## 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*

*Reserve Army*

## Magic Resolution

1 - Attacking 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 - Attacking army rolls for missile results (resolve any SAIs rolled).

3 - If attacking army rolled at least 1 missile result, then the defending army rolls for saves and resolves any SAIs rolled.

4 - Resolve damage.

## Melee Resolution

1 - You may only attack an army at the same terrain.

2 - Attacking army rolls for melee results (resolve any SAIs rolled).

3 - If attacking army rolled at least 1 melee result, then the defending army rolls for saves and resolves any SAIs rolled.

4 - Resolve damage.

5 - Defending army MAY roll for melee to counterattack (resolve any SAIs rolled).

6 - If defending army rolled at least 1 melee result, then the attacking army rolls for saves and resolves any SAIs rolled.

7 - Resolve damage.

DRAGON DICE GAME