

Turn Sequence

- 1 - Beginning Phase
 - Spell and effect expiration (Beginning of turn expiration)
 - Racial Abilities
 - 8th Face Special Abilities
- 2 - Dragon Attack Phase
 - Dragon Attack - If an army is present at the terrain, the dragon(s) attack the current player's army, even if they summoned the dragon.
- 3 - Army Phase
 - First March
 1. Maneuver
 2. Action
 - Second March (different army)
 1. Maneuver
 2. Action
- 4 - End Phase
 - Reinforce - Move any or all of your units from your Reserves to any or all of the Terrains.
 - Retreat - Move any or all of your units from any or all Terrains to Reserves.
 - Spell and effect expiration (End of turn expiration)

Home Terrain

Home Army

Frontier Terrain

Campaign Army

Horde Army

Dead Unit Area

Buried Unit Area

Summoning Pool



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Magic Resolution

- 1 - Marching army rolls for magic and counts points of generated magic.
- 2 - Choose and announce all spells and the target of each spell.
- 3 - Resolve spells in desired order.

Missile Resolution

- 1 - Choose the army being attacked.
- 2 - Marching army rolls for missile results (resolve any SAls rolled).
- 3 - If marching army rolled at least 1 missile result, then the defending army rolls for saves and resolves any SAls rolled.
- 4 - Resolve damage.

Melee Resolution

- 1 - You may only attack an opposing army at the same terrain.
- 2 - Marching army rolls for melee results (resolve any SAls rolled).
- 3 - If marching army rolled at least 1 melee result, then the opposing army rolls for saves and resolves any SAls rolled.
- 4 - Resolve damage.
- 5 - Opposing army MAY roll for melee to counterattack (resolve any SAls rolled).
- 6 - If opposing army rolled at least 1 melee result, then the marching army rolls for saves and resolves any SAls rolled.
- 7 - Resolve damage.

Reserve Army