

Decromancy Rules



The main goal in Decromancy is to control all of the locations on the board, it can be played with 2-4 players with stock board size.

WHAT YOU NEED TO PLAY

- Dice ranging from d2-d8(Initially)
- The 3 decks(Horde, Power, Location)
- A Map(Board)
- Health markers(not necessary but quite helpful in combat)
- Tokens to show ownership on the board.
- At least one friend(or random person if no friends.)



Start of the Game:

- 1) Both players randomly draw a location card, if the locations are adjacent then both players draw again until they get non adjacent locations.
- 2) Players add up the horde and power values of their location, then whoever has the lowest amount goes first, flip a coin in the event of a tie.
- 3) Player one can then begin their first turn (See Turn Phase)

Turn Phase:

0) Generally, Power cards and Location abilities can be used at any time unless otherwise stated.

1) All players location abilities are refreshed.

2) Player draws 2 power, 2 horde.

3) Player declares one combat if they choose too, it must be to a location from an adjacent location (See Combat Phase).

5) After the player no longer has any actions to take (See Locations and Power Sections respectively) that player discards down to their maximum hand size (equal to their locations horde & power values.) and ends their turn. Play proceeds in a clockwise fashion.



Combat Phase

0) If there is no defender (neutral territory) the attacker simply discards a horde card from their hand and obtains the location card, otherwise, read on.

1) Attacker places one horde card from their hand down, this is their active horde card. Then the defender declares theirs.

3) Both players roll their damage dice and add any modifiers.

4) Both active hordes are assigned damage at the same time equal to the opponents die value plus any modifiers, use tokens or a counter to keep track of health (See Horde Cards for a breakdown of attack/health).

5) The attacker can end combat at any time after damage is assigned, any active hordes return to their owners hands unscathed.

6) The defender may only end combat after their active horde has been killed, they forfeit the location being fought for.

7) If an attacker is victorious they receive the location being fought for and must discard their active horde (if any) if they do not have an active horde and the defender does not have one, then the attacker must discard a horde card from their hand in order to claim the location.

Location Cards:

See the included spreadsheet “Location Cards and Regional Bonuses List” for decklist

THE CARD TYPES: LOCATION

-They will have a horde and a power value which affects your max hand size.

-They will display the name of the corresponding location on the board.

-They may offer bonuses such as board-wide horde buffs, or special abilities that players may use.

-This ability can not be used the turn that the location is acquired.

-Unless otherwise stated, these abilities can only be used once per turn.

When holding specific combos of locations, you may trigger a regional bonus.

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-Max hand size is separate for horde and power.

Power Cards:

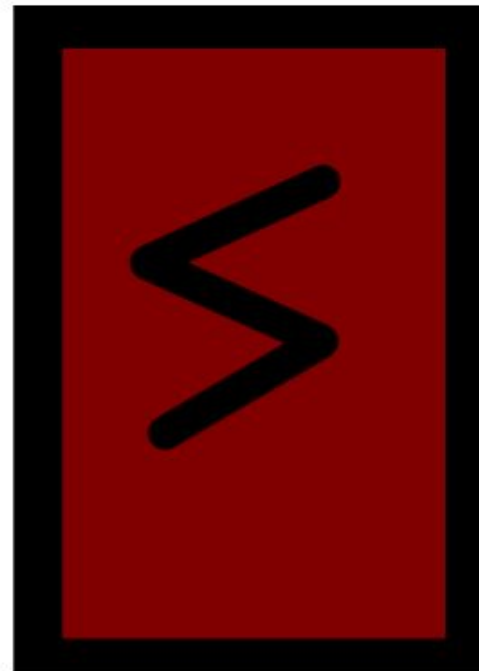
See the included spreadsheet "Power Cards List" for decklist

THE CARD TYPES: POWER

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- They will have an effect which could usually affects combat, but not always.
- They will display their name
- Can generally be played at any time(usually during combat though.)
- They may have a cost(but not always)-this amount of cards(horde or power) must be sacrificed in order to play the card.



-Sacrifice is the same as discard except it triggers any abilities that use the word sacrifice, discard will not trigger these abilities.

Horde Cards:

See the included spreadsheet “Horde Cards List” for decklist

THE CARD TYPES: HORDE

- These are the main fighting force of the game and are essential to victory.
- They will have a name
- They will have a damage amount.(displayed as number of dice and sides on those dice)
- They will have a health amount.(The heart)

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