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Game: **DREAMBLADE**
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

DreamBlade

Setup

Place the **map** between the players. Each player arranges their **warband** in cost order in front of them.

You may have up to 16 miniatures in your warband. Miniatures can be any combination of **aspects**. You may not have more than 3 of a given miniature.

Game Turn

A turn is divided into the following phases.

Initiative Phase
1st Player's Spawn Phase
2nd Player's Spawn Phase
1st Player's Two Action Phases
2nd Player's Two Action Phases
Conquest Phase

Initiative Phase

Each player rolls an **Initiative die**; whoever rolls highest goes first. On a tie, the player who has won more turns goes first; otherwise reroll.

If either player rolls a 1, both players skip their spawn phase.

The First Turn

When rolling for Initiative on the *first turn only,* reroll 1s and reroll both dice if there's a tie. Miniatures you spawn go in your **portal**.

Players should use both action phases of the first turn to **shift** (move). The best place for your creatures to end up on the first turn is usually the cell one row up and one column over from your portal.

Spawn Phases

The first player spawns miniatures, then the second player.

Spawn Points

Add both player's Initiative rolls together for the number of **spawn points** each player can spend. If any abilities modify the initiative result, they *don't* also modify the spawn points.

For each of your miniatures that has been *destroyed* since your last spawn phase, you get +2 bonus points.

If you skip your spawn phase, any bonus spawn points that you have remain until your next spawn phase.

You can spawn any number of miniatures one at a time. If you spawn 2, the first can help satisfy the **aspect cost** of the second.

At the end of each spawn phase, any unspent spawn points are wasted.

Aspect Costs

For each **aspect symbol** in a miniature's cost, you must have one miniature of that aspect already in the **dreamscape** or **graveyard**.

For each miniature you come up short, you must spend 1 extra spawn point to spawn the miniature.

Aspect Cost: The aspect symbols indicate which aspect(s) the miniature belongs to. Each symbol represents one miniature of the indicated aspect.

Spawning

You spawn creatures into your **portal** cell. You can spawn into one of your spawn row (first row) cells *other* than your portal if:

1. That cell didn't contain an ally at the start of your spawn phase.
2. You control a miniature in the same column as the spawn row cell.

You can spawn up to 4 creatures into a cell each spawn phase.

You can always spawn creatures in your portal, even if you control no miniatures in that column, it isn't empty, or there are already 4 of your creatures there. There can still be only one **location** in the portal.

Locations are spawned in any cell where you control a creature. There can only be one location in a cell, and locations don't move or attack, or contest or claim cells.

Spawn Abilities

Some abilities can be activated during the spawn phase, usually at any point during the phase and at a cost in spawn points. Each spawn ability can be activated only once per spawn phase. Abilities that alter Initiative results don't alter spawn points.

Action Phases

The first player takes 2 action phases, then the second player. During each action phase, you can either *shift* or *strike*.

The chosen option applies to *all* the creatures you control. When you shift, your creatures can move but not attack; and when you strike, your creatures can attack but not move.

Shift

Each of your **unengaged creatures** (no enemy creatures in the same cell or the only enemy miniature in the cell is a location) may move to an adjacent cell.

Engaged creatures (those with at least one enemy creature in their cell) can't move when you shift.

Creatures move orthagonally, but not diagonally. A cell can contain up to 8 creatures (no more than 4 for each player) and one location.

Strike

Your **engaged creatures** may attack, one cell at a time in any order. You cannot choose the same cell twice.

A creature's **Power** is the number of attack dice the creature contributes to an attack. A numbered face indicates that amount of damage. ◇ ◆ symbols indicate a miss.

All your creatures in a cell do so as part of a single combat, though you may keep some creatures out of an attack. On a regular attack specific defenders are not chosen.

Blades

If locations or attacking creatures have **blade abilities**, and you roll one or more **blades**, you *must* assign the blades to these miniatures.

Activate blade abilities before damage is assigned, one at a time if you wish, and in any order and some and not others, if a creature has more than one blade ability.

Some creatures have both negative and positive blade abilities.

Damage

Damage from your creatures is split as you wish among the enemy creatures in the cell.

At the end of the combat:

Damage at least equal to a creature's **Defense** will **disrupt** it (all damage on it clears).

Damage at least equal to a creature's **Life** will **destroy** it.

If you deal damage at least equal to both a creature's defense and its life, you may choose whether to disrupt or destroy it.

A disrupted creature is moved to an empty cell in the dreamscape at the end of the combat.

A destroyed creature is moved to your graveyard.

Some creatures have abilities that allow a creature to take damage more than once during a phase. At the end of each combat, creatures that have taken less damage than their defense or life still have that damage until the phase ends. If they take more damage later in the phase, they could still be disrupted or destroyed.

If creatures take damage during a phase other than an action phase, the damage remains until the end of the phase.

Any extra damage is wasted at the end of each phase.

Deathblow

If some of the second player's creatures are destroyed during one of the first player's action phases, those creatures may attack local enemies just before they are put into the opponent's graveyard.

Creatures that are destroyed in the same attack make their deathblows together.

Blades count as *misses* during a deathblow.

Creatures destroyed during one of the second player's action phases don't make deathblows. Neither do creatures destroyed during other phases, including the spawn phase. Disrupted creatures don't get deathblows.

You choose how to assign damage from a deathblow among the local enemy creatures. Even creatures that didn't participate in the original attack can take damage from a deathblow.

Moving During Combat

Some abilities will result in creatures moving, but what matters is the state of the cell when you conduct the attack there, not the state of the cell at the start of the phase.

Conquest Phase

At the end of the turn, if you have at least one creature in one of your **scoring cells** and there are no enemy creatures there, you score the **conquest points** for that cell.

Each player scores 1 conquest point for each enemy miniature that he destroyed that turn.

Locations can't claim cells, nor do they contest cells to prevent enemy creatures from claiming them.

Whichever player has the most total conquest points wins the turn and advances one space on the victory track.

On a tie, neither player wins the turn.

The first player to win 6 turns is the winner of the game.

Activation Requirements

When you roll **blades**, you activate your miniatures' **blade abilities**. You *must* assign blades if you can; if you cannot, it has no effect.

You must attack with a creature to use its blade ability. You can use a location's blade abilities if local allies are attacking.

Some other abilities are activated by spending spawn points on them, having the miniature on a scoring cell, or simply by spawning the miniature.

Blade Abilities

Blade results on the attack dice can be used as follows:

Blade: To make the ability work, assign a blade to it. You can assign only one blade to the ability.

Multiblade: For each blade you assign to the ability, it activates once. You can assign any number of blades to the ability.

Double Blade: To make the ability work, you need to assign 2 blades to it instead of one. You can't assign one blade to the ability.

Double Multiblade: You must assign 2 blades to make the ability work, and each time you assign 2 blades, it works once. You can't assign an odd number of blades to the ability.

Other Abilities

Spawn Cost: To make the ability work, you must spend **spawn points**. You spend spawn points only during your spawn phase. You may activate each such ability only once per spawn phase.

Score: To make this ability work, the miniature must be on one of your 6 scoring cells. The ability works even if the scoring cell is contested. This requirement is sometimes combined with spawn points.

Comes into play: The ability works when you spawn the miniature.

Zones of Play

Reserves All the miniatures in your warband start in your reserves. They spawn from your reserves to the dreamscape.

Dreamscape Once spawned, creatures move across the dreamscape fighting each other and claiming scoring cells. When one of your miniatures is in the dreamscape, you *control* that miniature. If an ability refers to a *creature you control,* a creature in your reserves or graveyard doesn't count.

Graveyard Destroyed creatures go to your graveyard and stay there until the end of the game.

Removed from the Game Some effects remove miniatures from the game altogether.

Handling Destroyed Creatures

When your creature is first destroyed, place it in the map border. At the end of the turn, when your opponent scores conquest points for them, tip them on their sides. When you use their bonus spawn points, remove them to your graveyard.

On turns where you skip the spawn phase, tipped-over miniatures stay in place. For all game effects, destroyed miniatures are considered to be in a graveyard right away.

ABILITIES

General Rules

A miniature's ability takes precedence over the game rules. If one ability says something can happen and another says it can't, the "can't" ability wins. If an ability has you do something you can only partly complete, do what you can.

A player that is doing more than one thing in a phase can generally do them in any order.

Attacks and Damage

When you deal damage, you must assign that damage if you can. You can't voluntarily reduce the damage you deal.

You may not decline to disrupt or destroy a creature. If, however, you deal damage at least equal to both the creature's defense and its life, it's your choice whether you disrupt or destroy the creature.

You may assign more damage to a creature than is necessary to disrupt or destroy it if you want to waste the extra damage.

You check to see whether a creature has been disrupted or destroyed each time it takes damage (but see *Simultaneous Effects*). Damage clears at the end of every phase.

Special attacks, including deathblows, generate damage only. Blades rolled on the attack dice are treated as misses.

Creatures with 0 power, which contribute no attack dice, may participate in an attack like any other creature. You can assign blades you roll to this creature's blade ability.

Simultaneous Effects

Multiple effects triggered by the same game event are *simultaneous*. All simultaneous effects are resolved before any other effects or actions take place.

The effects controlled by the player whose phase it is resolve first. If it's a shared phase, effects controlled by the first player resolve first. If one player controls more than one simultaneous effect, that player decides their order.

If simultaneous effects deal damage, resolve all simultaneous effects before checking for disruption and destruction.

If simultaneous effects in turn trigger multiple effects, those effects are also simultaneous.

Minimum Stats

Power and cost can't be reduced below 0. Defense and life can't be reduced below 1. Damage can't be reduced below 0.

Minimums apply after all modifiers. If a new modifier is added, recalculate the result with all modifiers and then apply the minimum.

Targeting

Abilities that use the term *target* mean that you choose the miniature, cell, or other thing in question.

Some special attacks require that you target an enemy creature first. Choose the creature before rolling the attack dice, and that creature is the only one to which damage from the attack can be assigned.

Abilities

Some blade abilities use *May*. Even if you assign a blade to the ability, you don't have to use it. You can use these abilities to "dump" blades that you don't want, such as when an ally has a negative blade ability.

Abilities with an activation cost that includes **S** only activate if they're on a scoring cell.

If a blade ability affects a creature's stats, its effect lasts only until the end of combat.

Destroying Your Own Miniatures

Unless an ability allows you to do so, you can't destroy your own miniatures. If one of your creature's abilities does destroy a miniature you control, no player scores conquest points for it; but you get the +2 bonus spawn points on your next spawn phase.

Sacrificing a miniature doesn't count as destroying it. If you sacrifice one of your own miniatures, no player scores conquest points for it. You don't get the bonus spawn points.

ABILITIES LIST

Advance: May move target unengaged ally one cell.

Ambush (X): Make an X-power attack against each enemy creature that enters the creature's cell. If more than one enemy enters the cell at the same time, make an attack against each.

Appease: Sacrifice a creature.

Assault (X): Make an X-power attack against target local enemy.

Bloodthirsty: If this creature makes a regular attack and no enemies are destroyed by the attack, sacrifice it.

Bodyguard: The creature prevents opponents from assigning damage to other local allies until enough damage has been assigned to disrupt or destroy each local creature with the Bodyguard ability.

Bolster (+X): Allies that are local or adjacent to this miniature have +X defense.

Bomb (X): After activating Bomb, you can sacrifice this miniature and deal X damage to each local enemy.

Channel (X): If you control this miniature, your miniatures cost X less to spawn.

Charge (X): Whenever the creature enters a cell where there are one or more enemies, it makes an immediate X-power attack against target local enemy.

Copy: This miniature has the blade abilities of each local creature. If this miniature uses a blade ability of an allied creature during a combat, the ally can still also use its blade ability that combat. Copied blade abilities can't be copied.

Crit (X): Deal +X damage this combat.

Defender: When you shift, you can't move a creature with an this ability into a cell that contains one or more enemy creatures.

Demolish: Destroys target local or adjacent location.

Detonate: If the creature attacks, sacrifice it at the end of the combat (unless it has been destroyed).

Dominate: This creature claims scoring cells even when those cells are contested.

Drain (X): While enemies are in the same cell as this miniature, they have -X life. A creature's life after all modifiers can't be less than 1.

Energize (X): Gives you X extra spawn points during your spawn phase.

Enrage (+X): Allies that are local or adjacent to this miniature have +X power.

Expel: May move target engaged enemy into an adjacent cell.

Fade: Whenever this creature attacks, banish it at the end of that combat (unless it has been destroyed).

Ferocity: The creature targets a local enemy during combat. If the target enemy is disrupted during that combat, destroy it instead.

Fight (type) (+X): While this creature is in the same cell as an enemy of the specified type, it has +X power.

Flanking (X): Deal +X damage that combat if you control more creatures in the combat cell than each opponent.

Fortunate (X): When this creature attacks, you may reroll up to X dice. Decide how many dice to reroll before rerolling any. This ability applies to special attacks as well as regular attacks.

Fumble (X): Deal -X damage this combat. The total combat damage after all modifiers can't be less than 0.

Geomancy (X): +X power, +X defense, and +X life for each location you control in the creature's column.

Hell's Fury: Grants all local and adjacent Hellbred allies the : **Crit 2** ability.

Heroics (X): If you control fewer creatures in this cell than each opponent, the miniature deals +X damage this combat.

Inciter (X): Enemies in the same cell have +X power.

Invigorate (X): While allies are local or adjacent to this miniature, they have +X life.

Loner: The creature can't attack when other creatures are attacking, not even with a deathblow. Remember, you can keep local allies out of an attack so that the creature with the Loner ability can attack on its own.

Lure: May pull target unengaged enemy one cell closer to this creature. You don't have to move the target enemy in any particular direction as long as it ends up being one cell closer.

Nullify: Negates the blade abilities of local creatures (not locations).

Panic (X): While enemies are in the same cell as this miniature, they have –X defense. A creature's defense after all modifiers can't be less than 1.

Payback: Deal +X damage this combat, where X is the power of target local enemy.

Purge: Choose a target opponent. That opponent puts a miniature of your choice from his or her reserves into his or her graveyard.

Raise: Allows you to put a creature from your graveyard into your reserves.

Regenerate: If this creature would be destroyed, banish it instead. It doesn't get to make a deathblow. Your opponent doesn't score a conquest point for the "regenerated" creature during the next conquest phase, and you don't get any bonus spawn points for it during your next spawn phase.

Reincarnate: When this creature is destroyed, put a different creature from your graveyard into your reserves. If your graveyard is empty, this ability does nothing.

Reinforce: This miniature may be spawned in any cell that contains an ally. This ability doesn't allow you to break a cell's stacking limit.

Relentless: Whenever this creature attacks, enemy creatures damaged by the attack can't be disrupted.

Respawn (X): If this miniature is in your graveyard, you may spawn it for as if it were in your reserves.

Scare: May push target unengaged enemy one cell away. You don't have to move the target enemy in any particular direction as long as it ends up being one cell farther away.

Skirmish: May move target engaged ally to an adjacent cell.

Stalwart: Deal +X damage this combat, where X is the number of local enemies.

Strikeback (X): During an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, this creature makes an X-power attack against target local enemy.

Swap: May exchange positions with a nonlocal ally. Put this creature into the cell containing the nonlocal ally and vice versa. Remember, a creature that enters a cell after the attack dice have been rolled can't use its blade abilities that combat because it didn't attack.

Teleport: May move a creature into any nonportal cell. This ability doesn't allow you to break a cell's stacking limit.

Thanatomancy: The creature has power equal to the number of creatures in your graveyard.

Unique [NAME]: You can't spawn a miniature with the Unique ability if you already control a miniature with the same Unique ability in the dreamscape. You can still spawn such a miniature if an *opponent* has a miniature with the same ability. You can control more than one miniature with the Unique ability if the Unique abilities are different from each other. If you somehow control more than one miniature with the same Unique ability, sacrifice all but one of them.

Vengeance (X): The miniature can't be spawned unless an opponent has won X or more turns.

Vessel (X): When this miniature is destroyed, you get X bonus spawn points for it during your next spawn phase instead of 2.

Wail: Roll 2 initiative dice and add their totals together. Then banish each creature in the dreamscape with exactly that spawn cost.

Warpstrike (X): Make an X-power attack against target nonlocal enemy.

Weaken (X): While enemies are in the same cell as this miniature, they have -X power. A creature's power after all modifiers can't be less than 0.

