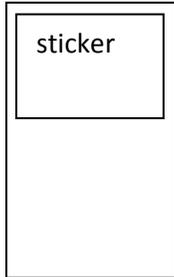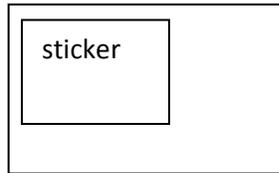## Sticker Instructions

Place stickers on the back of the battle cards of the characters that have those special skills. Place stickers on the back of the battle cards in the portrait (not landscape) position to fit them all properly. See examples below.

Portrait (Correct)   Landscape (Incorrect)

sticker   sticker

Skill: **Fire Wall**

Frequency: Once per move.

Usage: When an opposing character is nearby.

Points: Damage to opposing character.

The points for this skill represent the damage done to an opposing character that stumbles into the fire wall. Roll a single die to attempt to hit the opposing character with the fire wall. If you roll a number equal to the exact range that your character is from the opposing character then you were successful. This skill can only be used immediately after the character with this skill is moved within six spaces of an opposing character, or immediately after an opposing character is moved within six spaces of the character. The opposing character cannot deduct their armor/protect points.

Skill: **Flee Battle Scene**

Frequency: Once per battle.

Usage: Prior to a battle or after an opposing attack.

Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to flee from a battle. The character can only use this skill prior to a battle, or after the opposing character's attack. If the attempt to flee is successful, the battle ends and the player must roll a single die to determine the number of spaces the character moves to flee away from the battle. The character can add in their additional movement points from their battle card when fleeing.

Skill: **Smoke Screen**

Frequency: Once per battle.

Usage: During a battle.

Points: Number to roll less than or equal to.

Fire breathing dragons possess this ability and can blow smoke at their enemies reducing their visibility in battle. The points for this skill represent the number that the current player must roll less than or equal to with a single die to blow a smoke screen during a battle. If successful, the range of all weapons used in the battle by both characters is reduced by one but not less than zero.

Skill: **Wizard Protection**

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against wizards.

Skill: **Chaos Protection**

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Chaos characters.

Skill: **Oversized Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

This character uses a lot of ranged weapons. Oversized enemies are much easier targets at these distances. The points for this skill represent additional damage that can be added to all weapons for this character during battles against oversized enemies including centaurs, dragons, minotaurs, ogres and unicorns.

Order of Actions - The order of actions taken on a player's turn:

1. Roll to escape traps and/or apply the Escape Traps special skill.

2. Roll for movement.

3. Move one of your in play characters the number of movement points rolled on the die, and optionally move each of your in play characters their additional movement allowed by their battle cards. Characters can be moved in any order of your choice.

4. Apply special skills related to movement in the following order: Battle Training, Royal Treasury, Energy Burst, Leadership, Mounted Rider, Teleportation, Stealth Movement, Predatory Stalking, Charging Lariat, Swoop Drop, Savage Instincts, Fire Wall, Terrify, Dimensional Transport, Magic Deflection.

5. Roll for a fate if a 5 was rolled and apply the Avoid Traps special skill.

6. Conduct battles utilizing battle related special skills.

7. Apply end of turn special skills in any order including Arrow Dynamics, Bolt of Terror, Exploding Skulls, Fate Messenger, Ground Smash, Healing Powers, Labyrinth, Mesmer Eyes, Rejuvenated Healing, Rescue Mission, Seductive Deception, Soaring Leap, and Summons Spirit.

Skill: **Charging Lariat**

Frequency: Once per pass.

Usage: After passing over an opposing character.

Points: Damage to opposing character.

This mean character charges past opposing characters and hits them full force with their extended forearm as their momentum carries them past the unsuspecting opponent. The points for this skill represent the damage done to an opposing character every time your character passes over the opposing character. The opposing character cannot deduct their armor/protect points.

Skill: **Barbarian Protection**

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against barbarians.

Skill: **Good Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Good characters.

Skill: **Labyrinth**   Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to chase an opposing character into a maze. The points for this skill also represent the range that the character must be within from opposing characters to use this skill. The opposing player rolls a die to try to escape. The following action is to be taken depending on the die roll:

1=The character takes a wrong turn through the maze and ends up in the Snake Pit. Refer to the Snake Pit doom fate.

2=The labyrinth skill backfires sending the character with this skill into the Shark Attack trap. Refer to the Shark Attack doom fate.

3=The character takes a wrong turn through the maze and ends up in the Torture Chamber. Refer to the Torture doom fate.

4=The character finds a secret passage out of the maze and is safe.

5=Rather than get lost in the maze, the opposing character turns back and attacks your character. Move the opposing character to the position occupied by your character and commence battle.

6=The character takes a wrong turn through the maze and ends up in the Spider Lair. Refer to the Spider Lair doom fate.

Skill: **Avoid Traps**

Frequency: Prior to every trap.

Usage: When sent to a trap.

Points: Number to roll less than or equal to.

This character has the ability to detect and avoid falling into traps. The points for this skill represent the number that the current player must roll less than or equal to with a single die to avoid going to the trap. Use this skill whenever the character is sent to a trap from the card of doom including the shark attack, snake pit, spider lair and torture chamber. This skill can be applied against traps resulting from special skills including the Fate Messenger or Labyrinth skills.

Skill: **Magic Protection**

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Magic characters.

Skill: **Magic Resistance**

Frequency: Once per battle.

Usage: Prior to a battle.

Points: Number to roll less than or equal to, and weapons on opposing character's battle card.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to avoid taking damage from certain spells by characters categorized as Magic. If successful, no damage is taken from the opposing character's weapons that are numbered on their battle card as less than or equal to the points for this skill. Rolling these weapons that deal no damage is not considered a miss so the battle must continue unless the weapon was out of range.

Skill: **Evasive Action**

Frequency: Once per battle.

Usage: Prior to a battle that you did not initiate.

Points: Number to roll less than or equal to.

This skill gives the defending character with this skill the ability to evade an initial attack allowing them to strike first. The points for this skill represent the number that the current player must roll less than or equal to with a single die to evade the initial attack. Use this skill prior to a battle that you did not initiate. Evasive action is not treated the same as a miss so the battle must continue.

Skill: **Rejuvenated Healing**

Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Number to roll less than or equal too.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to rejuvenate health points. If successful, the points for this skill are added to the character's health up to their full health allowed by their battle card.

Skill: **Good Protection**

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Good characters.

Skill: **Spontaneous Healing**

Frequency: Once per battle.

Usage: After a battle.

Points: Health points.

The points for this skill represent the number of health points that this character gains back immediately after surviving a battle up to their full health allowed by their battle card.

Skill: **Dragon Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against dragons.

Skill: **Dragon Protection**

Frequency: Every battle round.

Usage: During a battle.

Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against dragons.

Skill: **Barbarian Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against barbarians.

Skill: **Chaos Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Chaos characters.

Skill: **Agility**

Frequency: Every time an opposing character misses.
Usage: During a battle.
Points: Damage to opposing character.

Your character is very agile in battle and can react quickly when an opposing character makes a mistake in battle. The points for this skill represent the damage done to an opposing character every time the opposing character misses during battle. The opposing character cannot deduct their armor/protect points.

Skill: **Neutral Protection**

Frequency: Every battle round.
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against Neutral characters.

Skill: **Paladin Protection**

Frequency: Every battle round.
Usage: During a battle.
Points: Additional armor/protect.

The points for this skill represent additional armor/protect for this character during battles against paladins.

Skill: **Healing Powers**

Frequency: Once per character per your turn.
Usage: End of your turn after all battles are fought.
Points: Range from other characters.

The points for this skill represent the range that the character must be within from another character to heal some of the other character's health points. The player can choose to heal any characters including opponents within this range a number of health points determined by a single die roll. A character can only be healed up to their full health allowed by their battle card. A separate die must be rolled for each character to be healed. Characters with this skill cannot heal themselves.

Skill: **Fate Messenger**

Frequency: Once per your turn.
Usage: End of your turn after all battles are fought.
Points: Range from other characters.

The points for this skill represent the range that the character must be within from an opposing character to give a fate to the opposing character. The character given the fate must roll against the fate cards. The fate may be a doom or happiness fate.

Skill: **Teleportation**

Frequency: Once per move.
Usage: When moving character.
Points: Movement.

The points for this skill represent additional movement points that can be optionally used when moving the character. Unlike regular movement points, the teleportation movements can move the character forwards or backwards. In other words after moving the character the die roll amount plus any movement points from their battle card, the character can then teleport back to a position that they had already landed on.

Skill: **Time Travel**   Frequency: First round of a battle.

Usage: During a battle.
Points: Number to roll less than or equal to.

Your character has the power to time travel into the future for a split second and bring back a futuristic weapon to aid in battle. A battle can only be started if within range of at least one weapon on the character's battle card prior to time travelling. The points for this skill represent the number that the current player must roll less than or equal to with a single die to travel in time. If successful, the player rolls against the following weapons rather than their character's battle card for the first battle round only:

Weapon	Damage	Range
1. Blazing Death Ray Gun	19	3
2. Blasteroid Grenade Launcher	24	4
3. Nuclear Warhead Missile	300	8
4. Precision Optic Laser Annihilator	28	3
5. Glow-in-the-Dark Gamma Melting Pistol	26	3
6. Heat Seeking Electronic Wasp	21	4

Skill: **Bolt of Terror**

Frequency: Once per your turn.
Usage: End of your turn after all battles are fought.
Points: Range from other characters.

The points for this skill represent the range that the character must be within from another character to fire a bolt of terror at the opposing character. The current player rolls a single die to determine the number of health points that are deducted from the opposing character's battle card. The opposing character cannot deduct their armor/protect points.

Skill: **Portal Escape**

Frequency: Once per battle.
Usage: Prior to a battle.
Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to move one space prior to a battle. This extra movement point may be useful in moving the character out of range of the attacking character, or moving closer to the attacking character to improve their own range.

Skill: **Walking Corpse**

Frequency: Once per battle.

Usage: After winning a battle.

Points: Range from other characters.

The points for this skill represent the range that the character must be within from another character to turn the opposing character into a walking corpse after conquering it in battle. The conquered character will have zero health points but remain in play. The characters are moved back to their positions prior to the battle if the battle was at a range of zero. The conquered character cannot advance to the next starting position, and must return to its last starting position to end this curse and be taken out of play. Opposing characters can start a battle with a walking corpse. Any damage to a walking corpse takes it out of play without rewarding an upgrade. A walking corpse cannot start a battle, use any of their special skills, or gain any health points from fates or special skills.

Skill: **Dimensional Transport**

Frequency: Once per character in range per your turn.

Usage: After movement and prior to battles.

Points: Range from other characters.

The points for this skill represent the range that the character must be within from another character including opponents to optionally transport the other character to a different location on the board. This character can transport any characters within this range a number of spaces determined by a single die roll if possible. Transporting must follow a valid movement path. Each character can only be transported once per your turn. A separate die must be rolled for each character being transported. The player can roll first and then decide to transport or not. Moving a character into an occupied position would result in a battle. An opposing character on the Inner Square can only be transported down their own stairway next to their King or Queen position.

Skill: **Battle Cry**   Frequency: Once per battle.

Usage: Prior to a battle.

Points: Number to roll less than or equal to.

Battle cries were used to rally soldiers to a battle. The points for this skill represent the number that the current player must roll less than or equal to with a single die to rally another character. A successful battle cry allows the player to add one of their characters that are out of play (if available) to the battle. This character will be returned out of play after the battle. The player uses the two battle cards in battle by alternating the cards. The character in play battles first by attacking and defending. Then the character out of play attacks and defends on the next round at the same range. This continues back and forth until the battle is over. The battle ends if the character in play is conquered in battle. The battle continues with only one battle card if the character out of play is conquered. The out of play character receives the upgrade if it defeats the opposing character with the winning hit. The opposing player's character can possibly receive two upgrades by conquering both characters.

Skill: **Cheat Death**   Frequency: When health drops below 1.

Usage: When conquered.   Points: Health points.

Is your character dead or not? If your character is conquered in battle and their negative health is less than or equal to the negative of the points for this skill, then the character does not die. Instead two dice are rolled and summed together to determine the number of health points that the character now has on their battle card. The character who originally conquered your character does not gain an upgrade. Your character may now resume or end the battle. The battle must resume if it is at a range of zero. Use this skill every time the character's health points drop below one due to a battle, fate, or special skill.

Skill: **Raise the Dead**   Frequency: Once per battle.

Usage: When a nearby character is conquered in battle.

Points: Range from other characters.

The points for this skill represent the range that the character must be within from other characters including opponents to bring them back to life if they are conquered in a battle. If the character casts this spell, the conquered player must roll a single die higher than that of the victorious player for the conquered character to be raised from the dead. If successful, the conquered character gains back their full health points. The victorious character still receives an upgrade for winning the original battle. The conquered character may now resume or end the battle. The battle must resume if it is at a range of zero.

Skill: **Magic Deflection**

Frequency: Once per skill used.

Usage: When a skill is used against the character.

Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to magically deflect any non-battle related skill used against them. Deflection cancels out the effects of the opposing skill.

Skill: **Summons Spirit**   Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Number to roll less than or equal to.

The points for this skill represent the number that the current player must roll less than or equal to with a single die to summons a spirit to attack the opposing character. The points for this skill also represent the range that the character must be within from opposing characters to use this skill. The current player rolls two dice for the spirit to determine the amount of damage it attempts to inflict. The defending player must then roll two dice and try for a number equal or higher than that of the Spirit's roll to end the battle and avoid the damage. Otherwise the defending character takes the full amount of damage, and cannot deduct their armor/protect points. Repeat until the defending player rolls equal or higher than the Spirit, or until the defending character is defeated.

Skill: **Equestrian Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

This character uses a lot of long weapons such as pikes that inflict extra damage against horse-like characters. The points for this skill represent additional damage that can be added during battles against horse related enemies such as centaurs and unicorns.

Skill: **Exploding Skulls**   Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Damage to characters within range.

The character possessing this skill can toss these primitive skull grenades at their enemies. The player must first specify which direction the character is tossing the exploding skull. A single die is then rolled to determine the distance in spaces from the character that the exploding skull will land from the throw. The points for this skill represent the damage done to any characters within a range of 1 from where the exploding skull lands. This implies that the character with this ability will also take damage if the roll of the die is a 1. The characters cannot deduct their armor/protect points.

Skill: **Berserker**

Frequency: Once per battle.

Usage: Prior to a battle.

Points: Number to roll less than or equal to.

This savage reckless skill allows your character to insanely attack their enemies doing additional damage. The points for this skill represent the number that the current player must roll less than or equal to with a single die to go berserk. If successful, the points for this skill also represent the number of additional damage that can be added to all weapons for this character during the battle.

Skill: **Hide and Sneak**

Frequency: Always in effect.

Usage: Ongoing.

Points: Range from other characters.

The points for this skill represent the range that the character must be within from other characters to sneak around them and be virtually hidden. An opposing character cannot battle the hidden character unless the hidden character starts the battle, or the opposing character moves within their weapon range during their turn. The character with this skill will become hidden again on following turns unless an opposing character moves within their weapon range again. Opposing character special skills cannot be used against a hidden character.

Skill: **Arrow Dynamics**

Frequency: Once per your turn.

Usage: End of your turn after all battles are fought.

Points: Damage to opposing character.

Your character has been given some superior designed arrows that can be shot a very long distance. Choose an opposing character that is between a range of 6 and 9 from your character with this skill. This range must follow a valid movement path. Roll a single die and add 3. If the sum is greater than or equal to the range between the two characters then the shot was successful and your character caused the number of Arrow Dynamics points in damage to the opposing character. The opposing character cannot deduct their armor/protect points.

Skill: **Neutral Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Neutral characters.

Skill: **Wizard Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against wizards.

Skill: **Escape Traps**   Frequency: Once per your turn.

Usage: Anytime during your turn except in battle.

Points: Number to roll less than or equal to.

The character with this ability is a skilled escape artist. The character can attempt to escape a trap including the shark attack, snake pit, spider lair or torture chamber anytime during their turn except during a battle. The points for this skill represent the number that the current player must roll less than or equal to with a single die to escape the trap.

Skill: **Stealth Movement**   Frequency: Once per move.

Usage: Land in a space near an opposing character.

Points: Movement.

The points for this skill represent the number of additional spaces that the character can move if they land in a space within a range of one from an opposing character. The character sneaks past the opposing character and avoids the battle. The character cannot add their additional movement points from their battle card to their stealth movement.

Skill: **Magic Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against Magic characters.

Skill: **Paladin Damage**

Frequency: Every battle round.

Usage: During a battle.

Points: Damage to opposing character.

The points for this skill represent additional damage that can be added to all weapons for this character during battles against paladins.