

Dreamblade Newbie Reference v4 11/30/06



Valor (blue) is enemy of Fear

Fear (green) is enemy of Valor

Madness (gray) is enemy of Passion

Passion (purple) is enemy of Madness

16 miniatures limit in a warband. 3 copy limit of a given miniature. Each player can see opposing player's warband. **Attack Dice - 1, 2, 3** indicated amount of damage. ♦ is a miss ♣ is a blade.

score: to make ability work, must be on one of your scoring cells

comes into plays: this ability works when you spawn

blade: - to make this ability work you must assign only one blade to it. As with all blade abilities you must attack with that creature to use it's blade ability.

double blade: you must assign two blades to make this ability work. Cannot assign one blade to it.

multiblade: for each blade assigned you active it once. You can assign any number of blades.

multiblade: you must assign two blades to make this ability work, and each times you assign two blades it works once. You can't assign an odd number of blades to this ability.

Lineages creatures of the same lineage often work well together.

(B) Bloodcut **(H)** Hellbred **(Hv)** Hiveling

(J) Janus **(L)** Lost **(S)** Stitched

Initiative Spawn Phase - Each player rolls the D6 initiative die. Higher result wins initiative and goes 1st. If rolls are tied, players who has won more turns goes 1st. If neither player has won more turns than the other, reroll ties. If either player rolls a 1 each players **skips spawn phase**. Tournament rule, if spawn phase was skipped last turn and if a 1 is rolled that player rerolls until he rolls anything but 1.

1st Player's Spawn Phase - Spawn creature(s) using combined initiative die roll. (example rolled 3 and 6 is 9 spawn points for each player). Pay spawn cost plus aspect cost. One less aspect cost per each creature of the same aspect (Valor, Fear, Madness, Passion). Activate any special spawn abilities and/or pay spawn cost to activate. ① ② ③. Any of your creatures destroyed give you +2 bonus spawn points per destroyed creature that you must use the next spawn phase. You can't save them. If spawn phase is skipped you must use the bonus spawn points on the next spawn phase. You don't lose them if spawn phase is skipped.

2nd Player's Spawn Phase - same as 1st player's.

1st Player's Two Action Phases

-----1st action phase choose **Shift** or **Strike**.

If enemy creature(s) are destroyed do deathblows.

-----2nd action phase choose **Shift** or **Strike**.

If enemy creature(s) are destroyed do deathblows.

2nd Player's Two Action Phases

-----1st action phase choose **Shift** or **Strike**.

-----2nd action phase choose **Shift** or **Strike**.

Shift - move each of your unengaged creatures only a single cell but not diagonally. Left, Right, Backward or Forward. Maximum of 4 of your creatures per cell.

Strike - one cell at a time, striking is **optional** in each cell with engaged enemies, creatures attack together, if location or creatures have blade abilities they **must** be assigned. Activate blade abilities before assigning damage. You can keep some of your creatures out of an attack if you wish.

Assign Damage - you must assign all damage. If damage equal to or greater than the defense of enemy creature you **must disrupt** a creature by moving to it any empty cell on the board. If damage is equal to or greater than the defense and life of an enemy creature then you can either **disrupt** or **destroy** a creature.

Deathblows - if it is one of the 1st players 1st action phases and an enemy creature is destroyed the enemy creature(s) get deathblows. Creatures destroyed in same attack make deathblows together. Blades count as misses. Disrupted creatures don't get deathblows.

Conquest Phase - If you have at least one of your creatures in one of your scoring cells uncontested (no enemies in that cell) you score those conquest points. Locations can't claim cells nor can they contest them. Each player scores 1 conquest point for each enemy miniature they destroyed that turn.

Total Scores and whichever player has the most total conquest points wins the turn and advances one space on the victory track. On a tie, neither player wins the turn. The first player to win six turns wins the game.

adjacent - in a cell next to this one (but not diagonal to it). A cell is not adjacent to itself.

ally - another creature controlled by the same player. A creature isn't its own ally.

banish - to take a miniature from the dreamscape and put it in its controller's reserve.

contest - engaged creatures contest the cells they're in. A creature can only claim a cell if it isn't contested.

engaged - in a cell with one or more enemies. Engaged allies may attack when you strike but can't move when you shift.

graveyard - a zone of play. Where you keep miniatures that have been destroyed or sacrificed.

local - in the same cell. A miniature is local to itself.

locations - unlike creatures, don't have power, defense, and life stats. Locations don't move or attack. They don't contest cells. Unlike a creature, a location can be spawned in any cell where you control a creature. You can't spawn a location in a cell that already contains a location.

nonlocal - not in the same cell.

pull - to move a target miniature closer to a miniature you control. A local creature can't be pulled because it can't be moved any closer. Move target any direction as long as it ends up being one cell closer.

push - to move a target miniature farther away from a miniature you control in any direction as long as it ends up being one cell farther away.

sacrifice - move one of your creatures from the dreamscape to your graveyard. Your opponent doesn't score conquest points for the sacrificed creature and you don't get bonus spawn points for it during your next spawn phase. Sacrificing isn't destroying.

spawn ability - an ability that you may activate during your spawn phase by spending spawn points. You may activate each spawn ability only once per turn.

stacking limit - each cell can have up to eight creatures in it, and each player can have up to four creatures in a cell. In addition, each cell may contain only a single location. Portals are the exception. You may break the stacking limit when spawning miniatures in your portal. A portal can still have only one location in it.

Dreamblade Abilities Summarized

Advance – after activating, may move target unengaged ally one cell.

Ambush (X) – makes X-power attack against each enemy creature that enters its cell.

Appease – after activating, sacrifice a creature.

Assault (X) – after activating, makes an X-power attack against target local enemy.

Bloodthirsty – if makes a regular attack and no enemies are destroyed by the attack, sacrifice it.

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

Bolster (+X) – allies that are local or adjacent to a miniature with an active Bolster ability have +X defense.

Bomb (X) – after activating its ability, you can sacrifice a miniature with the Bomb ability and deal X damage to each local enemy.

Channel (X) – your miniatures cost X less to spawn.

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

Copy – has the blade abilities of each local creature. If a miniature with an active Copy ability uses a blade ability of an allied creature during a combat, the ally can still also use its blade ability that combat.

Crit (X) – after activating, deals +X damage this combat.

Defender – when you shift, you can't move a creature with an active Defender ability into a cell that contains one or more enemy creatures.

Demolish – after activating, destroys target local or adjacent location.

Detonate – if attacks, sacrifice it at the end of combat (unless it has been destroyed).

Dominant – claims scoring cells even when those cells are contested.

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

Energize (X) – gives you X extra spawn points during your spawn phase.

Enrage (+X) – allies that are adjacent or local have +X power.

Expel – after activating, may move target engaged enemy into an adjacent cell.

Fade – whenever attacks, banish it at the end of that combat (unless it has been destroyed).

Ferocity – after activating, targets a local enemy during combat. If the target enemy is disrupted during that combat, destroy it instead.

Fight (type) (+X) – while in the same cell as an enemy of the specified type, it has +X power.

Flanking (X) – after activating, deals +X damage that combat if you control more creatures in the combat cell than each opponent.

Fortunate (X) – deals +X damage that combat if you control more creatures in the combat cell than each opponent.

Fumble (X) – after activating, deals -X damage this combat. Total combat damage after all modifiers can't be less than 0.

Geomancy (X) – has +X power, +X defense, and +X life for each location you control in its column.

Hell's Fury – grants all local and adjacent Hellbred allies the "☞: Crit 2" ability.

Heroics (X) – after activating, if you control fewer creatures in this cell than each opponent, a miniature with the Heroics ability deals +X damage this combat.

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

Invigorate (X) – while allies are local or adjacent, they have +X life.

Loner – can't attack when other creatures are attacking, not even with a deathblow. Keep local allies out of the attack so one with Loner ability can attack on its own.

Lure – after activating, may pull target unengaged enemy one cell closer to itself. Any direction as long as it ends up closer.

Nullify – negates the blade abilities of local creatures (not locations).

Pack – deal +X damage this combat, where X is equal to the number of local and adjacent allies.

Panic (X) – while enemies in the same cell, they have -X defense. A creature's defense after all modifiers can't be less than 1.

Payback – after activating, deals +X damage this combat, where X is the power of target power of target local enemy.

Purge – after activating, allows you to choose a target opponent. That opponent put as miniature of your choice from his or her reserves into his or her graveyard.

Raise – after activating, allows you to put a creature from your graveyard into your reserves.

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

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

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

Relentless – whenever attacks, enemy creatures damaged by the attack can't be disrupted.

Respawn (X) – if a miniature with the Respawn ability is in your graveyard, you may spawn it for as if it were in your reserves.

Scare – after activating, may push target unengaged enemy one cell away. Any direction as long as it ends up being farther away.

Skirmish – after activating, may move target engaged ally to an adjacent cell.

Stalwart – after activating, deals +X damage this combat, where X is the number of local enemies

Strikeback (X) – during an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, a creature with an active Strikeback ability makes an X-power attack against target local enemy.

Swap – after activating, may exchange positions with a nonlocal ally.

Teleport – after activating, can move a creature into any nonportal cell.

Thanatomancy – has power equal to the number of creatures in your graveyard.

Unique [NAME] – You can't spawn a miniature with the Unique ability if you already control a miniature with the same Unique ability in the dreamscape. You can still spawn such a miniature if an opponent has a miniature with the same ability.

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

Vessel (X) – when destroyed, you get X bonus spawn points for it during your next spawn phase instead of 2.

Wail – after activating, roll two initiative dice and add their totals together. Then banish each creature in the dreamscape with exactly that spawn cost.

Warpstrike (X) – after activating, makes an X-power attack against target nonlocal enemy.

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