

PETROGLYPH'S

Guardians of Graxia™

Game Manual

Version 1.1



Objective

Overview: Guardians of Graxia is played in a series of Game Turns. Each Game Turn has a First Player Round followed by a Second Player Round. When each player has taken their player round, the game turn is complete, thus advancing the Turn Counter located on the top left corner of the screen. In both the Campaign and Skirmish Maps, Players maneuver their units around the board in order to complete scenario Objectives. Objectives are Map specific and awarded either as ‘**Standard Victory**’ or ‘**Guardian Victory**’. At least a Standard Victory must be achieved in order to unlock the next Map.



A. Battle Setup

- Guardian Selection
- Unit-Pre-Placement
- Initial Draw

B. ROUND

- Phase 1: Draw Cards Phase (exception first turn)
- Phase 2: Command Phase
- Phase 3: Mana Collection and Buy Additional Cards Phase
- Phase 4: Victory Determination Phase



Guardians



Shadd is the living embodiment of chaos in the realm of Graxia and a volatile force of destruction when engaged in battle. His armies are comprised of mercenaries and captured slaves, with whom he intimidates or otherwise purchases to serve under his banner. Many whisper that he is possessed by the spirits of fallen warriors whom he had ruthlessly slain in battle. Despite his chaotic nature he is honored among his kin and treated with the reverence of a living god.



Syte is a powerful and charismatic Celethreal lord who is obsessed with his own sense of self destiny, firmly holding onto the belief that he has been chosen to lead and unite the people of Graxia under his careful guidance. He seeks to gain followers through methods of charming persuasion as a testament to the righteousness behind his cause. Holding contempt for all those outside of his express jurisdiction, Syte seeks power and glory by attaining Mana crystals to fund his agenda.



Draknal is an intelligent and tactical leader who prides himself on upholding ancient honor codes and maintaining a level order within the realm entrusted to him. Draknal views himself a peacemaker and believes that as long as he has power he can control the course of the war. He is an inspiration to those who follow him despite the fact that he controls one of the smaller armies in Graxia. He is often seen at the frontlines of the battlefield courageously leading his troops to victory.



Oshnuk is a compassionate and noble brute who seeks to extend his hand in friendship to those who are willing to listen. He eagerly wants to be viewed as an equal and gain social standing among the lords of the realm, proving his worth and that of his brethren. Often misunderstood, Oshnuk lashes out at those under his command when words fail to communicate and can fall victim to his own explosive nature. Oshnuk holds a large cache of Mana crystals and is not above a bit of ruthlessness in battle in an effort to win.

Basic Game Elements



Mana: Mana act as in game currency toward activating spells, unit abilities, portal creation, and summoning of units during gameplay. Mana is awarded at the end of a players turn through Terrain Tile ownership.



Terrain Tiles: Depicting a variety of different environments, tiles award certain units Class Bonuses, Class Penalties, and Physical/Magical Defense benefits. With a total of 13 individual Terrain Tiles, tile ownership is vital as they generate Mana at the end of a players round.



Information: Area above your hand of cards; provides very useful tips, guidelines, and information needed throughout gameplay.



Unit Cards: Cards depict various creatures and races in the world of Graxia that are summoned and moved on the map tiles. The units have various abilities you may enact during the round. (See 'Card Information')



Hand: Composed of Spell and Unit cards, a player's hand is replenish at various phases of gameplay; capable of holding a MAXIMUM of 12 cards.



Spell Cards: Cards depicting arcane knowledge; may be used during their corresponding phase in order to help Move, Attack, Heal, and Defend in ways not imaginable by units.



Deck: Players will draw cards from either their Unit or Spell Decks in order to supply their Hands. Decks will vary by scenario map and extra cards can be unlocked through discovering certain 'Events'.



Pass & No Sacrifice Cards: Used during the Battle Phase. 'Pass' allows Guardians to skip the use of Unit Abilities or Battle Spell Cards. 'No Sacrifice' is played at the end of the Battle Phase to bluff your opponents into sacrificing a Spell card for it's Battle Modifier.



Maps: Battleground where players place and maneuver their forces. Each Map consists of various Terrain Tiles, assembled into a hexagonal grid.

Card Information

Command Activated: Unit specific Command Ability activated by the Player during the Command Phase. May have a Mana cost.

Command Passive: Unit abilities triggered automatically; used only during the Command Phase.

Battle Activated: Unit specific Battle Ability activated by the Player during the Battle Phase. May have a Mana cost.

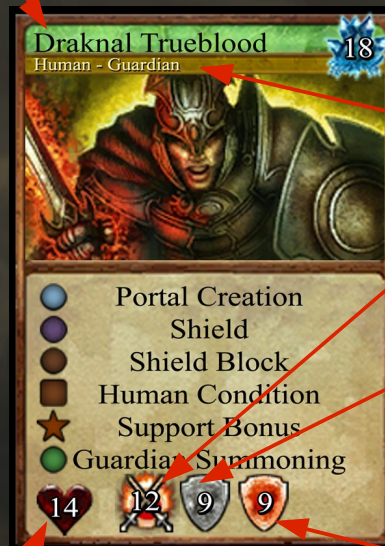
Battle Passive: Unit specific Battle Ability automatically triggered during the Battle Phase.

Support Bonus: Adds a given value to the Standard +3 Support.

Guardian Summoning: Once per round a Guardian may summon a unit at a reduced cost of 7 Mana either on the tiles behind them or adjacent to them on the Home Row.

Unit Name

Unit Card



Cost: Pay Mana or Health to play.

Card Class and Race

Attack Values: This can be either MAGICAL, PHYSICAL, or BOTH.

Physical Defensive Value: Decreases incoming PHYSICAL ATTACK during Battle Phase.

Magic Defense Value: Decreases incoming MAGICAL ATTACK during Battle Phase.

Health

Spell Card

Spell Name



Cost: Pay Mana or Health to play.

Phase: Command (BLUE), Battle (ORANGE), Command/Battle (BLUE/ORANGE).

Sacrifice Value: Battle modifier used to increase attacking units Battle Value or decrease your enemies Battle Value.

Description: Spell Cards effect, supersedes standard rules. Most cards have a Mana cost. All spell cards can be used for their Sacrifice Values during the Battle Phase.

Navigation



Camera Movement: To pan the camera, hold the right mouse button and move the mouse, use WASD keys on your keyboard, or place your cursor at the edge of the game window. Adjust these options in the Gameplay Settings.



Gameplay Settings: The Gameplay Settings help customize your experience. You can change Axis Camera movement, change the Scroll Speed of the camera, and choose to Focus the Camera on the Enemy's Actions. When the opponent performs actions during the game, the camera automatically follows and you can choose to turn this off.



Camera Zoom: The game has the ability to zoom in and out of the map. You can do this by scrolling your mousewheel up to zoom in and down to zoom out. You are able to also do this to your hand of cards by mousing over your hand and moving the mouse wheel.



Camera Tilt: To tilt the camera around the map, press and hold down the middle mouse wheel and move your mouse around.



Card Movement: To move your hand, hold the right mouse button and move left and right. You can also click the icons on the Information Bar that say Jump to Unit cards and Jump to Spell cards to quickly move around your hand. You can also use the mouse wheel to zoom in and out of your hand.



Hotkeys: There are several Keyboard Shortcuts called Hotkeys that allow you to perform certain actions within the game from your keyboard.



- 1 - Moves your hand to your Unit Cards.
- 2 - Moves your hand to your Spell Cards.



- A - Draws or Purchases Units.
- D - Draws or Purchases Spells.
- S - Ends the Buy Phase.
- Enter - Ends your turn.

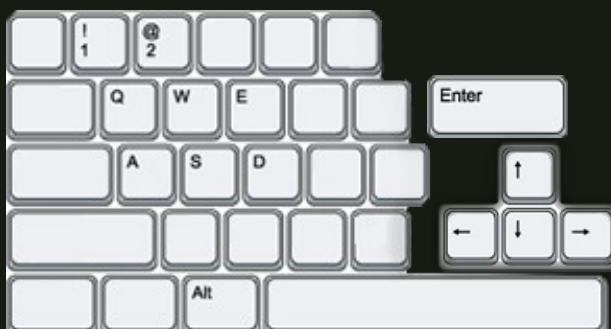
Arrows and WASD - Pan the Camera around the map.

Tab - Toggles the Objectives for each Scenario.

Q - Plays the Pass card during the Battle Phase.

E - Plays the No Sacrifice card during the Sacrifice Phase.

Alt - Toggles Units 'Action Bar' on and off. **Spacebar** - Toggles your hand from showing to hidden.



Battle Setup

BATTLE SETUP

Phase 1: Guardian Selection
Phase 2: Unit- Pre-Placement
Phase 3: Initial Draw



Guardians of Graxia can be divided down into two different sequences, the 'Battle Setup' and 'Round'. Note that the 'Battle Setup' only takes place once per 'Scenario', while within each 'Round' Players will play through 'Turns' until Victory or Defeat is earned. Each 'Turn' consists of two Rounds for the Player; Offensive and Defensive.



Guardian Selection: This is where the player chooses a 'Guardian'. In some scenarios the player will be limited to one or two Guardians and in other scenarios there will be a variety of Guardians to choose from. The player chooses a Guardian by left clicking on the card and laying it down on one of the Home Row tiles (Tiles highlighted in green).



Unit Pre-Placement: The player is given a predetermined amount of starting Mana intended only for placing as many starting units as possible from their Unit Deck; All Mana will be discarded afterwards. Players may place units on Home Row tiles or tiles adjacent to their Guardian as long as units are not Restricted from entering said Terrain Tiles (i.e. Mountain tiles).



Initial Draw: Player receives four unit cards and four spell cards to make up their starting Hand. The player's Hand may only hold a MAXIMUM of 12 Unit and/or Spell Cards total. Starting Mana for the game is now allocated; amount will vary from scenario to scenario.

Round Elements

ROUND

Phase 1: Draw Cards Phase (exception first turn)

Phase 2: Command Phase

Phase 3: Mana Collection and Buy Additional Cards Phase

Phase 4: Victory Determination Phase



Card Drawing and Card Buying Phase: At the beginning of each Round you will be given 4 free cards of your choosing that are dealt from your Unit and Spell Card Decks. You may not go over the hand limit of 12 cards. Then you will be given the opportunity to Buy cards for 5 Mana each.



Command Phase: During the Command Phase you have the opportunity to move units, play Special Unit Abilities, Shield, and use Command Phase Spell cards as you see fit. You may also initiate Battle with your enemy (See 'Command Phase').



Mana Collection and 2nd Card Buying Phase: Once the Player can no longer perform any further 'Actions' and chooses to 'End' their 'Turn', each Terrain Tile that is under that players control will award a set amount of Mana to that Player. After the tally, the player will be given the opportunity to Buy additional cards for 5 Mana each.



Victory Conditions: A Guardian can claim a 'Victory' if they complete the specific 'Objectives' of that map. Note that Victories are divided into two categories: 'Standard' and 'Guardian'. The 'Standard Victory' is used to progress the story line and the 'Guardian Victory' is generally much more challenging, but not necessary to advance.

Perform Unit Actions

COMMAND PHASE

A. Perform Unit Actions

Move

Attack

Shield

Activate Command Abilities

B. Play Command Spell Cards

C. Summon New Units

During the Command Phase the phasing player may do the following three functions in any order he wishes and may repeat them as well in any order so long as he follows the limitations indicated by the rules.

Action Bar: Attached to a unit's Health; used to visually keep track of available Unit Actions. Unit Actions will disappear, once ability is used.

A. PERFORM UNITS ACTIONS

Activate Units on the map one at a time to perform Actions after which units should have the appropriate marker removed from their 'Action Bar' to indicate that action has been completed. A unit is limited in a Round to the following combination of actions, unless benefited by Spell cards:

Move OR Attack; Move and Attack; Attack and Move; Move and Shield; Shield and Move; Shield



Move: A unit may move one Map Tile as long as they are not restricted by Terrain Modifiers. Certain units are allowed to move two Map Tiles or fly over tiles. A unit may not move into a tile occupied by another unit (unless an Ability permits it). When a unit enters a neutral tile, a Control Icon is placed on it. When a unit enters a Map Tile with an Enemy Control Icon, tile control is reversed. The appropriate marker is then removed from their 'Action Bar'. A unit may not Move if it has activated a Command Ability; a unit may Shield and Move, but doing so disables the Shield permanently for that Round.



Attack: A unit card may initiate Battle with an enemy unit that is adjacent. During an attack units enter 'Battle Phase' and may activate Battle Abilities and/or play Battle Spell Cards. (See 'Battle Phase'). When the battle is completed, the phasing player returns to his Command Phase to perform more Actions. The appropriate marker is then removed from their 'Action Bar'. A unit may not Attack if it has activated a Command Ability.



Shield: Shielding a unit will subtract 2 wounds from all damage taken. A unit may Move and Shield but cannot Shield after using a Command Ability. A unit will lose a Shield if the unit Shields and then Moves or Shields and initiates an Attack. When a Shielded unit is targeted by a single Action that hits for greater than 2 wounds, Shield absorbs 2 wounds and the rest is applied to the unit. During Battle, Shield subtracts 2 wounds from the total Damage during the Battle resolution. Regardless of Battle outcome, units will both lose their Shields after Battle. The appropriate marker is then removed from their 'Action Bar'.



Activate Command Abilities: Enact a blue circle ability on any friendly unit card. Such a unit may not Move, Attack, or Shield. Units may not enact more than one additional Move Ability per Round through a combination of Unit Abilities and Spell cards. For example a unit wouldn't be able to Frenzy twice or do a Long Strides and a Mystic Bridge in the same Round. A Move ability is defined as anything that moves a unit from one tile to another in any way. An exception to this would be detrimental Spells cast on enemy units that cause movement.

Command and Summon

COMMAND PHASE

A. Perform Unit Actions

Move

Attack

Shield

Activate Command Abilities

B. Play Command Spell Cards

C. Summon New Units

B. PLAY COMMAND SPELL CARDS



Play Command Spell Cards: The player chooses Command Spell cards to play from his hand, pays its Mana cost, and executes the instructions on the card. Please note that Spell cards usually break the rules. Spell cards may allow unit cards to do operations not commonly allowed. The actions allowed by cards are over and above actions allowed in the rules and not instead of them.

C. SUMMON NEW UNITS



Summon Units: The player may place a unit card from their hand for its cost in Mana onto a map tile that is unoccupied, even if controlled by the other side, and is either adjacent to his Guardian unit card on the map or on his Home Row.



Guardian Summoning: Once per round, a Guardian may summon a unit directly behind him (or next to them if they are on his Home Row, but not in front of him) for a cost reduction of 7 Mana.



Summoning Restrictions: Under no circumstances will there be two units on the same map tile. A newly placed unit card can not be activated unless acted upon by a Spell card. You also cannot summon units on Impassable Terrain unless they have abilities that allow them to be placed there.

Battle Box

Battle Box Preview: Appears before player's initiate an attack (and remains open during Battle). The Battle Box Preview shows all of the values that will contribute to the actual battle before Spell Cards, Abilities, or Sacrifice modifiers are applied. The Battle Box can be broken down into 2 sections, the 'Preview Box' and the 'Details'. Note that during Battle the Battle Box is collapsible (showing only the Preview) via the small arrow below the Projected Health; default is set to open.

SECTION 1: Preview Box

Total Damage 	 Draknal Trueblood	Projected Health 	 Wulffin's Raiders	Total Damage 
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SECTION 2: Details

Battle Value

+12 Unit's Magical Attack
 -2 Enemy's Magical Defense
 -5 Defensive Terrain Bonus

5 Total Battle Value

Damage Calculation

+3 Battle Value / 2 +1

3 Total Damage 1

Battle Value

Unit's Physical Attack +10
 Enemy's Physical Defense -9

Total Battle Value 1

SECTION 1: Preview Box



Total Damage Icon: During Battle all damage is dealt out to units as 'Wounds'. Enough wounds and a unit will fall and die; in the Preview, 'Total Damage' is calculated through **Battle Value**.



Projected Health: Gives a prediction of the wounds received and given during Battle. (Battle Value divided by 2 = Wounds) **Note:** Odd numbers are rounded UP before being divided.

SECTION 2: Details

Attack and Defense: This is the initial attack where the attacker subtracts their unit's Attack Value from the Defense Value and type of the defender's unit that matches the oncoming attack; Magical Attack vs Magical Defense or Physical Attack vs Physical Defense. In the case where a unit has an Attack Value that is a combined magical and physical type of attack you would use the lower Defense Value of the defender's two defense values.

Support: Three points are added for every friendly unit adjacent to the defender's tile. Some units give a bonus support value as listed on the card.

Passive Battle Abilities: These are unit specific abilities that are always applied; they are marked by a red square on the unit card. These are applied automatically. An example would be the ability Tribal pride which gives Oshnuk an additional 3 to his Battle Value if the opponent is already wounded.

Shield Bonus: If the defending unit has a Shield, 2 Wounds will be subtracted. The attacker does not get a Shield, however, an attacking player may use the Spell Card Magic Shield to apply a Shield once battle has been initiated. All shields will be lost at the end of Battle or if the Battle is canceled.

Battle Phase

BATTLE PHASE

- A. Determine Initial Battle Value
- B. Play Spell Cards or Activate Battle Abilities
- C. Sacrifice a Spell Card for its Sacrifice Value
- D. Determine Battle Wounds
- E. Retreat or Advance



A. Determine Initial Battle Value

Initial Battle Value Calculation: Initial Battle Value is calculated through the use of Attack, Defense, Terrain, Support, and Passive Battle Abilities. (See 'Details' Section of Battle Box for further description.)



B. Play Spell Cards or Activate Battle Abilities

Spell Cards and Battle Abilities: Starting with the attacking player, each player either plays a Battle Spell card or activates one Battle Ability on his unit's card. This step is completed when both players elect to pass consecutively. A player may pass and then later play a card. It takes two passes in a row to end this step. If, during the course of this interchange, a supporting unit is eliminated, the support is subtracted from the appropriate Battle Value.



C. Sacrifice a Spell Card for its Sacrifice Value

Sacrifice Phase: After both players have chosen to pass, each player chooses a Spell Card from his hand and uses the Sacrifice Value located at the bottom left of the card to Increase his attack value or Decrease the opponent's attack value. Sacrificed cards cost no Mana. A player who does not wish to sacrifice a card chooses the No Sacrifice Card and does not modify either Battle Value, adding nothing to the battle.



D. Determine Battle Wounds

Wounds: The Attacker's wounds are equal to the final Battle Value divided by 2 and rounded up otherwise known as Total Damage and are reflected in the Projected Health column. The defender does the same to inflict wounds on the attacker. Any spells or abilities played in that modify wounds such as Acid Claws, Poison Blades, Shields, etc. are applied at this point. Heal wounds are then applied before any unit is eliminated. The winner of the battle is the side that inflicted the most wounds, unless a unit is eliminated in which case that side is the automatic loser. If both units do the same amount of wounds then the attacker is declared the loser.



E. Retreat or Advance

Retreat: The defending unit card retreats if it has suffered more wounds than the attacking unit card. However, the defending unit card will not retreat if the attacking unit card is destroyed. A retreating unit card will move to the map tile directly away from the attacker. A unit card may not retreat onto another unit or, into impassable terrain (unless the unit has an ability that states otherwise) or off the board edge. If unable to retreat for these reasons the retreating unit card suffers 1 wound and remains in place. Retreating into a unoccupied, uncontrolled map tile allows that player to take control of it.

Advance: If the defending unit card is eliminated or retreats the attacking unit card may move his unit onto the vacated map tile.

Glossary

Unit Abilities:

Acid Breath: Pay 3 Mana and inflict 2 wounds to the defending unit. These wounds are added to any wounds done at the end of the Battle.

Acidic Breath: Once per round, pay 3 Mana and inflict 4 wounds.

Aura of Aggression: Target friendly adjacent unit takes 2 wounds and may take an Attack action. The wounds cannot be mitigated by Shield or any other damage modifier.

Aura of Health: During the Command Phase pay 1 Mana to heal 1 wound to all adjacent friendly units.

Aura of Reflection: If battle is won, all enemy units adjacent to the defeated enemy unit suffer 2 wounds. Damage ignores Shield modifiers but does not disable them.

Bark Regrowth: If occupying, defending, or attacking into a Forest, unit suffers 2 less wounds when damaged.

Berserk: Once per battle, inflict 3 wounds on this unit and increase their Battle Value by 10.

Blessing of Celethrea: At the end of Sype's Command Phase, all friendly Celethreal units heal 1 wound.

Blood Thirst: If an enemy unit is wounded, increase the unit's Battle Value by 3.

Boulder Toss: A Siege attack that can target an enemy up to 2 tiles for 2 wounds. Does +3 wounds versus Common units.

Courage: Increase the unit's Battle Value by 5 when fighting Large Creatures, Heroes, and Guardians (Unique Units).

Dart: Move up to 3 tiles.

Dragonscale: Auto-Shields end of round.

Driving Blow: Gorthox disables and ignores Shield bonus. If Gorthox is the Attacker, enemy unit will retreat regardless of battle results.

Elven Bows: A Missile attack that can target an enemy up to 3 tiles for 2 wounds.

Enshroud: Pay 5 Mana and target friendly adjacent Boneshadow unit is now in Stealth.

Fast Cavalry: Move up to 2 tiles.

Fireball: A Siege attack that can target an enemy up to 2 tiles for 2 wounds. All units adjacent to target unit receives 1 wound. Damage cannot be reduced by Terrain modifiers.

Fire Breath: Pay 6 Mana and activate a Siege attack that can target an enemy up to 2 tiles for 4 wounds. All units adjacent to target unit takes 2 wounds. Damage cannot be reduced by modifiers.

Flamestrike: A Missile attack that can target an enemy up to 2 tiles for 2 wounds.

Flying: Move up to 2 tiles. May move over other units.

From the Shadows: Once per battle, if unit was in Stealth, pay 4 Mana and increase the unit's Battle Value by 7.

Frost Breath: Pay 5 Mana and target enemy unit up to 2 tiles, target enemy unit and all adjacent units receive 1 wound, ignores all damage modifiers, and decrease their Attack Value by 3 for the turn.

Guardian Summoning: Once per round a Guardian may summon a unit at a reduced cost of 7 Mana either on the tiles behind them or adjacent to them on the Home Row.

Heroism: Increase the unit's Battle Value by 5 when fighting Large Creatures.

Holy Strike: If Karn is still alive after a Battle, he heals 1 wound for every 2 wounds dealt to the enemy.

Holy Touch: Pay 4 Mana to heal any adjacent unit to full Health.

Horse Bows: A Missile attack that can target an enemy up to 2 tiles for 1 wound. May also still move one tile if unit does not Quick Fire.

Ice Claws: If enemy unit takes damage in battle, unit is Stunned, preventing it from doing anything on its next round.

Glossary

Increased Support: Support +1.

Judgment: Eliminate a unit with 2 or less Health up to 2 tiles away.

Knight Support: Support +2.

Lava Ammo: Sling damage is increased by 2 and ignores damage modifiers when firing at targets in Cities, Villages, and Forests or at Timberlings.

Lightfire: A Missile attack that can target an enemy up to 4 tiles for 1 wound. If Lightbringers wound their target, they may then heal a friendly unit for 2 wounds.

Longstrides: Move up to 2 tiles.

Magic Bows: A Missile attack that can target an enemy up to 2 tiles for 2 wounds.

Maniac: If eliminated in Battle, unit ignites TNT and deals 1 wound to all adjacent enemy units.

Maul: Once per turn, when the Attacker, unit may add 7 to its Battle Value but increases the enemy unit's Battle Value by 4.

Mountain Hurl: A Siege attack that can target an enemy up to 2 tiles for 3 wounds. Does +4 wounds versus Common units.

Poison Blades: At the end of the Battle Phase, if the enemy unit was wounded then do 2 additional wounds.

Prisma Call: Pay 4 Mana and target up to 3 units. Each unit takes 1 damage regardless of any Damage modifiers and disables all Shields.

Quickfire: May use its ranged attack twice in one turn.

Regeneration: Heal all wounds.

Rock Climber: May enter Mountain tiles.

Rock Pelt: A Siege attack that can target an enemy up to 2 tiles for 1 wound. Does +2 wounds versus Common units.

Roller Bowler: Move up to 2 tiles.

Rumble Tumble: Take 2 wounds and inflict 3 wounds to target adjacent unit and push it back one tile. If the tile is occupied, both units take 1 wound and the target unit remains in place. Gyrospheres must advance into target unit's tile if unoccupied.

Shadow Bolt: A Missile attack that can target an enemy up to 2 tiles for 4 wounds.

Shadow Gift: When Shadd is in play, all friendly Boneshadow gain +3 BV when Stealthed entering combat.

Shadow Slip: Once per Battle, if unit was Stealthed, pay 4 Mana and ignore enemy terrain and Shield modifiers.

Shadow Strike: Once per Battle, if unit was in Stealth, pay 3 Mana and increase its Battle Value by 3 and decrease the enemy unit's Battle Value by 3.

Shadow Walk: Move up to 2 tiles.

Shadow Wall: If in Stealth entering battle, pay 4 Mana and cancel all enemy Support.

Shield Block: Once per round, pay 4 Mana and do no damage to the enemy unit, but subtract 3 wounds from battle damage inflicted by the enemy unit.

Showering Light: Pay 7 Mana and heal two friendly units for 3 wounds each.

Slings: A Missile attack that can target an enemy up to 2 tiles for 1 wound.

Soul Bleed: Pay 2 Mana, select a friendly unit and heal it for 4 wounds by inflicting 2 wounds on this unit.

Soul Drain: Once per battle, pay 6 Mana and decrease enemy unit's Battle Value by 4 and prevent it from activating any Battle Abilities or Spells.

Soul Freeze: Pay 7 Mana. Target an enemy unit up to 3 tiles and Stun it, preventing it from doing anything on its next round.

Spirit Form: Wraiths may not control tiles by occupying or moving over them. Ignores all terrain movement restrictions.

Glossary

Stealth: Pay 4 Mana, cannot be targeted or damaged in the Command Phase. If Stealthed entering battle, decrease enemy's BV by 5. Stealth is disabled once in combat. May still Move 1 tile.

Stealth Master: Cannot be targeted or damaged in the Command Phase. If Stealthed entering combat, decrease enemy's BV by 7. Stealth is disabled once in combat. May still Move 1 tile.

Stone Throw: A Siege attack that can target an enemy up to 2 tiles for 3 wounds. All units adjacent to target unit receives 1 wound.

Suicide Bomber: Target an enemy unit up to 2 tiles away and sacrifice 2 wounds to do 2 wounds to enemy target. Ignores all damage modifiers. Disables Shields.

Tail Smash: Increase the unit's Battle value by 12 when fighting Common Units or 5 when fighting Unique Units.

Tail Whip: Increase the unit's Battle value by 8 when fighting Common Units.

Teleport: Move up to 3 tiles. May move over other units and ignores terrain movement restrictions. Only the tile occupied by Volos is controlled. All intervening tiles are not controlled.

The Human Condition: When Draknal is in play, all friendly human units decrease their enemy's Battle Value by 5 when fighting Unique Units.

Throw: Target adjacent friendly unit and move (throw) it up to 2 tiles. Upon landing, the thrown unit suffers 2 wounds and any adjacent units receive 1 wound.

Trample: If battle is won, retreating unit and all enemy units adjacent to the defeated enemy unit suffer 2 wounds. Damage ignores Shield modifiers but does not disable them.

Tribal Pride: When Oshnuk is in play, all friendly supporting Orc units suffer 1 wound and increase their Support Value to 5 when supporting other Orc units.

Wild Swing: Once per Battle, inflict 4 wounds and increase the enemy unit's Battle Value by 11.

Wings: Ignores all terrain movement restrictions.

Wisp Form: Wisps may not control tiles by occupying or moving over them. Ignores all terrain movement restrictions.

Wispflight: Move up to 3 tiles.

Zealotry: If the unit is the Attacker, pay 2 Mana and increase your Battle Value by 2 and decrease your opponent's Battle Value by 2.

Terrain:

Boulder Field Tiles: Units may not support, attack, enter, or exit from the sides except for dwarf and goblin units. When infantry units are defending in Boulder Fields they gain +4 Battle Value and enemy unit subtracts 4 Battle Value.

Castle Tiles: Subtract 2 wounds from all damage inflicted in the Command Phase. Only Siege units can fire into castles.

City Tiles: Subtract 1 wound from all damage inflicted in the Command Phase.

Column Tiles: Magic Class units lower their Battle Value by 3 when fighting in column tiles.

Forest Tiles: Subtract 1 wound from all damage inflicted in the Command Phase damage. Cavalry units lower their Battle Value by 3 when fighting in forest tiles.

Hill Tiles: Ranged attacks inflict +1 damage if firing unit is on a Hill. Note that +1 Bonus is only applied to the direct attack, Bonus is not applied to an attacks Area of Effect (Splash Damage).

Lake Tiles: Heal 1 wound at the end of round if unit is on a lake.

Mountain Tiles: Only Goblins and Dwarves may enter Mountains. Ranged units inflict +1 Damage when on Mountains. Attacks that inflict damage to the target unit and all adjacent tiles do not get the +1 damage modifier.

Plains Tiles: Cavalry gains +5 to their Battle Value.

Rough Land Tiles: Infantry units lower their Battle Value by 3 when fighting in rough land tiles.

Swamp Tiles: Magic Class units gain +5 to their Battle Value when fighting in Swamps.

Glossary

Spell Cards:

Allies: In your Command Phase, summon a unit on any friendly controlled tile on the board. You must still pay the entire cost of the unit.

Banner of The Brave: May only be used as a Sacrifice Card.

Bedazzle: Prevent enemy target unit from doing anything on its next round. Units that are bedazzled may still be affected by Spell cards.

Bewitch: In the Battle Phase, prevent your opponent from Sacrificing a Spell Card in order to get its Battle Value Modifier.

Bounty of Riches: Gain 15 Mana.

Chain Lightning: In the Battle Phase, inflict 3 wounds to all enemy supporting units. May only be used once per battle.

Dark Summoning: Select a Spell Card from your discard pile and place it in your hand (Cannot go over Hand Limit). You may not take a Dark Summoning or Bounty of Riches Card.

Dragon Barrier: Can be played in the Command or Battle Phase. Targeted friendly unit will not take damage from unique units. The barrier lasts for the entire the round the spell was cast. Dragon Barrier can only be played on common units.

Dying Blow: If friendly unit is eliminated in the battle winning enemy unit receives an additional 4 wounds.

Fervent: In your Command Phase targeted friendly unit that has been summoned this round may move one tile.

Frenzy: In your Command Phase, target friendly unit may perform an immediate Attack Action.

Gift of Efficacy: Target friendly unit may activate a Command Ability.

Haste: In your Command Phase, select up to three friendly units and move them one tile in any direction.

Heal: In your Command or Battle Phase, heal a friendly unit for 4 wounds.

Hell Storm: In your Command Phase, target a unit and inflict 3 wounds to it and 2 wounds to all adjacent units. Cannot be played on the first Turn.

Innervate: In the Battle Phase, friendly unit gains 3 to their Battle Value and subtracts 3 from the enemy unit's Battle Value.

Inspire Troops: Summon your next unit for half its Mana cost.

Living Well: Heal all friendly units for 1 wound.

Magic Shield: Perform a Shield action with a friendly unit.

Mana Surge: In the Battle Phase, if using a Magical Attack, unit gains 5 to its Battle Value.

Mists of Confusion: All enemy support is cancelled.

Mystic Bridge: Target friendly unit may enter Mountain tiles and Boulder Fields from the side.

Orb of Orlock: If the Defender, lower your opponent's Battle Value by 6.

Rage: In the Battle Phase, if using a Physical Attack, unit gains 5 to its Battle Value

Scout: In your Command Phase, move a friendly unit up to 2 tiles

Shifting Winds: In your Command or Battle Phase, move the target unit one tile adjacent to its current location. If this moves the unit into a tile already occupied, it does not move and both units take 1 wound. Cancels Battle (even if unit is blocked). May not move a unit from a Vital Territory.

Siege Towers: In the Battle Phase, subtract 1 wound from damage taken in Battle and, if enemy unit is in a City, Village or Castle tile, it receives no defensive terrain

Tower of Lost Legion: Target friendly unit does double its missile damage (not siege damage).

Vanish: In the Battle Phase, cancel the battle.

Wild Fire: Target four connected tiles. All units on these tiles suffer 2 damage. Cannot be played on the first Turn.

Credits

PRODUCTION

Executive Producer: Chuck Kroegel
Producer / Creative Lead: George Chastain Jr.
Lead Production Assistant: Tonny Mullins
Production Assistants: Derek Arabian, Cody Huender, Liz Lovett, Renato Orellana

GAME DESIGN

Designers: Derek Arabian, Michael Berman,
Daniel Kroegel, Tony Mullins, Jeff Yearick
Campaign / Scenario Design: George Chastain Jr., tony Mullins,
Creative Writers: Cynthia Gates, George Chastain Jr.
Design Consultant: Jim Ward

PROGRAMMING

Lead Programmer - AI, Systems: Jason Curtice
Lead Programmer - UI, Campaign: Skyler York
Script Programmer: San Sowles
Campaign Scripting: Derek Arabian
Additional Programming: Daniel Anglin, Evan Pipho, Greg Hjelstrom, Thanh Nguyen

ART

Art Director: Gary Cox
Artists: Michael Berman, Gary Cox
Illustrations: Kerem Beyit
Additional Art: Tony Mullins
Additional Illustrations: Grant Griffard
Additional 3D Art: Original Force

UI

UI Manager: Megan Hike
UI Designer: Kam Wing-Fung

AUDIO

Audio Director, Music Composer: Frank Klepacki
Sound Designer: David Fisk

Addition Production Assistance

Lance Dobbs	Sean Gatens-Broderick	Primo Hunter	Cody Vaughan	Mitchell Young
Cody Huender	Cynthia Gates	Kalan Kier	Jack Wise	Tyler Flesher
	Grant Griffard	John Lamborn	Drew Yonemori	

PETROGLYPH Studio

Aaron Casillas	David Kondor	Jeff Troutman	Liz Lovett	Rick Donnelly
Amanda Flock	David Sanhueza	Jeff Yearick	Lynne Gura	Ross Cangelosi
Anthony Mullins	Demetrius Comes	Jefferey C. Proffitt Jr.	Mark Henry	San Sowles
Brandy Pastore	Deon Du Plessis	Joaquin Estrago	Mathew Anderson	Sean Ng Qui Sang
Bret Ambrose	Derek Arabian	Joe Bostic	Matthew Reynolds	Shawn Rogers
Brian Hayes	Drew Banyai	Joel Rivera	Mathhew Shaffer	Skyler York
Brian Kircher	Drew Yonemori	John Fazzie	Megan Hike	Steve Copeland
Brian Springer	Ed Macauley	John Fitzgerald	Michael Berman	Steve Tall
Camille Abdnor	Eric Lutes	John Lamborn	Michael Legg	Steve Wetherill
Chris Lee	Eric Yiskis	Jonah Stich	Mike Doscher	Ted Morris
Christopher M. Rubyor	Evan Pipho	Jonathan Burgess	Mike Lytle	Thanh Nguyen
Chuck Kroegel	Frank Klepacki	Jonathan Goldman	Milton Mariscal	Thomas Happ
Cody Huender	Gary Cox	Joseph Ferris	Mun Lee	Thomas James
Craig Nisbet	George Chastain Jr.	Joy An	Nader Akoury	Tyler Flesher
Cristy Huender	Grant Griffard	Kalan Kier	Nick Brown	Tony Basch
Curt Swade	Greg Hjelstrom	Kam-Wing Fung	Oksana Kubushyna	Va Lee
Cynthia Gates	Hans Piwenzky	Keith Gunning	Patrick Pannullo	Vincent Leyba
Dan Anglin	Jack Turner	Kevin Wu	Phil Horowitz	W. Randy King
Daniel Etter	James May	Kian Chai Ng	Primo Hunter	Wei Shoong Teh
Daniel Kroegel	Jason Curtice	Kurtis Smith	Ralph Spence	William Harms
David Fisk	Jeff Jirsa	Lance Dobbs	Renato Orellana	William Kerr

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