

For years you and your magic-using brethren have suffered persecution at the hands of roaming paladins and adventurers trying to make a name for themselves. The various forces of the so-called "good" burning your homes and towers, killing and maiming your minions.

Tired of the endless cycle of persecution, the Mages in the realm have come together for a civilized battle of summoned creatures to determine who should become the Archmage. The Archmage, imbued with a portion of all the other mages power, will lead the conclave and make the land safe for all magic practitioners from the ignorant masses.

Players: 2 — 4

Age: 8 and up

Playtime: 40 — 70 Minutes



GAME CONTENTS

200	Archmage Cards	20	Colored Miniature Base Covers	8	Soul Stone Tokens
200	Health Tokens (crystals)	20	Fatigue Tokens	8	Summoning Portal Tokens
24	Terrain Modified Tokens	18	Dual Sided Map Tiles	8	Soul Lock Tokens
20	Terrain Modifier Cards	12	Dice	4	Mage Placards (Dual Sided)
20	Creature Miniatures	8	Summoning Power Crystal Tokens	1	Game Manual



OBJECT OF THE GAME:

As a Mage, summon creatures from your school of magic, and pit them against other Mages' creatures in the battle arena. The first Mage who destroys eight (8) points of enemy creatures is declared the Archmage and wins the game.

TYPES OF CARDS:

Archmage Cards:

Archmage cards come in four school types:

- ▶ **Necromancer Cards** have the **green** Necromancer logo on the back of the card.
- ▶ **Technomancer Cards** have the **blue** Technomancer logo on the back of the card.
- ▶ **Elementalist Cards** have the **yellow** Elementalist logo on the back of the card.
- ▶ **Demonologist Cards** have the **red** Demonologist logo on the back of the card.



Archmage cards come in two types – Creature cards and Spell cards.

Creature Cards:

The Summoned Creature cards contain the name, image, summoned value, fatigued value, and special ability (if they have one). Mages use the creatures summoned from these cards to battle each other.



Summoned creatures range from level zero (0) to level three (3). The higher the level of the card, the more powerful the creature and the more it costs to summon.

Spell Cards:

Spell cards contain the name, image, description, and effect information about the spell.

When a Mage casts a spell, they discard the spell card and apply the effects to the battle. The Cards indicate when they may be cast.

Terrain Modifier Cards:

The terrain modifier cards contain the name, image, and description of



the way it modifies the terrain tile square where the matching token is placed.

The players decide how many of the modifiers they want to use for a game and then draw the cards and place the tokens.

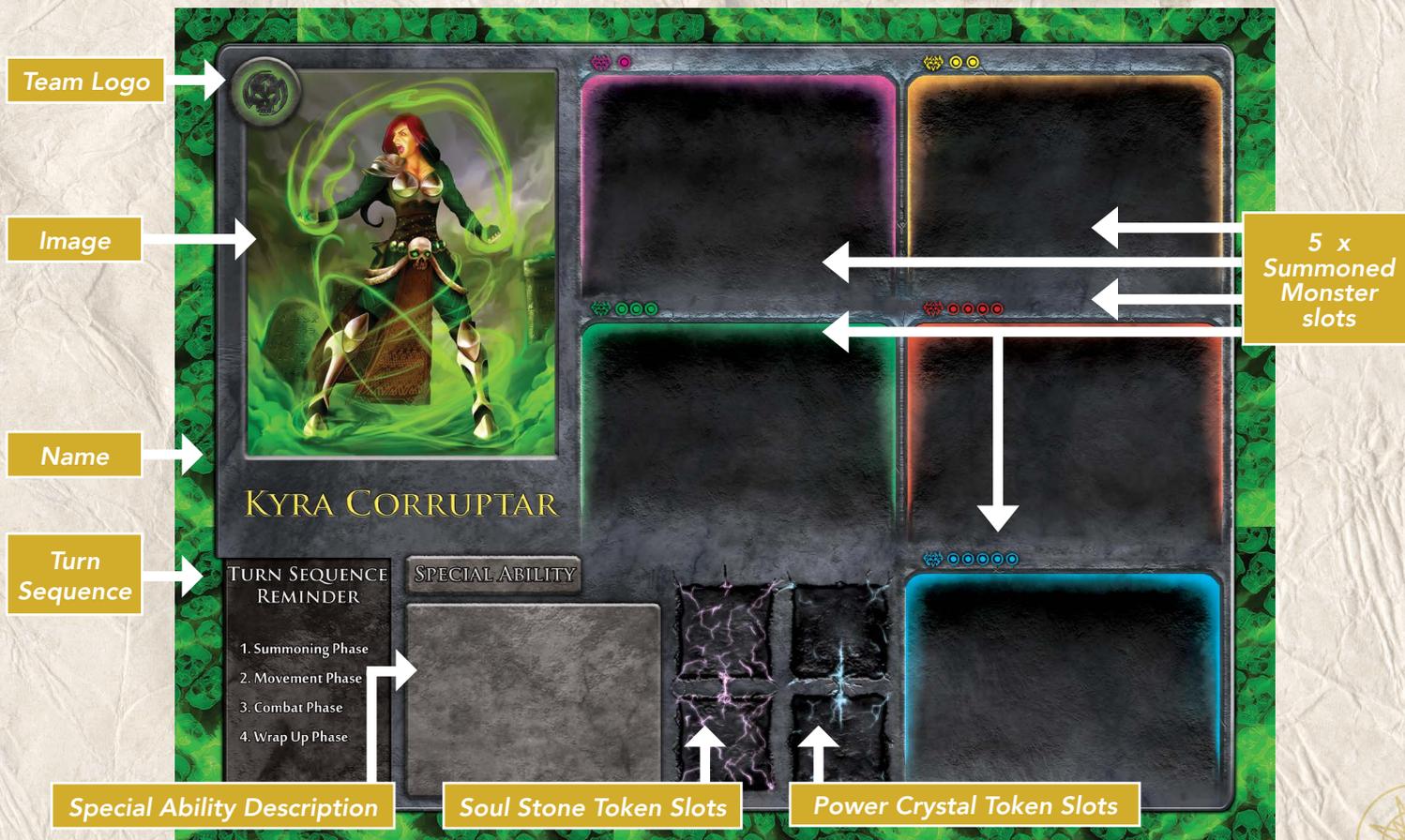
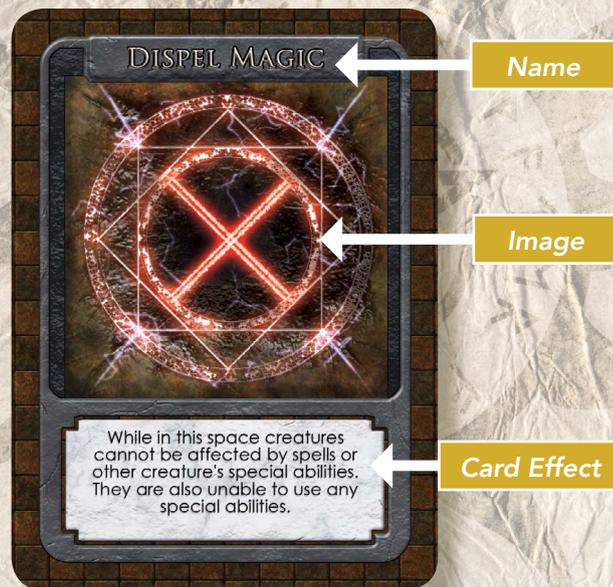
Mage Placards:

The Mage placards contain the name, image of the Mage, what mage class, a place for tracking their summoning power crystal tokens, soul stone tokens, and summoned creature slots.

The dots above the monster card slots are used to help identify the monsters on the field. We suggest that you draw a number of dots, on the bases with color matching the slots, equal to the number of dots above the card slot. This is to assist color blind players in being able to match the minis to the corresponding monster cards while in play on the battlefield.



Terrain Modifier Token



TYPES OF TOKENS:

Summoning Portal Tokens:

Each Mage has two (2) summoning portal tokens. These are placed on the game board on the empty arena squares depending on the number of tiles. Suggested configurations are listed here. Players also have the option to agree to a set up layout they would like to play with. The tokens mark the locations where creatures can be summoned (see – **Summoning Creatures**). In addition, squares with a summoning portal token on them can only be moved through or stopped on by the team whose class matches the token.

Summoning Power Crystal Tokens:

Each Mage has two (2) Summoning Crystal Tokens. These tokens go on the Mage placard. When they are face up they are “charged” and can be used to summon creatures (see – **Summoning Creatures**). When you use a summoning crystal token, flip it over to the “uncharged” side.

Soul Stone Tokens:



Each Mage has two soul stone tokens. The tokens are placed on the Mage Placard with the uncharged side facing up. Players can charge soul stones by sacrificing their monsters from the player area or by destroying an enemy monster.

When you charge the soul stone flip over the soul stone token. A charged soul stone tokens can be used to do one of the following:

- ▶ Power a creature summoning (see – **Summoning Creatures**),
- ▶ Allow you to reroll your movement roll before using any movement.
- ▶ Prevent any creature from having to make a retreat roll.
- ▶ Activate the use of a mage’s special ability.



Creature Miniatures:

Each Mage has five (5) creature miniatures that are themed to their mage class. They are placed on the game board when they are summoned. The color of the miniatures base cover correspond to the five creature slots on your placard.

Health Tokens:

Health tokens are used to track the health of the summoned creatures in the battle arena. When a creature is summoned, you place a number of health tokens on the creature card equal to its Summoned Value using the color that matches the miniature’s base and creature slot on the placard.

Fatigue Tokens:

Each Mage has five (5) fatigue tokens. The tokens are colored to match the miniature bases and creature slots. They are placed on the creature card when the creature is fatigued. (see - **Creature Combat**)



Soul Lock Tokens:

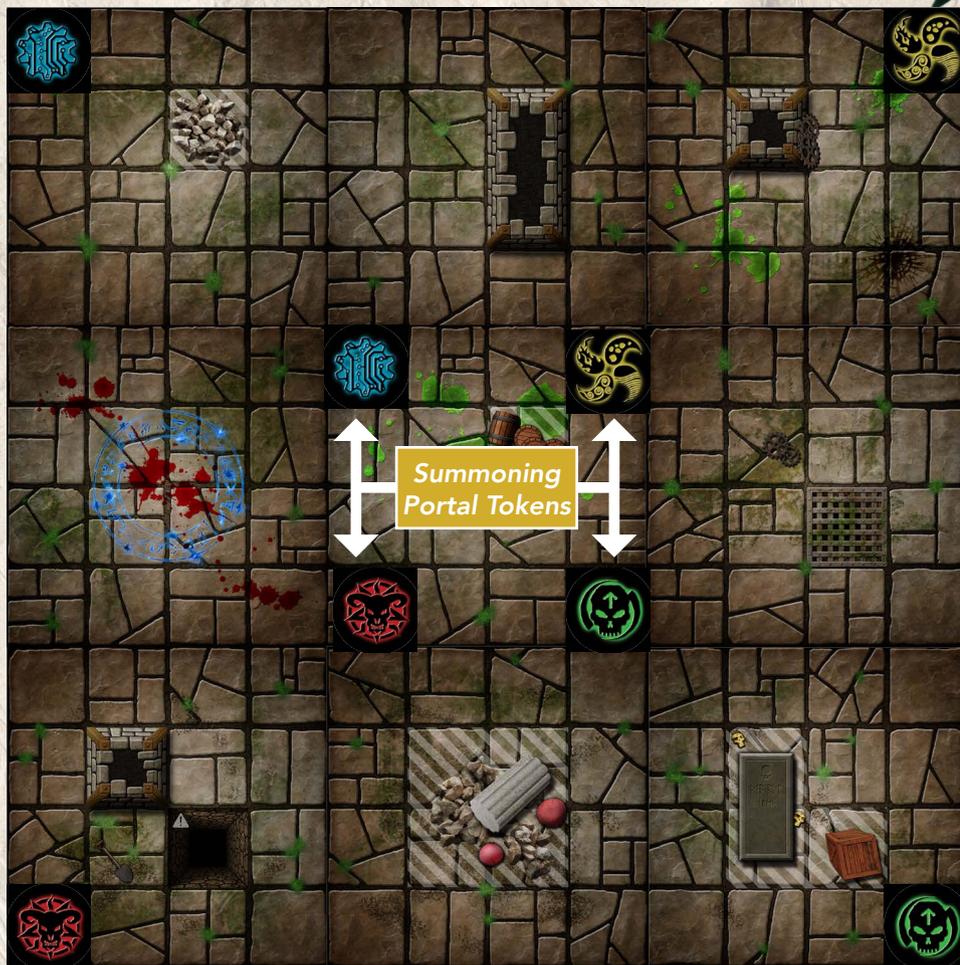
SOUL LOCK

This is a special token that allows a mage to lock an enemy monster's soul to its body for one turn. This makes it impossible for the monster to be sacrificed via spell or mage action until the soul lock is cleared.

To play a soul lock a mage places a soul lock token on the monster card on the enemy placard. The token stays in place until the mage who placed it starts their next turn. Each token can only be used once.

GAME SET-UP:

- 1) Build the play area you want to play on. Choose the number and type of tiles you want to use and configure them.



Suggested Basic Configurations:

- a. Four (4) players – Use a 2x2 or 3x3 map configurations.
 - b. Three (3) players – Use the “T” shaped configuration.
 - c. Two (2) players – Use a 2x1 or 2x2 configuration
- 2) Separate the 200 Archmage cards into the four Archmage decks sorted by magical school.
 - 3) Shuffle the separately.
 - 4) Determine who goes first.
 - 5) The first player picks their character and then everyone else chooses clockwise.
 - 6) Each player places their character placard in front of themselves, using either side of the placard; one side is male and one side is female
 - 7) Each player gets the following tokens:
 - a. Five (5) Fatigue tokens



- b. Two (2) matching Summoning Portal tokens (for the map)
- c. Two (2) Soul Stone tokens.
- d. Two (2) Summoning Power Crystal tokens, place one face up as "charged" and one face down
- e. Fifty (50) health tokens (10 in each color)
- f. Three (3) combat dice
- g. Soul Lock Tokens
 - i: Two (2) each if a two player game
 - ii: One (1) each if a three player game
 - iii: Zero (0) each if a four or more player game
- 8) Each player gets the five (5) miniatures for their team
- 9) Each player gets five (5) miniature base covers (one in each color)
- 10) Each player draws three (3) Archmage cards from their Archmage deck
- 11) Decide how many Terrain Modifier cards you want to play with per player, we suggest one (1).
 - a. Each player draws a terrain modifier card in order of play and collects the token that goes with the card.
 - b. Each player, in turn order, places their Terrain Modifier token on the board.
 - i: No more than one per map tile (unless players agree to allow it)
 - ii: Modifier Tokens must be at least two (2) map squares from any summoning portal.
 - iii: Modifier Tokens cannot be placed on each other or on existing map terrain elements that affect movement.



HOW TO PLAY:

Players perform the four (4) following phases during their turn. Then play passes to the next player.

Turn Reference Guide:

1. Summoning phase (performed in this order):
 - ▶ Perform any sacrifices.
 - ▶ Summon creatures.
 - ▶ Cast spells (can happen any time depending on card text).
2. Movement phase:
 - ▶ Roll two (2) dice (plus bonus for map size) and determine their movement points.
 - ▶ Move creatures as desired and allowed.
 - ▶ Creatures cannot be moved onto enemy occupied spaces during the first turn. No combat is allowed on the first turn, nor are any combat spells.
 - ▶ Cast spells (can happen any time depending on card text).
3. Combat phase:
 - ▶ Resolve all creature combat
 - ▶ Cast spells (can happen any time depending on card text).



4. Wrap up phase:
- ▶ Summon Creatures.
 - ▶ Cast spells (can happen any time depending on card text).
 - ▶ Charge one (1) summoning power crystal.

Summoning Phase:

Summoning a creature to the battlefield requires a creature card in your hand, charged summoning power crystal(s) (or charged soul stones), and one unoccupied creature slot on your mage placard.

To summon a creature, players place a creature card from their hand on an open creature slots on their placard and turn over one summoning power crystal token (or soul stone) from "charged" to "uncharged" per level of the creature being summoned (*zero level creatures do not require summoning power*).

Place a miniature, with a base the same color as the creature slot on your placard, on one of your Summoning Portals that is not occupied by another of your creatures. If you do not have any open creature slots on your placard or if all of your portals are occupied you cannot summon a creature.

Once summoned, place as many health tokens on the creature card (of a color matching the creature slot) as the summoned value on the upper left hand corner of the creature card.

For level Zero (0) monsters their starting health is determined by the health value below the fatigued value icon (right side). (use image)

Sacrificing Creatures

You can sacrifice your creatures and use its energy to charge an uncharged soul stone token which you can be used as a summoning power crystal or other abilities.

During the Summon Phase, you have the option to sacrifice creatures you have on the board to charge one or more soul stones. You can only sacrifice a creature if it meets the following conditions:

- It has at least one point of damage
- It is located on one of your summoning portals
- You have an uncharged Soul Stone



If you sacrifice a creature from the board, discard any remaining health tokens, and place the creature card in your discard pile. Flip the soul stone token to the "charged" side. Each sacrificed creature can charge only charge one soul stone, regardless of the creature's level.

Movement Phase:

Generate Movement Energy:

At the beginning of the Movement Phase, players roll two (2) dice. The total of their roll, plus the map size adjustment value, is the amount of movement energy that you generated.

Map Size Adjustment: Players add one (1) movement point of energy to their roll for each map tile making up one edge of the map. If the map is 3x3, then the player's movement roll would be $2D6+3$.

Move Creatures:

It costs one point of movement energy to move one of your creature's one space. Map squares with the diagonal highlight cost two (2) movement energy to enter.

Creatures can only move orthogonally (up, down, left, right) and NOT diagonally. Players may divide their movement points between all of their creatures as they see fit.

Notes about movement:

- ▶ A player does not need to use all of their movement points.
- ▶ A player's creatures cannot pass through or end movement on an opposing player's summoning portal.
- ▶ A player's creatures cannot pass through each other while moving.
- ▶ A player's creatures cannot occupy the same space.
- ▶ If a player's creature moves into a space occupied by an opposing player's creature, it must stop, and then will fight during the combat phase.
- ▶ No more than two (2) creatures can occupy the same map square.
- ▶ Map tiles with a diagonal highlight cost 2 movement to enter instead of 1.

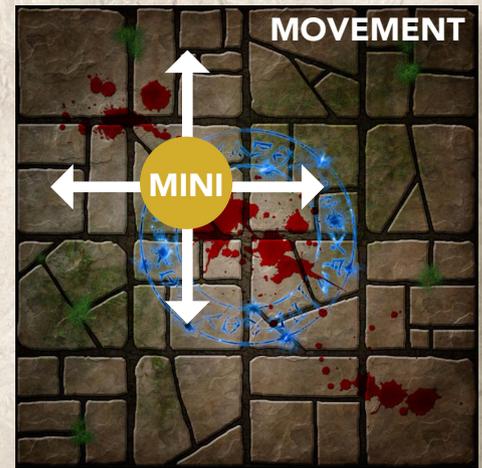
Note: Map tiles with solid walls or a checkerboard highlight are impassable to creatures.

Combat Phase:

Once a player is done with their movement phase the players check for creatures occupying the same spaces on any of the map tiles.

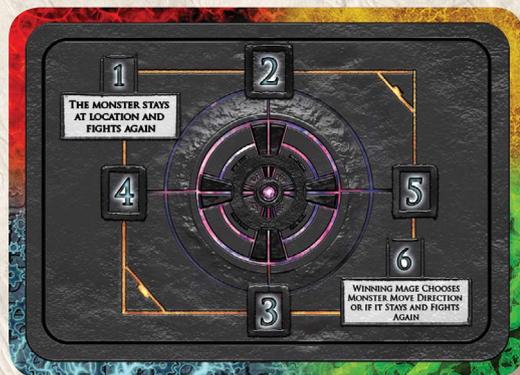
Creature Combat

Except in the first turn, when a player moves one of their creatures into a space



occupied by an opposing player's creature, combat will occur after all movement is resolved.

- 1) The active player decides in what order the combats will be resolved.
- 2) When two (2) creatures engage in a battle, each player involved in the combat rolls a number of combat dice corresponding to the level of their creature and its current health.
 - a. **Level zero (0):** Use one (1) combat die regardless of their health.
 - b. **Level one (1):** Use two (2) combat dice while the health is greater than their fatigued value.
 - i. Use one (1) die if the creature health is less than or equal to their fatigued value.
 - c. **Level two (1):** Use two (2) combat dice while the health is greater than their fatigued value.
 - i. Use one (1) die if the creature health is less than or equal to their fatigued value.
 - d. **Level three (3):** Use three (3) combat dice while their health is greater than their fatigued value.
 - i. Use two (2) dice if their health is less than or equal to their fatigued value.
- 3) Compare the highest individual die rolled for each player (not the total roll). The player that has highest roll (including any Spell Card or Special Ability modifiers) wins the fight.
 - a. If there is a tie, then compare the next highest dice rolled.
 - b. If one player doesn't have a next die to compare, then both players reroll all their dice.
- 4) Determine the difference between the winner and loser's highest die rolls.
- 5) Remove that difference in Health Tokens from the losing creature's card.
 - a. For example, if player one rolled a six (6) and player two rolled a three (3) then player two's creature would lose three (3) health tokens.
 - b. If the losing creature has no remaining health tokens its miniature is removed from the game board and the winning player adds the creature card to their victory pile. The winning player also flips one Soul Stone Token to the charged side, if the winning player has any uncharged Soul Stone Tokens.
- 6) If the health of the losing creature is less than or equal to its fatigue value place a fatigue token on the creature card.
- 7) If the losing player's creature lost one (1) **OR** zero (0) health, then the player can choose to fight again or roll the retreat die.
- 8) If the losing player decides to roll the retreat die or loses two (2) or more health: the player rolls a single die and moves the creature in the direction indicated on the retreat card.
- 9) Repeat this process until all creatures are alone on their map square.



Notes about the Retreat Roll:

- ▶ If the resulting direction of the roll would take the creature off the map, stay in the original square and fight again.
- ▶ If the resulting direction of the roll takes the creature into an impassable square, stay in the original square and fight again.
- ▶ If the resulting direction of the roll takes the creature into a square with a creature of the same team, stay in the original square and fight again.
- ▶ If the resulting direction of the roll takes the creature into a square with two creatures in it, stay in the original square and fight again.
- ▶ If the resulting direction of the roll takes the creature into a square with a single enemy creature in it, stay in the new square and fight.

- ▶ If the resulting direction of the roll takes the creature into a square that costs extra movement, the movement is allowed.

WRAP UP PHASE:

During the Wrap Up Phase, you may summon additional creatures following the same rules as the Summoning Phase. Sacrifices are not allowed.

After that, draw two (2) Archmage cards from your deck, then discard until you have no more than four (4) cards in your hand. Then, flip **one (1)** of your summoning power crystals from “uncharged” to “charged,” if there is an uncharged one.

Play now proceeds to the next Mage.

WINNING:

The first player to have eight (8) Victory Points wins. A creature’s Victory Point (VP) value is equal to its level.

- ▶ Level 0 Creature = 0VP
- ▶ Level 1 Creature = 1VP
- ▶ Level 2 Creature = 2VP
- ▶ Level 3 Creature = 3VP

OPTIONAL RULES:

More Options

Check the SolarFlare Games’ website occasionally for other optional rule variants and Frequently Asked Questions (FAQ) that may be published in the future.

www.solarflaregames.com/dawn-of-the-archmage/

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DAWN OF THE
ARCHMAGE

The title "DAWN OF THE ARCHMAGE" is rendered in a bold, golden-yellow, serif font. The words "DAWN OF THE" are stacked above "ARCHMAGE". The text is contained within a dark, rectangular frame that has a jagged, lightning-bolt-like border. The entire graphic is set against a dark, textured background that resembles marbled paper or stone.