King Tyrolane

STRONG	Armor Defense
WEAK	Fire Block



Tyrolane's Armor bonus is strong but his Fire Block bonus is weak. Overwhelm him with Fire from Attack Towers and Knights. Plus, defend any Hunting animal locations.

First Time Players

Many first time players are unsure which army they should choose. Each army is listed with a different difficulty level so that first time and expert players can enjoy the game together.



EASY	MODERATE	HARD	EXPERT
------	----------	------	--------

Main Heroes' Face Off:

Suggestions showing which Main Heroes you should confront with your own.



He is fast but Sabra's Move bonus can help her catch and Combat him. She can also cut through his army's defenses to either flush him out or trap him behind his own army's lines.

She only moves 1 space but her Move bonus can teleport her to safety. His own Magic can damage her army, allowing him to pick them off with his Fire bonus. If she escapes, track her down.



He has a low Fire Block and Saeline can shoot farther. If he gets too close teleport Saeline to safety. Also, her Magic can reduce his army to smoking cinders, decreasing his defenses.

She doesn't Move or Fire as far. His Armor will protect him from one of her attacks. Tyrolane's Combat will defeat her. If Sabra demolishes his Armor, go Hunting to restore it.


Repel the Invaders



Having difficulty repelling invading armies? Pawns have a +3 to Armor Defense and Shields cannot be Combated so limit your opponent's ability to Hunt.

Place a few Pawns and your Shield on the Hunting spaces to discourage their Armor regeneration.

Command Your Battalions

1.  With so many options at your disposal it's often difficult to know who to attack with first. In traditional chess players typically move their least important pieces first, Pawns.

2.  In Realm Warfare the Turrets are the least important piece. Their Fire Range is close to opponent's front lines.

3.  Scatter your opponent's forces and then move in with your Pawns.

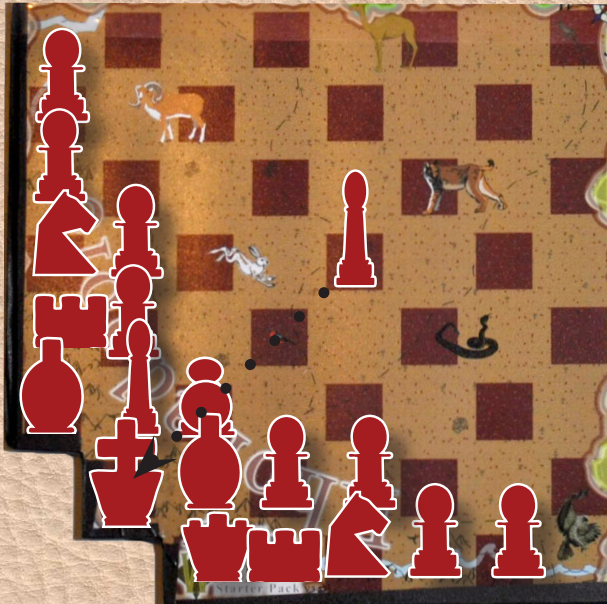
4.  Upgrade to Knights, then Bishops, and Rooks, saving your commanding Queen and Shield last.

5.  Upgrade to Knights, then Bishops, and Rooks, saving your commanding Queen and Shield last.

6.  Upgrade to Knights, then Bishops, and Rooks, saving your commanding Queen and Shield last.

7.  Upgrade to Knights, then Bishops, and Rooks, saving your commanding Queen and Shield last.

8.  Upgrade to Knights, then Bishops, and Rooks, saving your commanding Queen and Shield last.



Increase Your Magic Arsenal

When a Main Hero is placed on all 4 center spaces, they regain their perviously used Magic card. Also, if a Main Hero is defeated, their captors gain any unused Magic. So why not take advantage of both rules?

This suggestion is not recommended for all characters or scenarios!

1. Defeat opponent's Turrets and Move your Main Hero to 3 of the board's center spaces with protection.
2. Call out your opponent's Main Hero to personal battle, with your Main Hero as bait. They will need to survive the Attack!



3. As they gain closer, use your original Magic to destroy their Armor Defenses. Your Main Hero will need to survive additional Attacks.



4. Defeat them and Move to the last space. Regain their Magic Spell and your own!



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