

Battles of Valerna

Learn to Play



DRAGONBOND

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Overview

Dragonbond: Battles of Valerna (DBBoV) is a tactical miniature wargame where you and your opponent each control an army fighting for control in the Dragonbond universe.

Engage in brutal melee combats, outmaneuver your opponent, wield powerful magic and use the full might of the dragonbonded to bring victory to your army.

Components

Kingdom of Allaria:

- 5 Oathguard Halberdiers
- 2 Bucentaur Archers
- 1 Elyse
- 1 Ferellon Fulgen

Tyverian Empire:

- 7 Blooded Claws
- 3 Skorpikon Reavers
- 1 Adrael
- 1 Nagasha

Learning Battle Setup

- 1. Establish the battlefield.** Establish a 2 x 2 feet battlefield on a flat area. Make sure to leave space outside the battlefield for the cards. Use a round marker in the middle to mark the objective
- 2. Choose Realm.** Each player chooses a Realm. Would you play as the orderly Allaria or the bloodthirsty Tyveria?
- 3. Prepare unit and captain cards.** Put each of the following cards on each side of the table.
 - a) Allaria**
 - Oathguards Halberdiers with Commander Leonise.
 - Bucentaur Archers with Instructor Khulei.
 - The Dragon Queen.
 - Ferellon Fulgen.
 - b) Tyveria.**
 - Blooded Claws with Arraka the Furious.
 - Skorpikon Reavers with Ravenous Raksha.
 - The Blood emperor.
 - Nagasha.
- 5. Prepare units.** Each player takes their miniatures (minis) and places them with their unit cards.
- 6. Place units.** Each player places their miniatures according to the next diagram.
- 7. Prepare token and dice supply.** On the side of the battlefield make a pile with each type of dice and each counter.

Key Concepts

Units

The armies in DBBoV are made of several units working in unison. The units represent the troops, creatures, dragons, generals, war machines, and casters of each army.

Each army consists of multiple units. A UNIT is a group of miniatures (minis) that work as a single fighting group. Units can have different sizes. A unit of foot soldiers could be comprised of up to 7 miniatures and an elite unit of hunters of only 3. Special characters such as generals or dragons are composed of a single miniature.

Models

Each of the miniatures in a UNIT is a MODEL. A model is represented by its miniature in its round base. The round base can vary in size depending on the size of the unit. Some units have a special model called CAPTAIN that has a special armor and design and provides special abilities.

Turns

Each player has a number of TURNS that can be used during their round. The number of turns is defined by the number of units. Each unit gives 1 Turn to the player's pool.

Rounds

Each game is played for 4 rounds. A round is played by alternating turns between players until both of them have run out of turns.

Fatigue

As a unit fights their enemy they get FATIGUE. Fatigue is represented by an  on the character card. Whenever the Unit takes an action, a  token must be placed on their card. At the end of each ROUND, the unit cleanses all the fatigue in their card.

Wounds

When the unit is injured in battle they may suffer wounds. A unit card has the number of Wounds they can withstand before removing a model. When a unit takes damage they must place a Wound token on their card. When the Wound tokens equal the wounds of the unit, the unit loses a model.

Injuries

Dragons are one of the biggest threats an army can face on the battlefield. These massive creatures can withstand vast amounts of damage before falling. Dragons have injuries alongside their wounds. When a Dragon fills their available wounds, the subsequent damage they take is an Injury. When a dragon takes an injury, it removes all its wound tokens and starts anew. For each injury the dragon has, it downgrades 1 die in all its actions.

Upgrade and Downgrade

Many effects in the game can **UPGRADE** or **DOWNGRADE** the dice pool. When **Upgrading** a dice, you change X of the dice for a given roll to dice of the next highest in power. To **downgrade** a dice, change the X of the dice for a given roll to dice of the next lowest power. If it is already at maximum dice, it adds one of the lower level dice.

PLAYING THE GAME

DBBoV is played over four rounds. Each round is played until each player has run out of turns.

Activate

When you choose to activate a unit, you first reduce the turn counter by 1. Then pick a unit from your army. That unit may move and then take an action. At the end of the turn, put a fatigue token on the unit depending on the action taken.

Measuring range

The Range is the distance between two units, a unit, and a terrain, or a unit, and a point in the map. The Range is measured in inches and can be measured at any time. To measure Range, select the point and draw a straight line to the border of the base of a model in the unit of your choice.

Move

When moving a unit, choose a point in the map. Select one model in your unit, measure from this model to the point in the map, and then move the model to that point. Take the rest of the models and put them in cohesion with the selected model without exceeding the moving range. A model can't end its movement overlapping another model.

Attack action

The attack action allows a unit to perform one attack against a target unit. There are two main types of attacks: ranged, and melee. Both of them follow the same basic rules with some differences.

Declare target: the attacking player chooses a target for the attack.

- **Melee:** the target unit must have at least one model in base to base contact with at least one model from the attacking unit.
- **Range:** The attacking unit must be able to draw an unobstructed line between the base of one of its models to the base of a model in target unit. This line must be equal or shorter than its range value.

Form attack pool: to form the attack pool resolve the next substeps:

1. **Count number of models engaged:** Each model in base to base contact with the target unit is considered engaged, in addition, any model in base to base contact with an enemy model is also considered engaged. Count each of these models. For ranged attacks, the whole unit is considered engaged.
2. **Add the attacking dice:** for each engaged model in the attacking unit collect dice of the appropriate type equal to its attack value, be it

melee or ranged. Each model in the unit gives a number and color of dice as indicated on its card.

- 3. Upgrade or downgrade any attack dice:** If the attacking unit has any upgrade or downgrade effect for attacks, they must be applied now.

Roll attack dice: Resolve the following substeps in order:

- Roll dice: The attacker rolls the dice in the attack pool.
- Count the number of **◆** and **◇**.

Form defense pool: Resolve the following substeps in order:

- 1. Form the defense pool:** For each **◆** taken add one defense dice of the type marked in the card.
- 2. Upgrade or downgrade:** Any upgrade or downgrade effect on the dice must be applied now.
- 3. Roll the dice:** The defender rolls its defense pool.
- 4. For each **▼**, nullify one **◆**.**

Apply the damage: For each uncancelled **◆**, add one wound token to the card. When the card has Wound tokens equal to its wound value, remove one model from it.

Powers

Some units have access to special powers, specific tactics, and magical spells that can change the course of a battle. These powers are used as part of the action of the unit; the main difference being that they have a different Fatigue cost. When using the power, it describes how it is used, the timing, how much fatigue cost it has, and the range the power has. When using the power, you add a number of Fatigue tokens equal to the cost.

Sacrifice

Some captains have a special ability that triggers when they die. This ability is activated when the model is removed from the battlefield. When a unit is attacked, you can choose to remove the captain. Removing the captain triggers the sacrifice ability. You can choose to remove or not remove the captain when removing a model. When the captain is removed, you lose all the normal benefits it gives the unit.

YOUR FIRST GAME

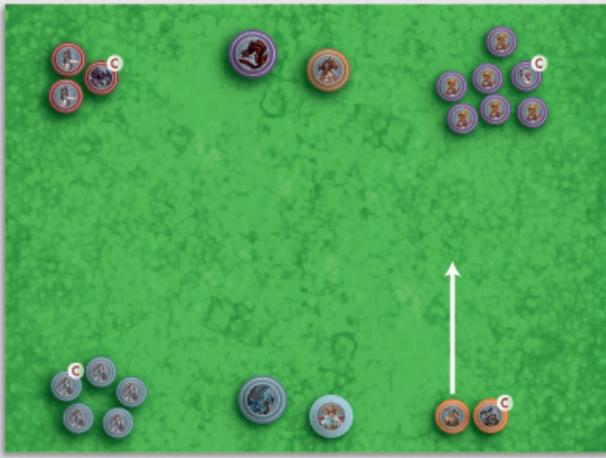
In this first game, one player will use the Allarian army (AP) and another will use the Tyverian army (TP). The first results will be given to better explain the rules.

After deploying, each player rolls    for the initiative, the Allaria player wins and goes first.



Bucentaur moves and attacks

The Allaria player moves the Bucentaur Archers. Mark the point in the map, move one of the miniatures in the unit to that point, and then move the other Bucentaur.



After this, we are going to attack the unit that is in range. The Bucentaur measures the distance, and it is 6 inches. Well into their range. The Bucentaur cards say it has , , and the unit has two models so we collect   and  . We do not have any benefits that would make us upgrade our dice, so now we roll.



We get **◆**, **◇** on the Blooded Claws.

Blooded Claws defense

Tyveria player gets **☐** from the defense dice pool and rolls. Tyveria player gets **▼** so it nullifies the **◆**, the **◇** can't be nullified so it is applied to the unit.



The Tyveria player now collects 1 wound token and places them on its card. Since the blooded claws only have 1 wound, the Tyveria player must now remove one model from the unit.



Alternating turns and attacks

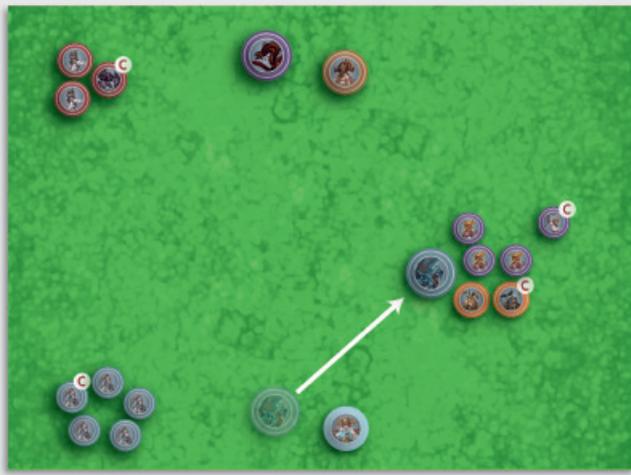
Tyveria player activates now and chooses its Blooded Claws. Tyveria player moves the Blooded Claws until they are in base to base contact with the Bucentaur. Tyveria player initiates combat.

The Blooded Claws unit has 6 models, and their attack value is , so it's      . Tyveria player rolls and gets ,  . A pretty good attack against the Bucentaur.

Allaria player now collects    dice and rolls, getting . Two wound tokens are applied to the Bucentaur card. Not enough to remove one of the models.



Allaria player activates now and decides to use Ferellon Fulgen against the Blooded Claws. Allaria player moves Ferellon and places it in base to base contact with the Claws.



Ferellon attacks with his   and  . Despite his power, he only manages to inflict   on the Claws.



Sacrifice ability

After rolling defense, one of the claws must be removed. Tyveria player decides to remove the captain to activate its sacrifice ability. The sacrifice ability allows it to make an attack on Ferellon. Since the Claws are down to 5 members, they roll  and manage to inflict  on Ferellon.



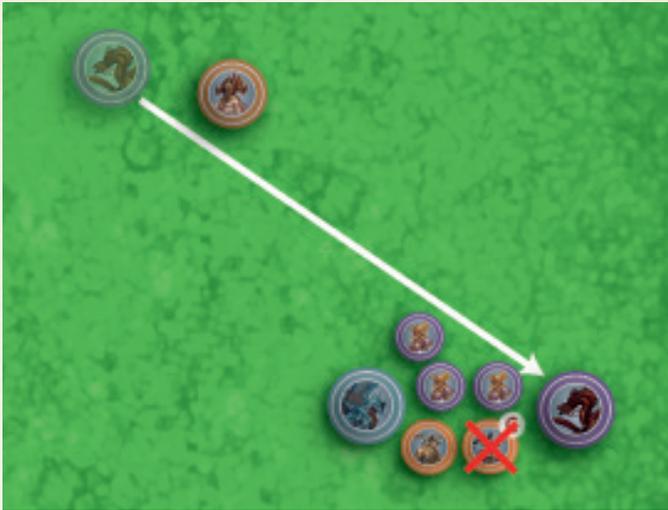
Injuries on dragons

Allaria player takes 4 wound markers and puts them on the Ferellon card. Unfortunately for Tyveria Player, the 4 wounds convert into an . Ferellon removes the 3 wound tokens and leaves the Injury marked. Now every action that Ferellon takes will downgrade one die.



Using powers

Tyveria player decides to move Nagasha Magnifex with The Blood Emperor on top to the center of the table (Dragonbonded). When the Blood Emperor is mounted, he can use the power Blood Plague. This allows him to pay a cost in stamina equal to the health of a target unit to remove its captain. Since The Blood Emperor wants to remove the Bucentaur Captain, 3 stamina must be put on the Dragonbonded card.



With this, you can continue playing until one of the two players wins. If you want to try the advanced rules, read the next section.

ADVANCED INFORMATION

Knowing your units

Allaria

The units Allaria has are:

Oathguard Halberdiers. Your bread and butter unit. A reliable and uncomplicated unit. They are perfect for guarding objectives or the frontlines. Expect them to survive most low-level attacks, but not against elite units. Their passive ability “Pike Formation” allows them to attack when an opposing unit is engaged with them.

Captain: Eldai Alarn, First Warden. Its ability works when the defending unit is already flanked. The sacrifice allows the Halberdiers to move toward their deployment zone, just perfect for escaping life or death situations.

Kirin Wardens. An elite unit. The Kirins move fast and strike hard. While they have a good melee attack, don't forget to use their ranged lances to soften up a target before entering for the kill. Their passive ability allows them to disengage, and still do another action in the same turn. Use them for hit and run tactics.

Captain: Warden Lu Manali. A captain that gives an activated power. Make sure to use it in the turn before making an attack since the upgrade 2 is invaluable against bigger units. His sacrifice gives them a disengage and moves action.

Bucentaur Archers. Your heavy ranged unit. Slower than Halberdiers but really resistant. Their passive ability allows them to upgrade their attack dice as long as they didn't move, so run with them. Put them into position and then use your arrows to fell your opponents.

Captain: Instructor Khulei. Firing upon engaged units is frowned upon in the battlefield. When this happens in-game, you must assign half the hits to your own units. Instructor Khulei allows you to ignore this restriction. Along with this, the sacrifice ability allows the surviving Bucentaur to improve their attack dice when attacking engaged units. A little extra damage if you don't mind the friendly fire.

Dreamshaper Casters. Your spellcasting unit. Not very strong in melee combat, and will die if engaged. Nevertheless, their ability to use magical powers can't be overstated. Able to dish out decent ranged damage with their , their true power comes from their magic. Their passive ability allows them to remove all fatigue when resting, ideal after using heavy fatigue powers.

Captain: Iannai, the Sleepbringer. This captain brings a powerful offensive ability. The Enthrall spell forces an opposing unit that is engaged with the Dreamshapers roll a defense die. If no DEFENSE comes up, they must remove one model. Losing Iannai can be hard, but its sacrifice allows him make a last magical attack against the unit that killed him, ignoring range and line of sight.

Grand Guild Collectors. When you have an enemy unit that you just want to slow them down and fatigue them until they are useless, the Grand Guild collectors got you covered. They lack attack, but their defensive capabilities more than makeup for it. Their passive ability, appropriately called "Taxes," states that when a model is killed by an attack, you add one fatigue to the attacking unit. Use this to prevent a unit from moving and attacking other units.

Captain: Genius Gamao. When you want these collectors to survive, Gamao is your man. His ability allows you to only remove up to two models in each attack regardless of any extra wounds. Beware that critical hits ignore this effect. When Gamao finally dies, remove all fatigue tokens from this unit.

The Dragon Queen. The general of the army. The Dragon Queen herself leads the Allarian army to victory. A supportive unit that can change the course of battle with her abilities. She can use dream strikes

to attack at range and Fai fortune to improve the odds of her army in battle. Her share The Dream ability allows you to put a fatigue token on her instead of the activated unit. Her Dreamshift spell allows her to move any friendly unit on the battlefield. Use this to your advantage.

Her powers change when mounted on Ferellon. The bond they share allows her to use the dreaded combined attacks. Dream Reach doubles the range of the attack, and Deep Dream lets her skip one of their opponent's turn. Remember, she shares fatigue with Ferellon, and if one of them dies, both of them die.

Ferellon Fulgen. The Dragon Queen's dragon, Ferellon, brings his full might into battle. Able to resist multiple attacks and survive, he is a force of nature on the battlefield. His imposing presence reduces the attack of any would-be dragon hunter, and his Breath of Law fatigues the units affected by it. His other two breaths attacks, Molten Gold and Fire Burst, can decimate a unit. Beware of injuries and make sure to bring support.

Tyveria

The units Tyveria has are:

Blooded Claws. Your rank and file troops. Fast, aggressive, but not very durable. Use them to charge and make alpha strikes. Their passive ability improves their odds at successful charges. They will run fast, hit hard, and die faster.

Captain: Arraka the Furious. Since you don't expect your Claws to survive the engagement, use this captain to improve their odds at fighting back. Arraka gives them the ability to make a counterattack after losing models in combat at the cost of one fatigue. This will allow you to inflict more wounds on them as your models die. When Arraka dies, you can make one counterattack without the fatigue cost, take into account that this can't be stacked with the normal ability.

Skorpikon Reavers. An elite unit. Mounted on Skorpikons, they move quickly across the battlefield and can be used to hunt down threats. Their ability grants them an attack against any unit they moved through, that isn't engaged already.

Captain: Ravenous Raksha. Skorpikons are bound to be hurt because of their aggressive playstyle. Use Ravenous ability to recover health whenever you deal with damage to continue your strategy. When Raksha dies, the unit upgrades 2 melee attack dice, so their offensive power is not diminished.

Ogerron Phalanx. Slow and purposeful. These giant masses of fat and muscle move slowly on the battlefield. Their movement will make them lag behind, but their high life and Shield wall ability allow them to cruise through the battlefields toward their target.

Captain: *Urgana, the Slayer.* Urgana wants blood. When the Ogerrons kill a model in battle, they roll Attack Black and inflict that many extra wounds. Use this ability against low wound units and see them disappear from your path. When Urgana dies, the remaining Ogerron upgrades one defense dice so it can continue fighting.

Vespida Impalers. Quick and nimble harassers. They have the Fly keyword, so make use of it to bypass any terrain that may be present on the battlefield. Their passive ability allows them to damage any unit they fly over without engaging them.

Captain: *Captain Erianna.* Captain Erianna increases the damage of the Flyby attack. When she dies, the unit can now make flyby attacks to units they end their turn engaged to.

Shiv Assassins. Nimble, quick and to the point. The Shiv assassins can destroy units that are already wounded. Their passive ability downgrades the defense of their target for each wound they have. Soften a unit using your Skorpikons or other units, and then use your assassin for the final strike.

Captain: Boss Batuka. This captain improves the overall survivability of the unit so that they can reach the engagement intact. If he is killed, the unit improves one attack dice. So sacrifice him once the Shivs are in a position to make the kill.

The Blood Emperor. The general of the Tyverian army. The Blood Emperor brings his full arsenal of power to the table. His mere presence allows all Tyverian units on the battlefield to upgrade 2 melee attack dice when attacking a wounded unit. His dominion over blood enables him to transfer wounds to another friendly unit, and attack multiple units with his blood magic.

His power increases when Nagasha is present. He can compensate for Nagasha's fragility by taking a wound and healing her. He can also now use Blood Plague to remove a captain from any unit. Use this to remove any bothersome captain in your enemy's units but beware of the sacrifice trigger.

Nagasha Magnifex. Quick, precise, and deadly, Nagasha can hunt and destroy key threats in the opposing army. Her Keen Eye ability nullifies defense upgrades, so she always hit. Her Breath Blast can slow a unit that you don't want reaching the engagement just yet, and the Beautiful attack can remove a problematic target. Finally, Magnifex precision allows her to convert Hits to Critical hits, ensuring her damage always goes through.

A Full Game round

The initiative roll

In this full game round game, one player will use the Allarian army (AP) and another will use the Tyverian army (TP). Make a  roll and the winner deploys first. In this game deploy using the diagram.

Afterward, we roll for initiative, in this case, Allaria player wins and the combat starts.

First turn

On the first turn, Allaria player moves the Bucentaur. Mark the point in the map and grab one of your models in the Bucentaur unit, and move it to the point. Then grab the other model and move it alongside the first one. This leaves the Blooded Claws in range for attack. Measure the distance between the Claws and the Bucentaur. It should be 6 inches. Then make a roll for attack The Bucentaur cards say it has , , and the unit has two models, so we collect  and  We moved, so we don't benefit from the Bucentaur passive ability, and we don't have any other effects so we roll.

We get ,  on the Blooded Claws.

Tyveria player gets  from the defense dice pool, one for each of the HITs and rolls. Tyveria player gets  so it nullifies the , the other Hit isn't nullified so it is applied to the unit.

Tyveria player now collects 1 wound token and places them on its card. Since the Blooded Claws

only have 1 wound, Tyveria player must now remove one model from the unit. Tyveria player chooses one of the farthest ones from combat and removes it. It has died in combat. At the end of this Allaria player puts a fatigue token on the Bucentaur.

Tyveria player now activates the Blooded Claws and moves toward the Bucentaur. The Claws passive ability allows them to upgrade two dice for the charge, so they change the usual  to  and  for the roll. They are in range so they don't need to charge. They take their turn by moving toward the Bucentaur and attacking them.

The Blooded Claws unit has 6 models because one was killed by the Bucentaur. Their attack value is  , so its       in total. Tyveria player rolls and gets  ,   . A pretty good attack against the Bucentaur.

Allaria player now collects  dice and rolls getting  . Two wound tokens are applied to the Bucentaur card. Not enough to remove one of the models but enough to be wounded and therefore susceptible to The Blood Emperor passive bonus. Tyveria player puts a fatigue token on the card.

Second turn

Allaria player activates Ferellon Fulgen against the Blooded Claws. Allaria player moves Ferellon and puts it in base to base contact with the Claws. Ferellon attacks with his  ,  . Despite its power, he only manages to inflict  on the Claws.

After rolling defense, one of the claws must be removed. Tyveria player decides to remove the captain to activate its sacrifice ability. The sacrifice ability allows it to make an attack on Ferellon. Since the Claws are down to 5 models, they would roll , but Ferellon's Imposing Presence activates, and they must downgrade 2 dice, thus becoming only . Despite this, they manage to inflict 3 Critical hits on Ferellon.

Allaria player takes 3 wound markers and places them on the Ferellon card. Unfortunately for Allarian Player, the 3 wound converts to an . Ferellon removes the 3 wound tokens and leaves the Injury marked. Now every action that Ferellon takes will downgrade one die.

Tyveria player decides to move Nagasha and The Blood Emperor (Bonded) to the center of the table. In this position, The Blood Emperor can use the power Blood Plague. This allows him to pay a cost in stamina equal to the health of a target unit to remove its captain. Since The Blood Emperor wants to remove the Bucentaur captain, he now pays 3 stamina, which must be placed on their Dragonbonded card.

Third turn

Allaria player activates The Dragon Queen, uses the Dreamshift ability, and selects the Grand Guild Collectors. Allaria player places 3 stamina on the Dragon Queen card and moves the Grand Guild Collectors right beside Nagasha.

Tyveria player decides to activate Nagasha and attacks the Grand Guild collectors. Nagasha uses Beautiful attack against the Grand Guild Collectors and gets  ,  ,  ,  . She uses Magnifex precision to change one of the HITS to a Critical hit. At the end of the action, Nagasha has inflicted  ,  ,  ,  on the Grand Guild collectors, and this costs her 4 fatigue, 3 from beautiful attack, and one from Magnifex precision.

Allaria player rolls defense dice for the Grand Guild Collectors. The Grand Guild Collectors pool would be    , but Nagasha's Beautiful Attack forces it to downgrade 2 dice, so the    becomes    . Unfortunately, the Grand Guild Collectors fail all their defense rolls.

This triggers both the passive and the Captain ability. First, because of the passive and the fact that they lost a model, Nagasha must take another fatigue token. Second, the captain's ability makes it that of the    , only 2 are applied as wounds. The  ignores this, so it is applied as normal.

Fourth turn

Allaria player activates the Kirin Riders. The riders have a large amount of movement with 10, and a ranged attack of 8. Allaria player moves the Kirin Riders toward the Ogerrons. Allaria player decides to attack the Ogerrons in Melee combat.     dice pool with no upgrades make for     against the Ogerrons.

The Ogerrons' unit is complete, so their Shield Wall activates, and they upgrade 1 die for a final defense pool of  and . They roll and manage to nullify . Taking two hits.

Tyveria player now activates the Ogerrons and hits the Kirins in melee. The  proves devastating and lands . Allaria player rolls defense dice but only manages to block 2, so one of the Kirin dies. Given the situation, Allaria player decides to remove the captain to activate the Sacrifice ability and move the Kirins away. Before Allaria player can do that, Tyveria player activates Ogerron captain Urgana the Slayer's ability, and rolls , getting another hit on the unit that must be defended.

Now Allaria player can move the unit using the sacrifice ability of the Kirin captain.

Fifth turn

Allaria player activates the Dreamshapers, whose range and movement allow them to move into the fray quickly. They use their ranged attack against the Ogerrons. The attack is successful and deals 3 HITS to the Ogerrons. Tyveria player rolls defense and fails all rolls. So now one of the Ogerrons must be removed. Since Tyveria player really likes Urgana ability, Tyveria player decides to remove the other Ogerron from combat.

Tyveria player activates the Vespidae Impalers. Tyveria player moves the Vespidae through Ferellon, and ends its movement beside the Kirin Riders.

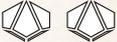
The Flyby ability activates, and the Vespidae roll  against Ferellon. Managing to get 2 HITS.

Ferellon is injured, so instead of the 2 DB that he would roll, he rolls  and . He avoids one Hit but takes another wound for the one he didn't avoid.

Now the Vespidae use their action to attack the Kirin. Since the Kirin is injured from the Ogerron attack, the Vespidae can upgrade two dice from the Blood Emperor's special ability. Their base attack dice pool is , , but because they upgrade 2 dice, they change it to , . They roll and get .

Allaria player collects the dice to roll for defense, but the roll isn't enough, and the Kirin Riders die.

Sixth turn

Allaria player activates Ferellon again and attacks the Blooded Claws. The attack pool is , , but because of the injury, it became , . Even with this, Ferellon gets . Tyveria player rolls defense, but it isn't enough, and the Blooded Claws die.

Tyveria player moves the Skorpikons toward the Dreamshapers. This triggers their passive ability, and they make a  against the Dreamshapers, who only block 2 of, so they take 1 wound.

Unlike the Vespidae's Flyby ability, the Skorpikons can end their movement engaged with the unit

if they use their Poisoned Movement ability. The Skorpikons attack the Dreamshapers with a base pool of , and because the unit is wounded, they upgrade two dice. Because you can't go higher than a black die, the Skorpikons add one WHITE die for one of the upgrades and then upgrade that die for a final pool of . They attack the Dreamshapers for .

Allaria player rolls defense but only manages to block 2, so the Dreamshapers receive 2 more wound tokens.

The first wound token forces Allaria player to remove a model, but deciding to save the captain's ability for later, Allaria player removes one of the normal models and then puts a wound token on the card.

Seventh turn

Allaria player decides to use Enthrall on the Skorpikons. Enthrall needs the target to be engaged, and the casting cost is 2, and since they have only 1 fatigue on their card, they proceed to use the power. The power reads: "Choose an adjacent enemy unit with a maximum Health of 3. The selected unit must roll its defense as if it was blocking 1 hit; if it rolls no (block), one of its models dies." So the Skorpikons must roll 1 of their DG defense die. They miss, and one of the models must be removed.

Tyveria player decides to counterattack, and since the Skorpikons only have one fatigue token from the last turn, they attack the Dreamshapers again. This

time they have   as base because they lost a model. They still upgrade 2, so their final pool is   ,  . They roll and deal    and one Critical HIT to the Dreamshapers, who only avoid 1, so they will lose the full unit. This kills the captain and triggers the sacrifice ability. The sacrifice ability allows the Dreamshapers to give one final attack against the unit that killed the captain. The attack is only  ,  , so only one  and a normal  . The Skorpikons avoid 1 of this and get one more wound token on their card.

Eighth turn

Allaria player activates the Dragon Queen and moves her towards Ferellon. Then the Dragon queen attacks Nagasha, and the Blood emperor. She uses Dream Strike to roll   ,   . Since she is in range of herself, she can use Fai Fortune and uses it to upgrade her attack by 2. The final dice pool is 4 AB against Nagasha.

Allaria player rolls and gets       against Nagasha. Unfortunately, Nagasha was still engaged to the Grand Guild collectors, so 3 of those HITS are applied to the Grand Guild Collectors. Tyveria player rolls defense and misses, getting 3 wounds, and the Grand Guild Collectors manage to survive the friendly fire.

Tyveria player activates Nagasha and uses a Beautiful attack against the Grand Guild Collectors. This time luck is not on their side, two more collectors die.

Ninth turn

Allaria player activates Ferellon again and uses “I am the law”, Ferellon attacks Nagasha, and then another unit at range can make an attack. In this case, Ferellon chooses the Grand Guild Collectors. Ferellon attack resolves first.

Ferellon rolls ,  against Nagasha, and manages to inflict . After defending, Nagasha has another injury on herself. So now, all of Nagasha’s actions will be downgraded by 2.

Now the Grand Guild Collectors attack. Since they are only 2, they have  dice and don’t manage to hit Nagasha. Because “I am the Law” requires the Grand Guild Collectors to put a fatigue token for the action and their card is full, they put it on the battlefield beside them.

Tyveria player activates the Skorpikons and moves them toward The Dragon Queen, who is intact so they won’t get the bonus from the Blood Emperor’s passive ability.

The Skorpikons roll their Poisoned Movement ability first. After resolving all the rolls, The Dragon Queen takes 1 wound. Now for their melee attack, for which they now have the Blood Emperor’s bonus, making their attack , . They manage to inflict 2 more wounds to the Dragon Queen. Not enough to kill her but enough to put her on the verge of death. Had they succeeded in their attack, and killed the Dragon Queen, Ferellon would also have to be removed from the game.

At the end of this turn, the round has ended. Remove all the fatigue tokens from the cards and return them to the pool beside the table. Then roll initiative again and continue playing