



1.0 GAME SET-UP

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- **Choose scenario or maps:** 1 map per player
- **Choose an army if not playing scenario**
- **Raise an army:** ex. 50gp; cost of block is per step
- Blocks start in your cities. Each city must have 1+ blocks.
- **Victory:** Per scenario or control 15gp of cities (2-player)
- +Optional: Time-Limit Game; 10 turns for multiplayer+

Game Turns

[1] Initiative Phase (4.1)

- Roll 2d6; highest total has initiative

[2] Move Phase (4.2)

- Players take turns in, initiative order, **moving clockwise**
- Once per turn move any or all friendly blocks up to their movement allowance.
- Non-flyer blocks entering an enemy-occupied hex are attacking and must stop and fight.

[3] Combat Phase (5.0)

- Battles are fought one at a time, starting with player 1.

[4] Build Phase (6.0)

- Players simultaneously spend Gold Points to build new blocks or add steps to existing blocks.

2.0 ARMIES

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Strength (2.11)

- Strength is denoted by steps, shown by the number of diamond 'pips' on the block top.
- **Strength = # of d6 dice rolled**
- For each **hit taken**, a block's strength is reduced by 1 step; rotate 90° counter-clockwise.



Strength 1



Strength 2



Strength 3

Combat (2.12)

- Combat rating is indicated by a letter and a number; A1, B3, C2 etc.
- The letter determines WHEN the block fires
- The number determines the MAXIMUM roll that will score a hit; A3 hits on a roll of 1, 2, or 3.

Block Cost (2.14)

- Gold Point cost is cost **per step**. Used to increase steps on blocks in the Build Phase.

Movement (2.13)

- Movement rating is indicated by a number and a symbol (see block below)
- The number determines the MAXIMUM number of hexes a block can move in one turn.
- The symbol determines the terrain type bonus



Spells (2.21)

- Spells are cast by WIZARDS; ex. A+, B+
- WIZARDS act before other blocks of the same letter; ex. A+, then A2, B+, B3, C2....
- **Cast a spell:** Reduce WIZARD by one step per spell level, even if it eliminates the WIZARD
- **SPELLS:** 4d6@F3 = Roll 4 dice, 1-3 are hits
- One spell may be cast in MOVEMENT, instead of moving, and one may be cast in COMBAT.
- **An eliminated WIZARD cannot be rebuilt.**

+Optional Spell: See 'Dispel' on page 2. +

Block Types (2.3)

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- **Forest Folk** may keep moving in Forest hexes; +1 Combat in same
- **Mountain Folk** may keep moving in Mountain hexes; +1 Combat in same
- **Desert Folk** may keep moving in Desert hexes; +1 Combat in same
- **Amphibians** may move along / cross River & Swamp hexes; +1 Combat in Swamp hexes
- **City Folk**, +1 Combat in City hexes.
- **Clerics** can Fire or use a Ritual in combat.
- Reduce block 1 step after performing a Ritual.



- **Flyers** ignore Hexside Limits.
- Flyers **obey** Stacking Limits.
- Ignore terrain and blocks that are flown over.
- May attack, not stop, in Sea hexes.



- **Aquatics** are restricted to sea, lake, river, and coastal hexes.
- May attack across a water hexside.



- **Havens** increase Gold Production and Port Capacity by 1.

Castles (2.4)

- Can NEVER move or retreat.

Chaos Blocks (2.5)

- May Fight normally or go BERSERK.
- **Berserk:** Double dice for that fire only. Take 1 step loss. No targeting.
- May destroy itself going BERSERK.

Treasure (2.6)

- May store and move gold to be spent to build in the same hex in the Build Phase.

Artifacts (2.7)

- Do not count for stacking or hexside limits.
- 'Carried' by friendly block; one per block.
- **Magic Weapon:** changes carrier's Combat Rating (not steps)
- **Magic Artifact:** allow carrier to cast spells.
- Reduce Artifact by one step per use.
- May be moved / dropped / regrouped between Combat rounds.

Heroes (2.8)

- Count for stacking limits, **not** for hexside limits.
- Keep moving in Mountains & Rivers

3.0 MAPS

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Cities (3.2)



- Generate Gold Points for their controlling player in the Build Phase
- **+1 to Stacking Limit**
- **Ports:** Cities on coasts, rivers & water edges

Roads (3.3)



- **Ground** blocks moving entirely along the road **gain +1 Movement**.
- Allow move in any terrain; no stopping
- **Hexside Limit:** 2 blocks/player
- Flyers are not affected by Roads.

Terrain Types (3.1)

The center of the hex determines terrain type.



- Clear Terrain

- Stacking Limit: 4 blocks/player
- Hexside Limit: 2 blocks/ hexside (in Battle Hex)



- Desert Terrain

- Stacking Limit: 3 blocks/player
- Hexside Limit: 1 block/ hexside (in Battle Hex)



- Forest Terrain

- Stacking Limit: 3 blocks/player
- Hexside Limit: 1 block/ hexside (in Battle Hex)



- Swamp Terrain

- Stacking Limit: 2 blocks/player
- Hexside Limit: 1 block/ hexside (in Battle Hex)



- Mountain Terrain

- Impassable by ground blocks except by Road or Pass
- Stacking Limit: 2 blocks/player
- Hexside Limit: 1 block/ hexside (in Battle Hex)



- Sea / Lake Terrain

- Occupied by Aquatics only.
- Stacking Limit: 4 blocks/player
- Hexside Limit: 2 blocks/hexside (in Battle Hex)



- River Terrain

- Aquatics may move along Rivers but NOT cross Waterfalls
- Impassable by ground blocks except at Bridges
- Hexside Limit: 1 block/hexside at Bridge



- Coastal Terrain

- Land side affects land movement & combat
- Sea side affects sea movement & combat



- Shoal Terrain

- Impassable to Aquatics
- Block Sea Transport

4.0 MOVE PHASE

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- Highest **Initiative player** moves all their blocks first.
- Block may only move once per turn.
- Blocks must stop when entering Forest, Swamp or Desert Hex unless a block-ability allows otherwise.
- Mountains are impassable except at Passes
- Rivers are impassable except at Bridges

Hex Control (4.4)

- **Friendly Hex:** Occupied by your blocks or vacant cities on **your map**.
- **Enemy Hex:** Occupied by enemy blocks. Blocks must stop when they enter an enemy hex (except Flyers).
- **Vacant Hex:** Neutral unless it was a captured (enemy) city. Captured cities revert to enemy control **immediately** if vacated.

Stacking & Hexside Limits (4.5)

- **Stacking Limit:** Maximum number of blocks that can attack or defend a hex. *Separate for each player.*
- **Hexside Limit:** Maximum number of blocks that can cross a specific hexside when entering a Battle Hex.

Pinning (4.7)

- Attacking blocks prevent an equal number of defending blocks from moving.

Sea Transport (4.8)

- Blocks can move up to four water hexes; from a friendly Port to a Port that was friendly at the Move start.
- Sea Transport is not allowed into or out of a Battle Hex.
- **Port Capacity:** Equal to GP value of Port City; equals *total number* of blocks that can move in or out.

5.0 COMBAT PHASE

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- Blocks must stop when they enter an enemy hex, even a vacant enemy city.
- **Exception:** Flyers may move over enemy hexes/blocks without stopping, but Combat if they land in that hex.
- Battles are fought in order starting where Player 1 is the attacker, then where Player 2 is the attacker etc.
- **Defender:** The player who arrived first into the hex.
- Hexside limits are applied new **each combat round**.

+Optional: See Combat Reserves; late arrivals+

Combat Turn (5.2)

- **Resolve a battle:** Each block fires in sequence, based on its combat rating; ex. 'A' then 'B' then 'C' etc. with the DEFENDER firing first in each sequence
- **Example Sequence:** Defender's 'A's fire, then Attacker's 'A's, then Defender's 'B's, then Attacker's 'B's etc.
- Battles are fought for a **maximum of three (3) rounds**.
- **In the fourth round:** Attacker must retreat; Defender fires on the retreating attackers; **in sequence order**.

Combat Resolution (5.3)

- Blocks roll a quantity of dice equal to their strength.
- Hits are scored for each result **equal to or lower than** the block's Combat Rating:

A1 / B1 / C1: 1's are hits.

A3 / B3 / C3: 1's, 2's, & 3's are hits

Hit Allocation & Targeting (5.32)

- Each hit is applied immediately to the strongest enemy block.
- If more than one block shares the highest strength then the owner picks which one to reduce.
- **Targeting:** All hits are taken by the targeted block.

Spellcasting Damage (5.34)

- A spell cannot eliminate the last step of any enemy block unless it specifically states so. eg. 'Sacrifice'
- A strength 1 block hit by a spell must retreat.
- A strength 1 Castle is immune to spells.

Retreats (5.4)

- A block cannot retreat on Round 1 of Combat.
- A block may retreat instead of firing in its combat.
- Retreating blocks must move to adjacent friendly or neutral hexes.
- Flyers may also retreat up to their full move to a friendly hex.
- **Attacker:** Can only retreat via hexsides that it used to attack the battle hex.
- **Defender:** May not retreat via hexsides used by the attacker to enter the battle hex.
- Hexside limits apply to blocks **each** combat round.

Regrouping (5.5)

- After a battle ends, the victor may Regroup.
- **Regroup:** Move any blocks from the victory hex to any adjacent friendly or neutral hexes, OR add any adjacent friendly blocks to the victory hex.
- Hexside limits do NOT apply when regrouping.

6.0 BUILD PHASE

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Gold Points & Building (6.1)

- Cities generate their Gold Point value in this Phase.
- Gold Point can be saved from turn to turn
- Blocks are built in friendly cities with its gold only.
- Gold Points can be captured and used by enemies.

Merging & Disbanding (6.5)

- The strength of a block may be transferred to another block of **exactly** the same type in the same hex.
- Blocks may be disbanded (eliminated) & built elsewhere in the same Build Phase.
- Steps of a disbanded block are forfeit.

Henges & Wizards (6.6)



- A WIZARD located on a Henge gains one step of Strength **for free** per Build Phase.
- A new WIZARD cannot be built or rebuilt on a Henge.