

# Dungeon Saga

## Dice Roller Solo Variant

<http://colorfulminis.com>

### SETUP

Create the *Overlord Command* deck as indicated by the scenario and draw 3 cards.

From these three cards, set aside the *Raise Dead* cards and discard the others.

### INTERRUPTS

Between each hero's activation, roll a die. On **1** or **2**, an interrupt is triggered.

*If you want to play in "easy" mode, trigger an interrupt only on 1.*

During an interrupt, always activate the closest enemy to the latest activated hero.

If no miniature is able to activate, cast *Raise Dead* on a bone pile.

### OVERLORD'S TURN

- ◆ Roll a die to know the number of orders to play:
  - **1-4**: 1 order + the scenario orders
  - **5**: 2 orders + the scenario orders
  - **6**: 3 orders + the scenario orders
- ◆ Beginning with the models within short-range of the heroes, determine the initiative of the models you control (see **Initiative of Models**). Then activate them in the order of the initiative obtained (see **Activating Models**).
- ◆ Use remaining Commands in the following order:
  - ◆ *Raise Dead* on bone piles within short-range of heroes (excluding those in the front arc of a hero)
  - ◆ Models in long range of heroes (in order of initiative)
  - ◆ *Raise Dead* on bone piles within long-range of heroes
  - ◆ Models or remaining pile of bones (determine randomly)

- ◆ If you have a *Raise Dead* card set aside, play it then discard it.
- ◆ Turn all used spell cards 90 degrees clockwise.
- ◆ Check for Hero's end-of-round effects.
- ◆ Check the scenario for end-of-round effects.
- ◆ If the *Overlord Command* deck is empty, the game is lost. Otherwise, draw a card from the *Overlord* deck. If it is a *Raise Dead* card, set it aside. Otherwise, discard it.

### INITIATIVE OF MODELS

The base initiative of a model is the value of combat dice.

**+2** if the model is a boss

**+1** if the model is in the back arc of a hero and that hero is in its front arc.

**+X** add the number of the models available spells

In case of a tie, start with the models closest to the heroes.

### RAISE DEAD

Select the Bone piles closest to the last activated hero, avoiding the Bone piles in the front arc of a hero.

If different models are available to replace a Bone pile, roll a die for each type and add the number of models available for that type. Chose the model type that gets the highest result.

### TARGET PRIORITY

Enemy models choose their target by following this order:

- ◆ Heroes that can be attacked in their rear arc
- ◆ Heroes that are outnumbered (Considering current activation)
- ◆ Heroes with the lowest armor
- ◆ Heroes with the least attack dice

### ACTIVATION OF MODELS

When a model is activated, it follows this sequence:

- ◆ if the model is engaged in combat, it attacks
- ◆ if the model can shoot, it moves to the maximum of its range and then shoots
- ◆ If the model can join a fight, it moves and attacks, if possible in the rear arc of a hero
- ◆ If the model can cast a spell, it moves towards the priority hero (see *Target Priority*) and casts a randomly selected spell
- ◆ Otherwise the miniature moves to the short-range priority hero, or to a short-range mission goal.

### SUMMONING MODELS

Some effects and spells cause a model to be summoned (placed) on the board at the discretion of the Overlord.

Place the summoned model closest to the weakest hero (lowest armor, then lower attack dice), without entering its front arc.