Realms

Avalon Mini-Game #12

Knights Vs. Demons

Sir Thomus spurred his warhorse on as he and the other knights of his Order charged the demons. The foul stench of their foe flowed over them as his trusty mount screamed in terror as the two slammed into the ranks of demons. Dark, foul blood flew as the knight's lance bit deep into one of the hell-spawned things, but even as he and the other knights crushed their foes under the hooves of their warhorses, still more of the demons poured through the magical gateway.

"Will it ever end?" Sir Thomus asked himself as he fought deeper into the army of hell, trying in vain to reach the dark wizard that stood before the gateway to the Abyss.

Realms is another great Mini-Game from Avalon Games. Take the side of the bright human nations or the foul demon hordes, as the two battle for control of the world. A fast paced fantasy game of warfare, spells, magical items and mighty beasts, all will be under your control as you battle your foe. Can you out last, out fight and out maneuver your enemy, or will you fall to their sharp edged swords?

Note this is not a complete game. A copy of the master rules, available with Mini-Game #5, Realms: Elves vs. Orcs, is required to play.

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Avalon Games

Knights

Unit	Native Terrain	Terrain Match	Battle Bonuses
Men-at-Arms	Any	-	+1 to hit if King is in the battle
Archer	Hills	Any if you hold Three Plain Cards	+1 to hit if in Plains
Pike Men	Swamps	Any if you hold Three Swamp Cards	+1 to hit if in Swamps
Knights	Plains	Any if you hold Three Plain Cards	+1 to hit if in Plains
Paladin	Hills	Any if you hold Four Hill Cards	+1 to hit if in Hills
Wizard	Plains, Steeps, Forest	Any if you hold Four cards in total	+1 to hits it can take while in Forest
King	Plains, Forest, Hills	Any if you hold Five cards in total	+1 to hit if in Plains +1 to hits it can take while in Forest
Dragon	Mountains	Any if you hold Three cards in total	+1 to hit if in Mountains
Griffin	Hill, Mountains	Any if you hold Three cards in total	+1 to hit if in Hills or Mountains
Warrior Maidens	Forest	Any if you hold Three Forest Cards	+1 to hit if in Forest

Knight Spells

Magic Bolt: This spell does one hit of damage to any foe unit. No to hit roll is needed.

Elemental: When cast, pick one elemental to summon. Place that elemental into the battle. The summoned elemental may attack the turn it is summoned.

Shield: When cast, the shield spell will stop one hit of damage to any one unit.

Freeze: Roll to hit on each unit in the foe's battle force. If a unit is hit, it is frozen in place and may not make an attack this turn. Those units that have already made an attack this turn are not affected.

Warlocks

Unit	Native Terrain	Terrain Match	Battle Bonuses
Demon Lord	Any	-	+1 hit that can be taken per demon unit in play, on either side of the battle.
Dark Mage	Plains, Steeps Forest, Hills	Any if you hold Three cards in total	-
Rune Knight	Plains	Any if you hold Three Plain Cards	+1 to hit if in Plains
Rune Warrior	Special	Any if you hold Three cards in total	+1 to hit per demon unit that is in play (as shown on the counter) on your side of the battle
Hell Hound	Swamps	Any if you hold Two Swamp Cards	+1 to hit if in Swamps

Demon Lord Spells

Fear: When cast, pick three enemy units. These units lose their next attack.

Dark Bolt: This spell does one hit of damage to any foe unit. No to hit roll is needed.

Darkness: When cast, no magic, ranged or flying attacks may be made that battle round.

Minor Demon: When cast, place a minor demon unit into the battle. The demon may attack the turn it is summoned.

Demon: When cast, place a demon unit into the battle. The demon may attack the turn it is summoned.

Greater Demon: When cast, place a greater demon unit into the battle. The demon may attack the turn it is summoned.