

# DRAKERY'S

MINIATURE BOARDGAME



QUICK START RULES













## Game Tokens

### Time Path Activation Tokens



Irosia



Avaren



Aurium



Ashral



Injury



Stress



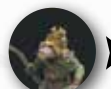
10-sided die



Deviation Die

### Domains of Magic

### Status Effect



Bekha



Berserk



Karya



Willpower



Elemental



+2D10



Initiative +2



+2D10



+1 Action



Inquisition



No Charge



Control



Burning  
Scenery



Characteristics  
-1



No more Skill



No Activation



Occultism



Charge -5 cm,  
Initiative -1



March/Charge  
+5 cm  
+ Dreadful



Charge  
+5 cm



No Charge,  
Attack or Shot



March/Charge  
+5 cm



Rain



Willpower -1



Shamanism



Bestiality



Nature's Way +1



Solar



March/Charge  
Penalty



March/Charge  
Penalty x2



Shooting  
Reroll



Telluric



+ Violent  
Blow



March/Charge  
-1 cm



March/Charge  
-2 cm



Tempest



-1 Action



Only One  
Action



March  
+5 cm



March  
+10 cm



Objective  
(Red)



Objective  
(Yellow)



Objective  
(Green)



Maelstrom

Activated Vortex

Exhausted Vortex



Mana

Air



Earth



Fire



Water



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## REMOVABLE INSERT

You will find in the middle of this book a series of double pages that you can remove by simply spreading the staples. All you have to do is retighten them so that the first and last pages of the book constitute a rulebook independent from the thematic double pages in the middle of the original publication.

In these double pages, you will find the following elements:

- Avaren TimePath
- Irosia TimePath
- Ready to play “Elves of Avaren” army list
- Ready to play “Dwarves of Aurium” army list
- List of the Missions
- Ready to play “Orcs of Ashral” army list
- Ready to play “Humans of Irosia” army list
- Ashral TimePath
- Aurium TimePath



# GAME RULES







## WHAT IS DRAKERYS?

*Drakerys* is a miniatures game for two opposing players: each of them controls one of the armies fighting to achieve the objectives set at the beginning of the game. This book compiles the rules needed to play the game.

### THE WEBSITE

Want to know more about *Drakerys*, its universe, the game or the miniatures? Go to:  
[www.drakerys.com](http://www.drakerys.com)



## MATERIAL

### THE DICE



*This is a Deviation Die.*

*Drakerys* is played with ten-sided dice (named D10) numbered 1 to 10 and one Deviation die.

### THE BATTLEFIELD

The Battlefield is the area on which the miniatures are moved during the game. It is a 90 cm square just as the poster included in the Starter.



# THE MINIATURES IN *Drakerys*

*Drakerys* was not created as a wargame in the traditional sense, but as a board game which is played with miniatures. Particular care was taken in the creation of the miniatures in order to make the game accessible and immediately playable whilst still maintaining its interest over time.

Every army miniature in *Drakerys* has been moulded in a characteristic colour, so as the players can easily and quickly identify them on the battlefield. Red for the Humans of Irosia, green for the Orcs of Ashral, purple for the Elves of Avaren and yellow for the Dwarves of the Aurium Caste. The freelance warriors who can join any army, such as the Elementals or the Mercenaries, have been moulded in grey.



Left to right: a Conscript of Irosia, a Warrior of Ashral, a Crow of Avaren, a Soldier of Aurium and an Elemental Herald of Earth. The Elemental warrior can be summoned by any army during the game.

The main advantage of *Drakerys*' miniatures is their modularity: every time it is pertinent and possible, the warriors come in three different kits. This not only has an impact on the miniatures' look, but also on their in-game abilities. Another feature of the *Drakerys* miniatures is that you can assemble the miniatures without glue, by simply slotting the limbs together..



**EXAMPLE:** The unit box Minotaurs of Irosia offers two bodies, two heads (one of them will make it possible to distinguish the Unit Leader) and three possible weapon configurations. Each weapon combination leads to the creation of a Unit gifted with a distinct name and Skills.



The Unit box Minotaurs of Irosia contains two miniatures that can be assembled in three different ways: Berserkers, Enforcers or Crushers.

Equipped with a weapon in each hand, the Minotaur Berserkers are the bane of troops which have little protection.

The Minotaur Enforcers are equipped with a weapon and a shield so as they can keep strategic positions and throw decisive counter strikes.



The Minotaur Crushers are equipped with two-handed weapons enabling them to bring down well protected enemies and monsters of the Maelstrom.



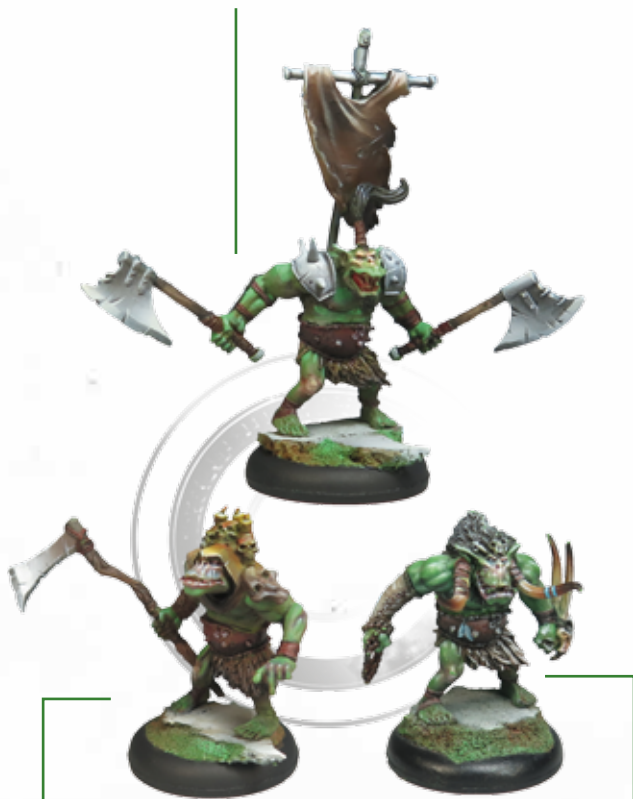
This modularity also applies to the heroes of *Drakerys*. Just as with the troops, most of the hero boxes contain a single body and three different weapon sets making it possible to assemble different heroes.



*EXAMPLE: The Ashral Orcs Awakened Hero box contains one body, three heads and three weapon combinations. The player can thus choose among three heroes: Bekha the Priest, Induna the Shaman or Sakhil the Warrior.*

*An Ashral Orcs Hero box with three possibilities: Bekha, Induna or Sakhil!*

*Forget all kind of subtlety; Sakhil incarnates the devastating fury of the Orc race!*



*Bekha's divination abilities help the army of Ashral to predict the future.*

*Induna is a Shaman. He can invoke the spirits in order to cast spells.*



The miniatures provided in the Starter Set: Ashral vs. Irosia come pre-assembled. The game can be played immediately, out of the box.

Assembling the miniatures of *Drakerys* is simple: all you have to do is choose the configuration you want and slot the different elements together. Your miniatures are ready in a flash!



These design procedures also apply to the sceneries in Level 42 range. Made of solid plastic, these are compatible with *Drakerys* and are easy to assemble.



Of course, it is absolutely possible to assemble your miniatures with model maker glue to make sure they will stay intact and paint them as classic miniatures! In this case, we advise you carefully wash them with warm water, dry them and then cover them with a primer before you start painting. This will allow the paint to hold much longer.



# BASICS

## THE KEYWORDS

A keyword is a word starting with a capital letter which is linked to an effect in the game. For instance, the keyword “Infantry” refers to the specific rules of Infantry.

## THE WARRIORS

Every miniature, hereafter named **Warrior**, has its own Characteristics and Skills.

### PROFILE

A Warrior’s Profile indicates their name and type(s), and then different Characteristics:

The diagram illustrates the layout of a warrior's profile card. The card is green with white text and icons. It features a central image of a warrior (Bloodseeker) and various characteristics represented by icons and numbers. The characteristics are: Name (Bloodseeker), Power (3), Health (2), Initiative (2), Combat / Shooting (3/-), Strength (3), Resistance (4), Willpower (3), March / Charge (10/15), and Skills (Disengagement, Swashbuckling). The card also indicates the type 'INFANTRY' and the allegiance 'Allegiance'.



**Actions.** The maximum number of Actions the Warrior can take on each Activation.



**Power.** Number of D10s to be rolled during the Attack.



**Health.** Indicates the number of Injuries a Warrior can take before they are withdrawn from the Battlefield and considered a Loss.



**Initiative.** Determines the order of the Attacks.



**Combat / Shooting.** Used to hit enemy Warriors.



**Strength.** Used to hurt enemy Warriors.



**Resistance.** Allows to take blows.



**Willpower.** Represents the morale of the Warrior.



**March / Charge.** Indicate the maximum distances a Warrior can move (in centimetres) during an Action of March or Charge, respectively.

### ALLEGIANCE

Every fighter also possesses an Allegiance which indicates their people along with one or several Skills (*see page 25*).





## TYPE OF WARRIOR

There are five Types of Warriors:

**Infantry:** The Infantry plays a critical role: it is the only Type that can take objectives constituting the goals of most missions (*see page 15*).

**Monster:** The Monsters have the Skill Dreadful (*see page 26*).

**Beast:** The Beasts are trained for fighting.

**Heroes:** This Type is always associated with another one. The Heroes have the Skill Safeguard (*see page 27*).

**Awakened [X]:** An Awakened is a Hero who can summon an Elemental Warrior as many times a game as indicated by the value under [X] (*see page 24*).

## UNITS

### WHAT IS A UNIT?

A Unit is made of one or several Warriors with the same name and the same Profile. They stay together and act simultaneously during the battle.

The most powerful Warriors, such as Heroes, constitute Units on their own.

### UNIT LEADER

Every efficient Unit is led by a Leader, determined by the player when they create their Army. They are not different from the other Warriors but their base is used as a reference for distances and Unit Cohesion matters.

## UNIT COHESION

At any time, a Warrior must be:

- 2.5 cm or less from another Warrior of their Unit;
- 10 cm or less from the Leader of their Unit.

It is assumed that the spaces between the members of a Unit are filled with identical Warriors. The Warriors within a Unit can walk through each other during their moves, but they cannot walk through other Units.

## NOTION OF CONTACT

- Two Warriors are **in Contact** with one another if their bases touch each other.
- A Warrior is **Free** if not in Contact.
- A Unit is **Free** if all its Warriors are Free.
- A Warrior is **Engaged** if in Contact with an Enemy Warrior.
- A Unit is **Engaged** if at least one of its Warriors is Engaged.



*This is an Injury token.*

## INJURIES AND WITHDRAWAL OF THE CASUALTIES

The **Injuries** are assigned to a Unit as a whole, not to specific Warriors. The injuries suffered by a Unit are applied to it as Injury tokens (1 Injury = 1 Injury token). As soon as the amount of Injury tokens on a Unit is equal or above its Leader's Health, its owner immediately withdraws the same number of Injury tokens and one Warrior in this Unit.

The withdrawal of the Casualties must comply with the following rules, in order of priority:

- 1 The withdrawal of Warriors must not lead to the loss of the Unit's Cohesion.
- 2 The Leader is withdrawn after the other Warriors from their Unit.
- 3 If the Unit is Engaged, the Warriors who are not Engaged are withdrawn first.



## MOVING A UNIT

The base is used to establish the locations through which a Warrior can pass while moving. The Warriors are not bound to respect the rules of Cohesion while moving.

## LINES OF SIGHT AND OBSTACLES

A Warrior has a 360° field of vision up to the edges of the Battlefield. The Line of Sight is the corridor connecting the edge of their base to the edge of the base of the targeted object. Every object in this corridor, even partially, is considered either as an Obstacle or an Obstruction.

### OBSTACLE

An Obstacle is an object which does not block the Line of Sight but gets in its way. **By default, the Sceneries are considered as Obstacles.**

### OBSTRUCTION

An Obstruction blocks the Line of Sight. It is considered as an Obstacle if it is partially in the Line of Sight, except when the superimposition of several Obstructions totally blocks the Line of Sight.

### UNIT AND LINE OF SIGHT

- A Warrior ignores the other Warriors in their Unit when they determine their Lines of Sight.
- A Unit is an Obstruction for the other Warriors.
- When a Warrior has a clear or partial Line of Sight to a Warrior in another Unit, they have the same Line of Sight to every Warrior in this Unit. Therefore, in order to hide a Unit, consider hiding *all* its Warriors!

## LEVELS OF LINE OF SIGHT

There are three levels of Line of Sight:

- **Clear Line of Sight:** no Obstacles or Obstructions.
- **Partial Line of Sight:** at least one Obstacle and no Obstruction.
- **Blocked Line of Sight:** at least one Obstruction.

## ACTION TABLE

Action Value - Opposition Value

-4 or less	-3	-2	-1	0	1	2	3	4 or more
10	9	8	7	6	5	4	3	2

Dice rolls determine if the Actions undertaken by the Warriors succeed or fail. Each time, the conditions of the roll indicate:

- The number of D10s to be rolled
- The Action Value
- The Opposition Value

The subtraction [Action Value] - [Opposition Value] is then compared with the **Action Table** (the result can be negative). The corresponding column indicates the minimal result to be achieved and is called the **Threshold**.

The D10s are then rolled. Every final result above or equal to the set Threshold is a Success. All results below are Failures.

### CRITICAL SUCCESSES

During a dice roll using the Action Table, every 10 on a die is a **Critical Success**. The player can then roll one extra D10 for this roll.

### REROLLS

Some game effects will allow the player to reroll the dice.

- Each die can only be rerolled once.
- The D10s obtained through Critical Successes can never be rerolled.





## DEVIATION ROLL

A Deviation X / D10 roll is resolved as follows:

The player rolls the Deviation die and the number X of D10s shown. If the result of the Deviation die indicates:

⊕ **Hit.** The game effect did not deviate and the D10s are ignored.

↗ **Deviation.** The results of the D10 are added. The object is moved as many centimetres away in the direction shown by the arrow on the Deviation Die.

### RANDOM DIRECTION

In order to determine a random direction, the player rolls the Deviation Die: the game effect follows the direction of the arrow shown on the Die. If it is a Hit ⊕, the player chooses the direction taken.

### RANDOM DISTANCE

The **Random Distance** (in centimetres) of some effects is determined by rolling the number of D10s indicated by the effect and adding their results.

## MEASUREMENTS

The distances can be measured any time on the Battlefield.

- The distance between two Units is measured from the edges of the bases of their respective leaders.
- The distance between a Unit and another game object (Setting or Objective, for instance) is measured between the edge of the Leader's base and the nearest edge of the object.



## THE TIMEPATH

The TimePath is a board made of 16 squares. Each square is a **Time Section (TS)**.

Every player have their own **Activation Token** placed on the "START" square in the beginning of the game.

### ACTIVE PLAYER

The Active Player is the player whose Activation Token is in the last position on the timePath, or on top of the pile if the tokens are stacked.

**The Active Player decides in what order simultaneous game effects resolve.**

### SPENDING TS

After a Unit has done Actions, move the Player's Activation Token of a number of squares corresponding to the number of TS of its Actions (or on top of the others if the token stops on the same square).

A player resolves a **Headquarters Phase** (see page 17) whenever their Activation Token reaches or passes by the "START" square of the TimePath.

### ROUND

A **Round** ends when both players have resolved a Headquarters Phase.

## STRESS



*This is a Stress Token.*

A Unit gets a Stress token after its Activation, regardless of the number of Actions taken.





# FORMING AN ARMY

## STRATEGIC VALUE

The players first choose their Allegiance (see page 10). In addition to the warriors of the Allegiance they chose, the players can add Mercenaries to their armies. The **Strategic Value** of an Army is measured according to: the **Army Points (AP)** value and the **Rarity** value.

The players agree on the Strategic Value of their Armies at their discretion. It is advised to assign 1 Rarity point for each full part of 100 AP.

## HEROES

The players must have at least one Hero of the Allegiance chosen in their Armies. Several different Heroes can join the same Army, but every Hero can be present only once.

## RECRUITING UNITS

There is a table of recruitment at the end of the book indicating for every Unit:

- The minimum and maximum size of a Unit (number of Warriors)
- Its value in Army Points (AP)
- Its Rarity value

The Strategic Value of an Army is the total of the Army points and the Rarity values of all its Units. None of these two totals can exceed the limits defined beforehand.

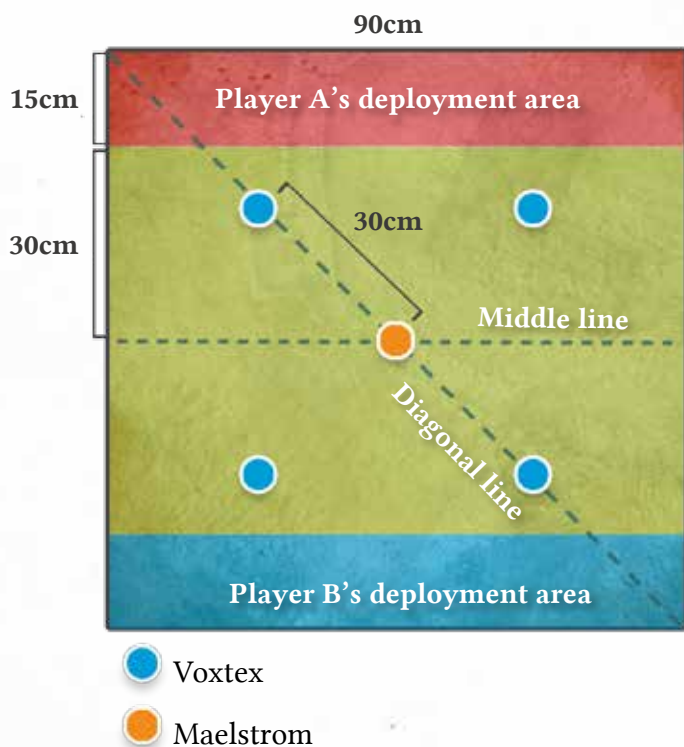


# START PLAYING

## FIRST PLAYER

Every player rolls 1D10. The player who gets the higher result is the **First Player**. The Activation Tokens are placed on the “START” square in ascending order: the First Player’s token is thus on top!

## INSTALLING THE BATTLEFIELD



### CREATION OF THE BATTLEFIELD

Taking turns and beginning with the First Player, every player chooses one Element which has not been chosen yet (Air, Water, Fire or Earth) and places the corresponding Vortex on one of the free locations shown. After that, Vortexes and Maelstrom deviate (Deviation 3D10 Roll). The Deviation Roll is cancelled and rerolled if it results in two elements to superimpose or leave the Battlefield. Then, the players take turns placing the Sceneries at least

10 cm away from any other Scenery, Maelstrom or Vortex already placed. The Sceneries are considered as Obstacles and cannot be penetrated.

The objects shown can replace the Sceneries at your discretion: in this case, these are Obstructions nothing can go through.

## SELECTING MISSIONS

### GENERAL RULES OF THE MISSIONS



*An Objective token.*

- **Objectives:** When the Missions have been defined, the Objective tokens – if any – are all placed on the Battlefield by the First Player’s opponent, at least 10 cm away from any Scenery, already placed Objective, Maelstrom or Vortex. If this is not possible, every extra Objective token is superimposed on a Maelstrom, a Vortex or an Objective token that has already been placed. An Objective is controlled by the faction which has the most Units 5 cm or less from it.
- **Picking an Objective:** An Infantry Unit that is not Engaged can make a Special Action (1 TS) to pick an Objective which is in Contact with at least one of its Warriors. If such a Unit is eliminated, all the Objectives it was carrying are left on the position the Leader occupied just before they were withdrawn from the Battlefield.
- **Controlling an Area:** Some Missions imply that the Battlefield be divided into areas. An area is controlled by the faction having the most Units on it.

### COMMON AND SOLO MISSIONS

The effects of a mission apply as soon as their cards are drawn. Every Mission hereafter described has two effects: **Common** when the Mission is common to both players. **Solo** when the Mission is for one player only.

- 1 The First Player randomly draws a first card to determine the Common Mission for both Armies.
- 2 The First Player then randomly draws a second card to determine the Solo Mission for their Army.
- 3 At last, the Second Player randomly draws a third card to determine the Solo Mission for their Army.







## DEPLOYING ARMIES

Once the Battlefield has been created, the Missions have been defined and the Objective tokens have been placed, the First Player chooses a Deployment Area (A or B, cf. diagrams *page 15*) and deploys all their Units there. Their enemy does the same in the opposite Deployment Area. Let the Game begin!

## MAKE WAR!

A game of *Drakerys* is made of a succession of **Game Phases**.

### Progress of a Game Phase

A Game Phase unfolds in the following order:

- 1 The Active Player selects one of their Units which becomes the Active Unit.
- 2 In the order chosen by the Player, the Active Unit makes one after the other a number of Actions comprised between 1 and the Action Characteristics ★ of its Leader.
- 3 The Active Player then spends all the TS for the Actions of the Active Unit and moves their Activation Token.
- 4 The Active Unit receives a Stress marker.
- 5 The Active Unit becomes Passive.
- 6 The Active Player checks whether a Headquarters Phase (*see page 17*) needs to be played, and then whether the Round Ends (*see page 17*).
- 7 The players check who will be the next Active Player and a new Game Phase begins.

Both players alternate roles, each one becoming Active, and Game Phases succeed one another until the end of the game.



### EFFECT OF THE STRESS MARKERS

Every Stress Marker increases the cost of an Action by 1 TS.

### HEADQUARTERS PHASE

During their Headquarters Phase, the player concerned withdraws a Stress marker from each of their Units.

### END OF ROUND

A Round ends when all the players have resolved their Headquarters Phase. The game ends after the sixth Round: the players then determine the winner.

### RESTRICTIONS OF ACTIONS

- The players may not spend more TS during an Activation than there are on the TimePath.
- During the last Round of the game, a Unit cannot be selected if its Activation leads the Activation Token of its Army to go beyond the “START” square of the TimePath. If this rule cannot be respected, the Activation Token is directly placed on the “START” square and the Unit’s Activation immediately ends.




## UNITS ACTIONS

Every Action is associated with a cost in Time Sections (TS). This cost is increased by 1 for every Stress marker on the Active Unit.

### MARCH (1 TS)

**Prerequisite:** The Unit is not Engaged.

The Warriors in the Unit move up to their March  value in centimetres. Units cannot end their March in Contact with an Enemy Warrior.

### ATTACK (1 TS)


**Prerequisite:** The Unit is Engaged.



The Active Player chooses an Enemy Unit engaged with the Active Unit as the target of their Attack. The Warriors in the Active Unit who are not in Contact make a free move (March value) in order to come in Contact with a Warrior of this Enemy Unit. The movement is resolved so that as many Warriors as possible are in Contact with the chosen Units' Warriors.

Once this movement – if any – has been made, a Fight is resolved between both Units (*see page 19*).

### CHARGE (3 TS)

**Prerequisite:** The Unit is not Engaged.

The Warriors in the Active Unit move up to their Charge  value in centimetres towards the selected Enemy Unit. The movement is resolved so that as many Warriors as possible are in Contact with the chosen Unit's Warriors. A Fight (*see page 19*) is then resolved between both Units. As far as this Fight is concerned, the Active Unit benefits from the following bonuses:

-  Initiative +1
-  Combat +1



A Unit can only resolve one Charge Action (or Combined Charge Action) per Activation.

### COMBINED CHARGE (5 TS)

**Prerequisite:** The Unit is a Hero who is not Engaged and who is no further than 10 cm away from an Infantry Unit fitted with the Guard Skill (*see page 26*).

The Hero charges with their personal guard! They resolve simultaneously a Charge movement towards the same targeted Enemy Unit.

A Fight (*see page 19*) then takes place between the Hero and the Enemy Unit. As far as this Fight is concerned, the Hero benefits from the following bonuses:

-  Initiative +1
-  Combat +1

The Infantry Unit that escorted the Hero does not actively participate in the Fight and benefits from no bonus. However, because of its presence nearby, it grants bonuses to the Hero (*see page 19*).

A Unit can only resolve one Charge Action (or Combined Charge Action) per Activation

### SHOOTING (1 TS)

**Prerequisite:** The Unit is not Engaged and carries Ranged Weapons (Shooter [X]).

The Active Player designates a non-Engaged Enemy Unit as a target. This Unit must be at the Active Player's shooting weapon range. The Active Unit's Leader must have a Line of Sight to it (clear or partial). The Active Player then resolves a Shot on such Enemy Unit (*see page 20*).

### MAGIC (1 TS)

**Prerequisite:** The Leader of the Unit is Free and has the Skill Wizard / X.

The Leader of the Unit casts a Spell (*see page 22*).

### INVOCATION OF AN ELEMENTAL (1 OR 3 TS)

**Prerequisite:** The Leader of the Unit is Free and has the Skill Awakened / X.

The Leader of the Unit summons an Elemental Warrior (*see page 24*). The cost for this Action depends on the Type of the Elemental summoned by the player:

- Elemental Herald: 1 TS
- Elemental Overlord: 3 TS

### SPECIAL ACTION (VARIABLE COST)

Some game effects and Missions allow the Active Unit to make Special Actions, whose cost in TS and prerequisites vary.



# TIME PATH

GAME TURN

12

13

14

15

START

11

10

2

3

8

7

6

5

4





TROSIA

12

13

14

15

START

# TIME PATH

GAME TURN

11

10

9

8

7

6

5

4

3

2

1





# AVAREN ELVES

Size

17

AP

460

Rarity

4

CROW

.....

SALIK

.....

BLOOD BANE

.....

## UNIT: Crows

Size AP Rarity  
12 160 1

★ ◆ ♥ ⚡ ID 🏹 🛡️ 🏹 🏹  
2 1 1 4 3/- 2 3 3 10/15

**Type:** Infantry.

**Skills:** Swashbuckler. Escort.

**Notes:** -

## UNIT: Blood Banes

Size AP Rarity  
4 140 1

★ ◆ ♥ ⚡ ID 🏹 🛡️ 🏹 🏹  
3 2 2 3 4/- 3 5 4 10/15

**Type:** Infantry.

**Skills:** Berserker. Violent Blow.

**Notes:** -

## UNIT: Salik

Size AP Rarity  
1 160 2

★ ◆ ♥ ⚡ ID 🏹 🛡️ 🏹 🏹  
4 3 3 5 5/- 4 4 3 10/15

**Types:** Awakened[2]. Hero. Infantry.

**Skills:** Heroic Action. Reach. Martial Arts. Authority [20].  
Disengagement. Parrying. Saving.

**Notes:** -





# AURIUM DWARVES

Size

19

AP

460

Rarity

4



SOLDIER



NOCTIS

GOLD  
KEEPER



CROSSBOWMAN



## UNIT: Crossbowmen

Size AP Rarity  
6 100 1



2 1 1 1 2/2 2 4 1 10/10

**Type:** Infantry.

**Skills:** Shooting/Repeating crossbow.

Ranged Weapon	Max. Range	Strength	Saturation	Special
Repeating crossbow	60 cm	3	2	/

**Notes:** –

## UNIT: Gold Keepers

Size AP Rarity  
6 150 2



3 2 1 2 4/- 4 5 2 10/10

**Type:** Infantry.

**Skills:** Swashbuckler. Violent Blow. Discipline. Escort.

**Notes:** –

## UNIT: Noctis

Size AP Rarity  
1 130 1



3 3 3 5 4/3 3 3 3 10/10

**Type:** Infantry. Hero. Awakened [2].

**Skills:** Heroic Action. Authority [20]. Camouflage. Disengagement. Multiple Shots. Quick Shoot. Shooting/Crossbow. Saving.

Ranged Weapon	Max. Range	Strength	Saturation	Special
Crossbow	80 cm	4	2	Only 1 Shoot per Activation.

**Notes:** –

## UNIT: Soldiers

Size AP Rarity  
6 80 0



2 1 1 1 2/- 3 5 1 10/10

**Type:** Infantry.

**Skills:** Blocking. Discipline. Escort. Parrying.

**Notes:** –



# LIST OF THE MISSIONS



## EPIC FIGHT

### EPIC FIGHT

**Common Mission:** At the end of the Deployment, each player secretly chooses one Allied Hero. At the end of the game, the players win 1 VP for every condition they fulfilled:

- The Allied Hero has not been eliminated and is still on the Battlefield.
- The Enemy Hero has been eliminated.
- The Allied Hero is the one who eliminated the Enemy Hero.

**Solo Mission:** At the end of the Deployment, the player chooses an Allied Hero and an Enemy Hero. At the end of the game, the player's Army wins 1 VP for every condition they fulfilled:

- The Allied Hero has not been eliminated and is still on the Battlefield.
- The Enemy Hero has been eliminated.
- The Allied Hero is the one who eliminated the Enemy Hero.

### CONQUERORS

**Common Mission:** The Battlefield is divided into nine "conquest areas" of the same size. At the end of the Deployment, every player chooses three Allied Units which become conquering Units. During its Activation, a conquering Unit can make a Special Action (1 TS) to plant a flag taking the shape of an Objective token dropped off in Contact with one of its Warriors in a conquest area. A conquest area can only have one flag at a time, and every new flag replaces the previous one. At the end of the game, each faction wins 1 VP for every 3 conquest areas on which its flags flutters.

**Solo Mission:** The Battlefield is divided into nine "conquest areas" of the same size. At the end of the Deployment, the player chooses three Allied Units which become conquering Units. During its Activation, a conquering Unit can make a Special Action (1 TS) to plant a flag taking the shape of an Objective token dropped off in Contact with one of its Warriors in a conquest area. A conquest area can only have one flag at a time, and the Enemy Faction can pick flags. At the end of the game, the player wins 1 VP for every 3 conquest areas on which one of their flags flutters.



## CONQUERORS



# LIST OF THE MISSIONS

## TOTAL DESTRUCTION

**Common Mission:** At the end of the game, the players win 1 VP (max: 3) for every full share of 25% of Casualties they inflicted to the Enemy faction in Army Points.

**Solo Mission:** At the end of the game, the player wins 1 VP (max: 3) for every full share of 25% of Casualties they inflicted to the Enemy faction in Army Points.

## TOTAL DESTRUCTION



## MOON SHARDS

### MOON SHARDS

**Common Mission:** Six moon shards, depicted by Objective tokens, are placed on the Battlefield, 25 cm or more away from one another. They can be picked. At the end of the game, every Unit carrying at least 2 moon shards brings 1 VP to its Army.

**Solo Mission:** Six moon shards, depicted by Objective tokens, are placed on the Battlefield, 25 cm or more away from one another. They can be picked. At the end of the game, every Unit carrying at least 2 moon shards brings 1 VP to the player's Army.

## IDOLS OF POWER

**Common Mission:** Three idols of power are depicted as Objective tokens and placed along a diagonal on the Battlefield. The first one is in the middle of the Battlefield. The other two are disposed 30 cm away on both sides of the first one. At the end of the game, the players win 1 VP per idol they control.

**Solo Mission:** Three idols of power are depicted as Objective tokens and placed along a diagonal on the Battlefield, at least 30 cm away from one another. At the end of the game, the player wins 1 VP per idol they control.

## IDOLS OF POWER





## LIST OF THE MISSIONS

### MESSENGER



### MESSENGER

**Common Mission:** At the end of the Deployment, each player secretly chooses one Allied Hero. This Hero becomes the messenger of the player's Faction. When a messenger reaches the edge of the Battlefield on the enemy side, they can make a Special Action (1 TS) to deliver their message. At the end of the game, the players win 1 VP for every condition they fulfilled:

- The Allied messenger delivered their message.
- The Enemy messenger did not deliver their message.
- The Allied messenger has not been eliminated and is still on the Battlefield.

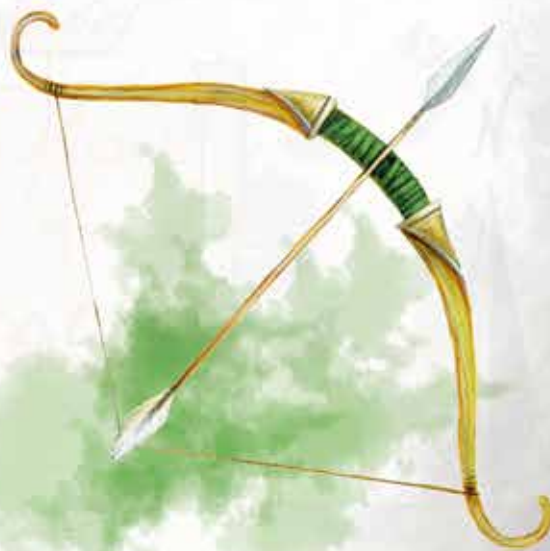
**Solo Mission:** At the end of the Deployment, the player chooses an Allied Hero and places an Objective token depicting a message 30 cm away from the middle line of the Battlefield, on the Enemy side. That player's Units only can pick the message. At the end of the game, the player wins 1 VP for every condition they fulfilled:

- One of their Units carries the message.
- The chosen Hero carries the message.
- The message is in the Deployment Area of the player's Army.

### BREAKTHROUGH

**Common Mission:** At the end of the Deployment, each player secretly chooses three Allied Units. At the end of the game, the players score 1 Victory Point (VP) per Unit they chose that is in the Enemy Deployment Area.

**Solo Mission:** At the end of the Deployment, the player secretly chooses three Allied Units. At the end of the game, the player scores 1 Victory Point (VP) per Unit they chose that is in the Enemy Deployment Area.



### BREAKTHROUGH



## LIST OF THE MISSIONS



### PRISONERS

#### PRISONERS

**Common Mission:** The players can capture Enemy Heroes their Units eliminate during a Fight. Every Hero captured this way is set aside. They will be put back into play if the Unit that captured them is eliminated: the released Hero keeps the Injuries and effects affecting them just before they got captured. At the end of the game, the players win 1 VP for every condition they fulfilled:

- At least one Enemy Hero has been captured.
- The Allied Army captured more Heroes than the Enemy Army.
- The Enemy Army did not capture any Allied Hero.

**Solo Mission:** At the end of the Deployment, the Enemy player places three cages with prisoners (depicted by Objective tokens) outside the Deployment Area and more than 10 cm away from their Units. The player wins 1VP each time one of these cages is destroyed (Combat 1, Resistance 4, Health 2). The cages count as Enemy Warriors.

#### RELICS

**Common Mission:** At the end of the Deployment, every player assigns one relic (depicted as an Objective token) to an Infantry Unit of their choice in their Army. If this Unit is eliminated, the Objective token remains at the place the Leader was. It can be picked.

At the end of the game, every Army wins 1 VP for every condition they fulfilled:

- One of their Units carries a relic.
- The Unit that received a relic still has it.
- The Unit that received a relic has at least another one, taken from the Enemy Army.

**Solo Mission:** At the end of the Deployment, the Enemy player secretly chooses three Sceneries. They can not all be in the same half of the Battlefield. Each of them hides a relic. A Free Allied Infantry Unit can take a special Action (1 TS) to search the Scenery if at least one of its Warriors is in Contact. The Unit can spend 1 extra TS to pick the relic and gain the Objective token it contains (if any). If this Unit is eliminated, the Objective token remains at the place the Leader was. It can be picked. At the end of the game, the player wins 1 VP per relic carried by their Units.



### RELICS



# ASHRAL ORCS

Size  
14

AP  
465

Rarity  
4

BLOODSEEKER

WARRIOR

ROCKTHROWER

SAKHIL

## UNIT: Warriors

Size AP Rarity  
6 75 0

★	🎲	♥	⚡	🛡️	👊	🛡️	🏹	🏹
2	2	1	2	3/-	3	4	2	10/15

**Type:** Infantry.

**Skills:** Escort. Parrying.

**Notes:** –

## UNIT: Rockthrowers

Size AP Rarity  
3 120 1

★	🎲	♥	⚡	🛡️	👊	🛡️	🏹	🏹
2	2	3	3	3/2	3	4	3	15/15

**Type:** Infantry.

**Skills:** Heavy-Loaded. Shooting/Rocks.

Arme de Tir	Portée max	Force	Saturation	Spécial
Rocks	30 cm	3	4	

**Notes:** –

## UNIT: Sakhil

Size AP Rarity  
1 150 2

★	🎲	♥	⚡	🛡️	👊	🛡️	🏹	🏹
2	2	1	2	3/-	3	4	2	10/15

**Type:** Awakened[1]. Hero. Infantry.

**Skills:** Heroic Action. Berserker. Disengagement. Saving.

**Notes:** –

## UNIT: Bloodseekers

Size AP Rarity  
6 120 1

★	🎲	♥	⚡	🛡️	👊	🛡️	🏹	🏹
3	2	1	2	3/-	3	4	3	10/15

**Type:** Infantry.

**Skills:** Swashbuckler. Disengagement.

**Notes:** –





# IROSIA PALADINATE

Size  
18

AP  
470

Rarity  
4



BOWMAN



CELESTE

SPEARMAN



CRUSHER

## UNIT: Bowmen

Size AP Rarity  
5 80 0

★	◆	♥	⚡	🛡️	🐉	🛡️	🏹	👤
2	1	1	3	2/2	2	2	2	10/15

**Type:** Infantry.

**Skills:** Shooting/Bow.

Ranged Weapon	Max. Range	Strength	Saturation	Special
Bow	50 cm	3	3	

**Notes:** –

## UNIT: Crushers

Size AP Rarity  
2 150 2

★	◆	♥	⚡	🛡️	🐉	🛡️	🏹	👤
2	2	3	3	3/-	4	5	4	15/25

**Type:** Infantry.

**Skills:** Violent Blow. Intimidation.

**Notes:** –

## UNIT: Celeste

Size AP Rarity  
1 130 2

★	◆	♥	⚡	🛡️	🐉	🛡️	🏹	👤
4	1	3	3	2/-	2	2	3	10/15

**Types:** Awakened [2]. Hero. Infantry.

**Skills:** Heroic Action. Authority [20]. Disengagement. Wizard [3] (Tempest, Solar). Saving.

**Notes:** –

## UNIT: Spearmen

Size AP Rarity  
10 110 0

★	◆	♥	⚡	🛡️	🐉	🛡️	🏹	👤
2	1	1	2	2/-	2	3	3	10/15

**Type:** Infantry.

**Skills:** Reach. Disengagement. Heavy-Loaded. Escort. Expert Parry.

**Notes:** –



ASHRAL

# TIME PATH

GAME TURN







AURIUM

# TIME PATH

GAME TURN

12

13

14

15

START

11

10

9

8

7

6

5

4

3

2

1

Face A



# FIGHTING

During a Fight, the Warriors in both Engaged Units Attack their opponents in turns.

## INITIATIVE

The Warriors resolve their Attacks in descending order of Initiative. In case of draw, the Attacks are made simultaneously.

- Every fighter gains Initiative ⚡ +1 for every Allied Unit Engaged with the targeted Enemy Unit.

## WHO CAN ATTACK?

The Warriors in Contact with a Warrior in the targeted Enemy Unit can Attack at full power (*see page 10*).

The Warriors in Contact with an Allied Warrior who is in Contact with a Warrior in the targeted Enemy Unit are **Supporting**. They make Attacks, but with Power = 1. The other Warriors do not Attack.

## RESOLUTION OF ATTACKS

The Attacks from Warriors in the same Unit are made simultaneously and the dice are therefore rolled all together.

The resolution of an Attack takes place in three steps.

### STEP 1: ATTACK ROLL

The player resolving the Attack rolls as many D10s as the Power ⚔ value of every Attacking Warrior (Reminder: Supporting Warriors have Power = 1).

The Difficulty Threshold of the Attack Roll is determined by the Action Table:

- **Action Value:** Combat ⚔ of the Attacking Warrior.
- **Opposition Value:** Combat ⚔ of the leader of the targeted Enemy Unit.

The player can reroll a D10 per Allied Warrior from another Allied Unit in Contact with the targeted Enemy Unit. Every Success on the Attack Roll is a **Hit**.

### STEP 2: INJURY ROLL

The player resolving the Attack rolls as many D10s as the number of Hits they rolled on the Attack Roll.

The Difficulty Threshold of the Injury Roll is determined by the Action Table:

- **Action Value:** Strength 🦵 of the Attacking Warrior.
- **Opposition Value:** Resistance 🛡 of the leader of the targeted Enemy Unit.

For each Success on the Injury Roll, deal the targeted Enemy Unit one **Injury**.

### STEP 3: WITHDRAWAL OF THE CASUALTIES

The player whose Unit suffers the Attack withdraws their Casualties, if any (*see page 11*).

## DETERMINING THE WINNER OF A FIGHT

At the end of the Fight, the players determine the **Advantage Value** of the Units that participated in the Fight according to the following criteria:

- The Unit is Active and has just made a Charge Action: +1
- The Unit is the one that inflicted the more Injuries: +1
- The headcount of the Unit (as per the number of miniatures) is higher than the total headcount of all the Enemy Units it is Engaged with: +1
- The Unit has less Stress Markers than every Enemy Unit is Engaged with: +1

The Unit whose Advantage Value is the greatest wins the Fight. The other Unit is defeated and submitted to a Morale Roll (*see page 20*). In the event of a draw, both Units are considered winners.





# SHOOTING


## SHOOTING CONDITIONS

The Enemy Unit taken for target:

- Must be in the Line of Sight (clear or partial) of the Leader of the Active Unit. If the Leader is in Contact with a Scenery which could constitute an Obstacle, the latter is not considered as an Obstacle.
- The distance between these two Units must be lower or equal to the reach of the Ranged weapon used. Reminder: the distances between two Units are measured from Leader to Leader.
- Must not be Engaged.

## MORALE ROLL


The defeated Unit resolves a Morale Roll using the Action Table:

- **Action Value:** Willpower  of the Leader.
- **Opposition Value:** Advantage Value of the winner - Advantage Value of the vanquished.

The effects of the Morale Roll are described page 21.

## REFORMATION

The winner of the Fight may reform their Unit.

- If the vanquished Unit is still on the Battlefield, all non-engaged Warriors in the winner's Unit can move up to their March  value for free to try and come in Contact with as many Warriors in the vanquished Unit as possible.
- If the vanquished Unit is no longer on the Battlefield, all surviving Warriors in the winning Unit, except the leader, can move their March value for free.

Ranged Weapon	Max. Range		Saturation	Special
Crossbow	80 cm	4	2	Only one Shot per Activation.
Heavy crossbow	100 cm	4	2	Only one Shot per Activation. The targeted Unit cannot use its Parry and Expert Parry Skills until the end of the Shot.
Repeating crossbow	60 cm	3	2	
Bow	50 cm	3	3	
Javelins	20 cm	Strength of the Warrior	1	
Rocks	30 cm	Strength of the Warrior	4	

The Warriors in a shooting Unit do not need to have a valid Line of Sight if the Leader has one. If the Leader has a Line of Sight to at least one Warrior in the targeted Enemy Unit, the Shooting hits all the Warriors in the targeted Unit.







## SHOOTING RESOLUTION

The Shootings from Warriors in the same Unit are made simultaneously and the dice are therefore rolled all together. The resolution of a Shooting takes place in three steps.

### STEP 1: SHOOTING ROLL

The player resolving the Shooting rolls as many D10s as the Power  value of every Warrior in the shooting Unit. The Difficulty Threshold of the Shooting Roll is determined by the Action Table.

- **Action Value:** Shooting  of the Shooting Warrior.
- **Opposition Value:** The Opposition Value is determined by the sum of the following factors.



- For every 10 cm-share, even incomplete, between the Active Unit and the targeted Enemy Unit: +1
- For every Stress marker the Active Unit has: +1
- For every Obstacle in the Line of Sight of the Leader of the Active Unit: +1

Every Success on the Shooting Roll is a **Hit**.

### STEP 2: INJURY ROLL

The player resolving the Shot rolls as many D10s as the number of Hits they rolled on the Shooting Roll.

The Difficulty Threshold of the Injury Roll is determined by the Action Table:

- **Action Value:** Strength  of the Ranged Weapons.
- **Opposition Value:** Resistance  of the leader of the targeted Enemy Unit.

For each Success on the Injury Roll, deal the targeted Enemy Unit one **Injury**.

### STEP 3: WITHDRAWAL OF THE CASUALTIES

The player whose Unit suffers the Attack withdraws their Casualties, if any (*see page 11*).

## MORALE ROLL


The targeted Enemy Unit is submitted to a Morale Roll if it suffered at least one Casualty. The Roll is made in accordance with the Action Table:

- **Action Value:** Willpower  of the Leader.
- **Opposition Value:** Saturation of the Ranged weapons used.

## MORALE

The Morale Rolls are used to determine whether the warriors manage to keep a cool head against adversity.

The player consults the Action Table to determine the Difficulty Threshold:

- **Action Value:** Willpower  of the Leader.
- **Opposition Value:** According to the reason for the Morale Roll.

The player rolls 2D10s. They then add 1D10 for every complete share of five Warriors still present in the Unit.

The amount of Successes in the Morale Roll shapes the reaction of the Unit.

- **0 Success:** The Unit scatters. It is Withdrawn from the Battlefield as Casualties.
- **1 Success:** The Unit is destabilized and gains a Stress marker. If this Unit is the Active Unit, its Activation ends.
- **2 Successes:** The Unit is in doubt. If this is the Active Unit, its Activation ends.
- **3 Successes and more:** The Morale of the Unit is intact. No effect.





# MAGIC

The Warriors with the Skill Wizard [X] (see page 27) are Wizards. [X] corresponds to the Wizard's level.

## MAGICAL SOURCES AND MANA

In order to cast Spells, a Wizard draws Mana from various Sources: **Vortexes** and **Maelstroms**.

### VORTEXES

A Vortex produces 3 Manas of the Element from which it arises (Air, Water, Fire or Earth) each time a Wizard casts a Spell.

### MAELSTROMS

The Maelstroms provide endless quantities of Mana of any Element.

## CHOOSING SPELLS

The Skill Wizard [X] is associated to one or several Domains of Magic. Just after they deployed their Army, the player selects as many Spell cards as their Wizard's level among the Domains they master.

**Magic Domain**

**Cost of the spell**

**Name of the spell**

**Solar**

### MIRAGE

A free Friendly unit of your choice within Range is removed from the Battlefield and then deployed again on your next Headquarters Phase.

<b>1-2</b>	<b>Successes</b>	20 cm Range. The Unit is redeployed from a table edge of your choice within your Battlefield half.
<b>3-4</b>	<b>Successes</b>	25 cm Range. The Unit is redeployed from a table edge of your choice.
<b>5+</b>	<b>Successes</b>	30 cm Range. The Unit is immediately redeployed within 30 cm Range of the Wizard and at least 5 cm away from any enemy warrior.

**Associated Effects**

**Number of successes**





## CASTING A SPELL

The Casting of a Spell takes place in the following order.

### STEP 1: CHOOSING THE SPELL

The player chooses a Spell meeting the following criteria:

- The Spell to be cast has been awarded to the Wizard.
- The Spell to be cast has not been used yet during this Activation.
- The target is within the Range of the Spell (if this Spell has a Range) and meets the conditions needed written on the Spell card.

### STEP 2: CHOOSING THE MANA SOURCES

The player names the Sources of Mana (Vortexes or Maelstroms) providing the Mana needed (maximum number of Sources = level of the Wizard).

The Mana tokens corresponding to the cost of the Spell are taken from the named Vortexes. It is possible to convert 2 Manas of one type for 1 of any other type.

Choosing a Maelstrom immediately settles the problem of the cost of the Spell in Mana.

### STEP 3: REINFORCING THE CASTING OF A SPELL

After they paid the cost of a Spell, the Wizard may spend Mana points remaining on the Sources to reinforce their chances for success.

The Maelstroms provide up to 9 Mana points.

### STEP 4: SPELL ROLL

The player consults the Action Table to determine the difficulty Threshold for the Spell Roll:

- **Action Value:** Level of the Wizard.
- **Opposition Value:** Determined by the total of the following factors:
  - For every 10 cm-share (even incomplete) between the Wizard and the furthest selected Source (Vortex or Maelstrom): +1
  - For every extra Source after the first one: +1

The player then rolls 1D10 and 1D10 per Mana points they spent to Reinforce the Spell.

In the event that the player does not get any Success, the casting of the Spell fails.

Otherwise, the Spell is successfully cast and its effect depends on the number of Successes obtained (an inferior level effect can be selected).

### CATAclysmic EFFECT OF THE MAELSTROMS

When a player uses a Maelstrom, they count the number of "1" they obtained.

The player applies the corresponding Cataclysmic Effect and all inferior level Effects, **before they resolve the effects of the Spell.**

Number of "1"	Cataclysmic Effect
1	The Wizard's Unit immediately gains one Stress marker.
2	The Wizard's Unit immediately suffers one Injury. If this leads to the withdrawal of the Wizard, the casting of the Spell fails.
3	The casting of the Spell fails and the Wizard's Activation ends.
4 or more	The Wizard's Unit suffers 2D10s Hits (Strength 3) as if it were a Shot (Saturation 3).



# ELEMENTAL INVOCATION



## INVOKING AN ELEMENTAL

The Elemental Invocation Action takes place in the following order:

1 – The player selects a Magical Source (Vortex or Maelstrom) within 20 cm of the Awakened.

2 – The player selects the type of Elemental they want to invoke. This choice influences the cost of the Invocation.

• **Elemental Herald:** 1 TS.

• **Elemental Overlord:** 3 TS. The Vortex marker (NOT the Maelstroms) selected is flipped on its “Exhausted” face. Until the end of the game, the Vortex will not allow the players to invoke Elementals, but its Mana will still allow them to cast Spells.

3 – The player rolls 2D10s against a Threshold of 7+. If the selected Source is a Vortex which is not occupied by an Elemental (NOT a Maelstrom), the player can add as many extra D10s they want (before they roll the dice) for 1 TS per added D10.

4 – If the player obtains at least one success, the invoked Elemental is from the same Element as the chosen Vortex. If it comes from a Maelstrom, the player rolls 1D10 and refers to the following table to know its Element.

D10	Invoked Elemental
1	+1 TS. The player rolls another D10 and compares with this table.
2 / -3	Air Elemental
4 / -5	Water Elemental
6 / -7	Fire Elemental
8 / -9	Earth Elemental
10	The player chooses the Element.

The miniature of the invoked Elemental is placed on the named Source and replaces any Elemental that could already be on it. The Elemental is a Unit in itself.

## ELEMENTAL LINK

The elimination of the Awakened immediately leads to the elimination of the Elementals they invoked.



# S KILLS

The rules associated with the Skills prevail over the general rules and apply if all the Warriors in the unit are endowed with it.

## ASSASSINATION

This Skill works when the Unit makes a successful Charge against an Enemy Hero. The latter loses the use of the Skills Blocking, Parry, Expert Parry and Safeguard till the end of the Fight introduced by the Charge.

## AUTHORITY [X]

The Allied Units within [X] cm of the Unit benefit from one additional D10 for their Morale Rolls. This bonus is cumulative if several Units endowed with Authority are within reach.


## BERSERKER

The Unit gains an additional Success on its Morale Rolls. Besides, every Stress marker attributed to them gives Power +1 and Resistance -1 (with a minimum of 0) to their Warriors.

## BLOCKING

The Unit can use this Skill during a Fight. The Blocking replaces its Attack, and it is realized after the Attack Roll of the Enemy Unit. The Attack Roll is realized all the same, but every Success cancels a Hit from the Enemy Unit. The bonuses to the Attack Roll apply to the Blocking.

## BRUTAL CHARGE

The Warriors in the Unit have Power  +1 during any Fight following the Unit's Charges.

## CAMOUFLAGE

The Unit considers that all the Sceneries procure Concealment.

## CHARISMA

All Allied Units within 20 cm of the Unit endowed with this Skill can reroll their Failures to Morale Rolls once.

## DEADLY BLOW

Every Critical Success obtained on an Attack or Shooting Roll made by the Unit automatically inflicts an Injury which adds up to the Injuries possibly obtained as a consequence of the Injury Roll. The Injury Roll is thus made by taking into account the Hits obtained thanks to the Critical Successes.

## DISCIPLINE

The Unit gains an additional D10 on its Morale Rolls.

## DISENGAGEMENT

The Unit can make March Actions, even when it is Engaged.

## DIVINATION

Every time their faction plays a Headquarters Phase, the Unit can say one of the following prayers:

- *Mercy!* The Injury tokens of an Allied Unit within 20 cm are withdrawn.
- *A pox on them!* The Activation token of the Enemy is moved one square forward per Enemy Hero within 20cm of Unit
- *Holy Fury!* A named Allied Unit within 20 cm benefits from Berserker till the end of the Round.





## DREADFUL



The Warriors in Enemy Units engaged with the Unit endowed with this Skill suffer Willpower -1. The Units endowed with this Skill are immune to it.

## ELEMENTAL POWER

The Unit benefits from a bonus as long as it is within 10 cm of a Vortex. All the bonuses are acquired if it is a Maels-trom.

- Fire Vortex Power  + 1
- Air Vortex Initiative  + 1
- Earth Vortex Resistance  + 1
- Water Vortex Willpower  + 1



### EXPERT PARRY

The Critical Successes on the Injury Rolls (Fight or Shooting) imposed on the Unit endowed with this Skill count as Failures.

### FLIGHT

The Unit can freely cross the other miniatures and Scenarios on the Battlefield.

### GUARD

The Unit can participate in Combined Charges (see page 18). It can also protect a Warrior endowed with the Skill Safeguard (see page 27).

### HARASSMENT

A Unit endowed with the Skill Harassment can realize a Harassment Shooting when resolving a Charge, or when it is the target of a Charge (or Combined Charge). The Harassment Shooting targets the Enemy Unit implied in the Charge.

If both Units possess Harassment, their Harassment Shootings are resolved simultaneously.

Harassment Shooting is not affected by the game effects which modify Shooting.



### HARASSMENT SHOOTING RESOLUTION

The Harassment Shootings from Warriors in the same Unit are made simultaneously and the dice are therefore rolled all together. The resolution of a Harassment Shooting takes place in three steps.

#### STEP 1: HARASSMENT SHOOTING ROLL

The player resolving the Shooting rolls 1D10 per shooting Warrior.

The Difficulty Threshold of the Shooting Roll is determined by the Action Table.



- **Action Value:** Shooting  of the Shooting Warrior.
- **Opposition Value:** Initiative  of the leader of the targeted Enemy Unit. For every Stress marker on the Unit making the Harassment Shooting, increase the Opposition Value by 1 point.

Every Success on the Harassment Shooting Roll is a **Hit**.

#### STEP 2: INJURY ROLL

The player resolving the Shot rolls as many D10s as the number of Hits.

The Threshold is determined in accordance with the Action Table:

- **Action Value:** Strength  of the Ranged Weapons.
- **Opposition Value:** Resistance  of the leader of the targeted Enemy Unit.

For each Success on the Injury Roll, deal the targeted Enemy Unit one Injury.

### STEP 3: WITHDRAWAL OF THE CASUALTIES

The player whose Unit suffers the Attack withdraws their Casualties, if any (see page 11). Then, the Unit which made the Harassment Shooting receives one Stress marker.

If a Unit is annihilated by the Harassment Shooting, the Fight introduced by the Charge is cancelled (the winner may Reform).

A Harassment Shooting does not lead to a Morale Roll.

### HEROIC ACTION

The Unit can add 1 to 5D10s rolling a Fight, Shooting or Spell Roll. Every extra D10 increases the cost of the Action by 1 TS.

### INFILTRATION

The Unit can be Deployed anywhere on the Battlefield, except in the Enemy's Deployment Area.

### JAMMED

The cost of the Charge Actions made by the Unit is increased by 2 TS.

### LEADERSHIP

Every time their faction plays a Headquarters Phase, the Unit can give one of the orders below to a non-Engaged Allied Unit within 20 cm of her.

- **Forward!** The Unit concerned immediately makes a free March Action.
- **They shall not pass!** The Morale of the Unit remains intact (see page 21) until the end of the Round. This effect replaces all Morale Rolls.
- **Reform the ranks!** The Unit concerned loses one Stress marker.

### MARTIAL ARTS

The Warriors in the Unit ignore the effects of the Skills Reach, Violent Blow, Parry and Expert Parry of the Enemy Units with which they are Engaged.





### MULTIPLE SHOTS

The Shootings made by the Unit benefit from Power  + 2.

### NEGATION

The Sources of Magic (Vortexes and Maelstroms) within 10cm of the Unit cannot be chosen to cast Spells.

### PARRY

The Critical Successes on the Injury Rolls (Fight or Shooting) imposed on the Unit endowed with this Skill count as normal Successes. They do not generate extra D10s.

### QUICK SHOT

The Shootings made by the Unit cost 1 TS less (with a minimum of 1).

### REACH

The Unit cancels the Charge Bonus (Initiative  +1 and Fight  +1) of any Enemy Unit Charging it.

### SACRIFICE [X]

The Unit can use this Skill as a replacement for an Attack Action. The Warriors in the Unit are sacrificed, withdrawn from the Battlefield and counted as Casualties. In return, every Fighter in the Enemy Unit targeted by the Attack suffers 1 Hit whose Strength is equal to the value [X], as if it were a Shooting (Saturation [X]).

### SAFEGUARD

1D10 is rolled for every Injury received (and not cancelled) by the Unit.

- Each result of “10” cancels an Injury.
- Each result between “6” and “9” makes it possible to transfer an Injury to an Allied Unit endowed with Guard. In order to benefit from this conditional saving, the Unit must comply with the cohesion of the Unit endowed with Guard (2.5 cm or less away from a fighter, 10 cm or less away from the Leader).

### SHARPSHOOTER

The Opposition Value of the Shootings which target the Unit is increased by 1. On the other hand, the Unit does not benefit from the bonuses of Charge.

### SHOOTER/X

The Unit can Shoot (*see page 20*). The keyword X indicates the weapon used.

### SWASHBUCKLER

The Failures obtained on the Attack Rolls of the Unit can be rerolled once. The new result cancels the first one.

### SOURCE OF X / [Y]

The Leader of the Unit is considered as a Vortex of the Element indicated in [X], which supplies up to the value [Y] Mana points.

### VIOLENT BLOW

The Enemy Units lose their Parry and Expert Parry Skills when facing Attacks and Shots from a Unit made of Warriors endowed with Violent Blow.

### WAR CRY [X]

Before the resolution of a Charge by the Unit, the Enemy Units within 20 cm are submitted to a Morale Roll with an Opposition Value equal to [X]. If following the Morale Roll the Unit cannot name any more valid target for its Charge Action, the Unit can move all the same of its distance of Charge. However, the cost of the Action does not change.

### WIZARD [X]

The Unit can cast Spells (*see page 22*).











# RECRUITMENT TABLE







## ELVES: THE KINGDOM OF AVAREN

Name	Size / AP / Rarity	Size / AP / Rarity	Size / AP / Rarity
Minvis	1 / 100 / 1	-	-
Salik	1 / 160 / 2	-	-
Zandarai	1 / 150 / 2	-	-
Aspic	1 / 200 / 3	-	-
Bowmen	6 / 100 / 1	9 / 140 / 2	12 / 210 / 2
Crows	6 / 80 / 0	9 / 120 / 0	12 / 160 / 1
Scouts	6 / 50 / 0	12 / 110 / 0	18 / 175 / 1
Blockers	4 / 100 / 1	8 / 200 / 2	12 / 300 / 3
Skull Hunters	2 / 220 / 2	4 / 450 / 3	-
Blood Banes	4 / 140 / 1	6 / 210 / 1	8 / 280 / 2
Void Runners	3 / 135 / 1	6 / 275 / 2	9 / 410 / 4
Slaves	3 / 85 / 1		
Battlemasters	3 / 125 / 1	6 / 250 / 2	9 / 375 / 2



## HUMANS: THE EMPIRE OF TROSIA

Name	Size / AP / Rarity	Size / AP / Rarity	Size / AP / Rarity
Celeste	1 / 130 / 1	-	-
Eorann	1 / 100 / 2	-	-
Karya	1 / 90 / 2	-	-
Quaestor Kalirus	1 / 150 / 3	-	-
Bowmen	5 / 80 / 0	10 / 160 / 1	-
Conscripts	5 / 35 / 0	10 / 80 / 0	15 / 125 / 0
Lancers	5 / 50 / 0	10 / 110 / 0	15 / 175 / 1
Berserkers	2 / 180 / 2	3 / 270 / 3	4 / 360 / 3
Enforcers	2 / 110 / 1	3 / 175 / 2	4 / 230 / 2
Crushers	2 / 150 / 2	3 / 230 / 3	4 / 310 / 4
Knights of the Dragon	2 / 220 / 2	4 / 450 / 4	-
Honor Guards	2 / 90 / 1	4 / 190 / 2	6 / 300 / 3
Warrior-Mages	1 / 150 / 1	2 / 305 / 2	-





## DWARVES: THE AURIUM CASTE

Name	Size / AP / Rarity	Size / AP / Rarity	Size / AP / Rarity
Banrim	1 / 220 / 3	-	-
Duke Amdir	1 / 170 / 2	-	-
Noctis	1 / 130 / 1	-	-
Crossbowmen	6 / 100 / 1	9 / 150 / 2	12 / 200 / 2
Lancers	6 / 100 / 0	9 / 150 / 0	12 / 200 / 1
Soldiers	6 / 80 / 0	9 / 125 / 1	12 / 160 / 2
Enforcers	3 / 250 / 2	6 / 500 / 3	-
Gold Keepers	6 / 150 / 2	9 / 225 / 2	12 / 300 / 3
Infernos	6 / 160 / 2	9 / 250 / 2	12 / 320 / 3



## ORCS: THE KINGDOM OF ASHRAL

Name	Size / AP / Rarity	Size / AP / Rarity	Size / AP / Rarity
Bekha	1 / 75 / 1	-	-
Induna	1 / 110 / 2	-	-
Sakhil	1 / 150 / 2	-	-
Ragnor	1 / 250 / 3	-	-
Sharpshooters	4 / 50 / 1	6 / 75 / 1	12 / 130 / 1
Warriors	4 / 50 / 0	6 / 75 / 0	12 / 160 / 0
Bloodseekers	4 / 75 / 0	6 / 120 / 1	12 / 240 / 1
Brutes	3 / 140 / 1	6 / 300 / 2	9 / 450 / 4
Defenders	3 / 100 / 1	6 / 200 / 2	9 / 300 / 3
Rockthrowers	3 / 120 / 1	6 / 250 / 2	9 / 375 / 3
Champions of the Ancients	1 / 140 / 1	2 / 300 / 3	-
Dragon Hunters	1 / 100 / 1	2 / 200 / 2	-
Banes	1 / 75 / 1	2 / 150 / 2	3 / 300 / 3





## WARRIORS OF THE MAELSTROM

Name	Size / AP / Rarity	Skills
Isha	1 / 250 / 3	<p><b>Elemental Absorption:</b> This Skill can be used several times by Isha during any of her Activations. The Fire or Earth Vortex within 10 cm of Isha is destroyed and withdrawn from the Battlefield. In return, Isha can heal up to 2 Injuries.</p> <p><b>Elemental Movement:</b> Isha can end her Movement Actions inside a free Fire or Earth Vortex. She can then move immediately into any other free Fire or Earth Vortex as a free Action.</p>
Maëlan	1 / 250 / 3	<p><b>Elemental Absorption:</b> This Skill can be used several times by Maëlan during any of her Activations. The Air or Water Vortex within 10 cm of Maëlan is destroyed and withdrawn from the Battlefield. In return, Maëlan can heal up to 2 Injuries.</p> <p><b>Elemental Movement:</b> Maëla can end her Movement Actions inside a free Air or Water Vortex. She can then move immediately into any other free Air or Water Vortex as a free Action.</p>
Air Herald	-	<b>Zephyr:</b> At the beginning of one of their Headquarters Phases, the player who controls the Elemental can name a Unit of his Army within 20cm of this latter. The named Unit benefits from Actions +1 until the end of its next Activation.
Water Herald	-	<b>Reflexes:</b> The Warriors in the Allied Units within 20 cm from the Elemental benefit from Initiative +2.
Earth Herald	-	<b>Rock solid:</b> The Warriors in the Allied Units within 20 cm from the Elemental benefit from Resistance +1.
Fire Herald	-	<b>Blaze:</b> A Warrior in every Allied Unit within 20 cm of the Elemental benefits from +2D10 on its Attack Rolls during a Fight.
Maelstrom Warmonger	1 / 400 / 5	-
Air Overlord	-	<p><b>Hurricane:</b> The use of this Skill can be declared at the end of an Activation of the Air Overlord. The player chooses one of the effects below:</p> <ul style="list-style-type: none"> <li>• A Unit within 20 cm of the Air Overlord gains 3 Stress Markers.</li> <li>• All the Units within 10 cm of the Air Overlord gain one Stress Marker. Once the effect is resolved, the Air Overlord is withdrawn from the Battlefield as a Casualty.</li> </ul>
Water Overlord	-	<b>Engulfing:</b> The use of this Skill can be declared at the end of an Activation of the Water Overlord. A named Enemy Unit within 20 cm of the Water Overlord suffers [X] Hits (Strength 3). [X] is equal to the Unit's headcount. Once the effect is resolved, the Fire Overlord is withdrawn from the Battlefield as a Casualty.
Fire Overlord	-	<b>Inferno:</b> The use of this Skill can be declared at the end of an Activation of the Fire Overlord. Every Unit in Contact with the Fire Overlord suffers 3 Hits (Strength 8) as if it were a Shot (Saturation 2). Once the effect is resolved, the Fire Overlord is withdrawn from the Battlefield as a Casualty.
Earth Overlord	-	<p><b>Rift:</b> The use of this Skill can be declared at the end of an Activation of the Earth Overlord. The player names an Enemy Unit within 20 cm of the Earth Overlord. A Roll is resolved on the Action Table with a number of D10s equal to the Characteristic Action of such Unit.</p> <ul style="list-style-type: none"> <li>• Action Value: Initiative of the Enemy Unit.</li> <li>• Opposition Value: 2</li> </ul> <p>The number of Successes indicates the result:</p> <ul style="list-style-type: none"> <li>0: The named Unit is withdrawn from the Battlefield and counts as a Casualty.</li> <li>1: Half the Warriors in the Unit (rounded down) are withdrawn from the Battlefield. They count as Casualties.</li> <li>2 or +: No effect. Once the effect is resolved, the Earth Overlord is withdrawn from the Battlefield as a Casualty.</li> </ul>





## MERCENARIES

Name	Size / AP / Rarity	Skills
Bastion	1 / 170 / 2	<p><b>Experimental Weapons:</b> When recruited in an Army, Bastion lets you assign weapons of the following list to an Allied Infantry Unit of your choice (except Heroes) or to Bastion. The Cost of the weapon for every Warrior of the targeted Unit is indicated in brackets and adds up to the Value of the Army. A single Unit can only receive one Experimental Weapon.</p> <p><b>Enchanted Heavy Weapon (10 AP / Warrior):</b> When the Unit carrying such a weapon makes an Attack, the Resistance of the Opposite Warriors becomes 3. Furthermore, the Unit benefits from the Skill Fatal Blow against the Units made up of Elementals.</p> <p><b>Reloading Mechanism (5 AP / Warrior):</b> If the Fighters in the Unit possess Crossbows, they gain the Skill Quick Shot.</p> <p><b>Enchanted Armour (5 AP / Warrior):</b> The Warriors in the Unit cannot suffer Injuries inflicted by a Fire or Earth Elemental, or by a Spell which needs Fire or Earth Mana.</p>
Fantöm	1 / 120 / 2	-
Fir the Free	1 / 25 / 1	-
Kae	1 / 100 / 2	-
Lorn	1 / 190 / 3	<p><b>Incarnation:</b> Once per game, when Lorn invokes an Elemental Warlord, you can choose to invoke the Incarnation of Lorn instead. This puts an end to Lorn's Activation. Moreover, Lorn cannot be Activated any more as long as the Incarnation of Lorn is on the Battlefield. You can choose to remove the Incarnation of Lorn from the Battlefield at any time. There can only be one Incarnation of Lorn on the Battlefield.</p>
Ward	1 / 25 / 0	<p><b>Spiritual Link:</b> You cannot recruit Ward in an army unless Lorn is also recruited in this Army. He is a Unit in himself. Once a game, during Ward's Activation, you can switch Lorn's and Ward's positions for free if they are not Engaged.</p>
Valira	1 / 225 / 3	-





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# PLAYER AID

## Actions

**March (1 TS):** The Unit moves (March Value).

**Attack (1 TS):** The Unit attacks an Enemy Unit in contact.

**Charge (3 TS):** The Unit charges then Attacks an Enemy Unit. Bonus for the fight: **+1 Initiative and +1 Combat**.

**Combined Charge (5 TS):** A Hero Charges and Attacks while taking with them an Allied Unit with the skill Guard. Bonus for the fight: **+1 Initiative and +1 Combat**. **The Guard Unit does not attack but grants bonuses.**

**Shooting (1 TS):** The Unit Shoots at a Target at Range and within the Line of Sight.

**Magic (1 TS):** The Leader of the Unit casts a Spell.

**Invocation of an Elemental (1 or 3 TS):** The Leader of the Unit summons an Elemental Warrior.

- Elemental Herald: 1 TS
- Elemental Overlord: 3 TS

## Headquarters Phase

Triggers when the the Player's Activation token passes on "START". The player withdraws a Stress marker from each of their Units.

## Ranged Weapons

Ranged Weapons	Max. Range	Strength	Saturation	Special
Bow	50 cm	3	3	
Crossbow	80 cm	4	2	Only one Shot per Activation.
Heavy crossbow	100 cm	4	2	Only one Shot per Activation. The targeted Unit cannot use its Parry and Expert Parry Skills until the end of the Shot.
Javelins	20 cm	Strength of the Warrior	1	
Repeating crossbow	60 cm	3	2	
Rocks	30 cm	Strength of the Warrior	4	

## Roll

Roll	Number of D10	Action Value	Opposition Value	Special
Attack Roll	Sum of the Powers of the Warriors	Combat	Enemy Combat	
Elemental Invocation	2D10s + 1D10 per extra TS spent			Getting at least a 7 or more
Injury Roll	Number of Hits obtained after an Attack Roll, a Shooting Roll or other.	Strength	Resistance of the Target	
Morale Roll	2D10 + 1D10 per increment of 5 Warriors in the Unit	Willpower	<b>During a fight</b> = difference of Advantage Values <b>After a Shot</b> = Saturation of the Weapon	One extra D10 per Allied Unit with Authority [X].
Shooting Roll	Sum of the Powers of the Warriors	Shooting	Distance to the target (10 cm increments)	
Spell Roll	1D10 + 1D10 per Mana used for Reinforcement.	Level of the Wizard	Distance from the Source (10 cm increments)	

## Action table

### • Action Value - Opposition Value

-4 or less	-3	-2	-1	0	1	2	3	4 or more
10	9	8	7	6	5	4	3	2

## Effect of the Morale Roll

- **0 Success:** The Unit scatters. It is Withdrawn from the Battlefield. Its members count as Casualties.
- **1 Success:** The Unit is destabilized and gains a Stress marker. If this Unit is the Active Unit, its Activation ends immediately.
- **2 Successes:** The Unit is in doubt. If this Unit is the Active Unit, its Activation ends immediately.
- **3 Successes and more:** The Morale of the Unit is intact. No effect.

## Invoking an Elemental

D10	Invoked Elemental
1	+ 1 TS. The player rolls another D10 and compares with this table.
2-3	Air Elemental
4-5	Water Elemental
6-7	Fire Elemental
8-9	Earth Elemental
10	The player chooses the Elemental.

Now that you know the main rules of *Drakerys* you can proudly take part in battles set in this elemental world! Once you are comfortable with the rules contained in this booklet, do not hesitate to jump into the Rulebook. You will discover other ways to play and win historic victories. May the best player win!