

BLOOD STONE

INSTRUCTION BOOK

Designed By
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BLOOD STONE

In Blood Stone, a Witch with mastery in blood magic is being hunted for her moral violations. A party of royal spirit medium soldiers are requested by a village that the Witch has been antagonizing for her rituals. In the clash of might and magic about to take place, only one side will leave the battle alive.

Blood Stone is a two player, asymmetrical combat game in which one player controls the Blood Witch & her forest creature minions, and the other player commands three soldiers that can communicate with the spirits of the recently dead. Each side has their own unique abilities and play styles. The game ends when one side has been defeated in battle.

EQUIPMENT

- ◆ A foldable game map
- ◆ 42 blood stones (red glass stones)
- ◆ 1 witch piece
- ◆ 4 colored minion pieces
- ◆ 3 soldier pieces (archer, spearman, swordsman)
- ◆ 1 witch card
- ◆ 4 minion cards
- ◆ 3 soldier cards
- ◆ 16 blood spell cards
- ◆ 8 phantom spell cards
- ◆ 6 zombie tokens (green disks)

PREPARATION

1. Decide which of the two players is controlling the Witch and the Soldiers.
2. Each player takes their respective pieces & cards.
3. Place the game map with the Witch's side of the map facing the player controlling the Witch.
4. Each player places their Witch, Minion and/or Soldier cards. Put blood stones on the cards for the number of "starting blood" each card has.
5. Each side puts their deck of spell cards down on their side of the map.
6. The Witch player places their witch and 4 minion pieces anywhere in the red "Witch Start" tiles.
7. The Soldier player places their 3 soldier pieces anywhere in the blue "Soldier Start" tiles.
8. The Soldier begins the game with the first turn.

THE BATTLE

Soldiers take the first turn in the battle. Once their turn is over, the Witch's turn begins, and turns alternate until only one side is left standing.

The Soldiers & Phantoms

Turns & Acts

When the Soldier's turn starts, you may Act up to 3 times. An Act includes moving a unit OR attacking with a unit. Once a Soldier has done a particular Act, they cannot use that same Act again.

For instance; if you attack with the Bowman, you may not attack with that Bowman for the rest of your turn, but you may move with that Bowman if you have not used all 3 Acts.

◆ Moving

Moving is done by placing a unit to adjacent spaces on the map. Refer to the unit's card to see how many spaces they can move during their Act. Darkened spaces CANNOT be moved on.

◆ Attacking & Range

Attacking can be done to any unit (including friendly units) within range of the attacking unit. Range is described on the unit's card. Attacks done to a unit will remove 1 Blood Stone from their unit card.

Blood Stones & Death

◆ Blood Stones

When a unit gets attacked, they lose 1 Blood Stone. Once a unit runs out of Blood Stones, they die and can no longer be used.

◆ Zombification

If a Soldier gets zombified, that Soldier can never be Acted on normally, but the Blood Witch can manipulate them.

◆ Death

Once a Soldier or Minion dies, they typically get put into the Realm and cannot be used for the rest of the game. If a zombified unit dies, they do not get put into the Realm, but are removed from the game.

Phantom Spells

Dead units in the Realm are considered Phantoms. If a Phantom exists in the game, you may begin drawing Phantom Spell cards from the deck into your hand.

◆ Using Spell Cards

After you draw your card(s) from the deck, you may use ONE of the cards in your hand. Follow the instructions on the card.

◆ Drawing & Discarding

Phantom Spells are drawn at the beginning of your turn before you do anything else. You must draw until you have 2. You can discard

any amount of these afterwards. Place discarded and used cards next to the deck. When the deck of Phantom Spell Cards runs out, shuffle the discard pile and replace it.

The Witch & Minions

Turns & Acts

On the Witch's turn, you may only Act with the Witch by moving her and/or casting a Blood Spell. The Witch can't attack like other units, but some Blood Spells can allow you to Act with other units (like Minions) similar to how the Soldier Acts with their units.

◆ Moving

Moving is done by placing a unit to adjacent spaces on the map. Refer to the unit's card to see how many spaces they can move during their Act. Darkened spaces CANNOT be moved on.

◆ Attacking & Attack Range

When using the Manipulate spell, you may attack with a Minion or Zombified Unit. Attacking can be done to any unit (including friendly units) within the attack range of the attacking unit. Range is shown on the unit's card. Attacks remove 1 Blood Stone from the target.

Blood Stones & Death

◆ Blood Stones

When a unit gets attacked, they lose 1 Blood Stone. Once a unit runs out of Blood Stones, they die and can no longer be used.

◆ Death

Once a Soldier or Minion dies, they typically get put into the Realm and cannot be used again for the rest of the game. If a zombified unit dies, they do not get put into the Realm, but are removed from the game.

Blood Spells

Blood Spells can be used by the Witch once during your turn before or after moving. The spells are used immediately once cast from your hand.

◆ Using Spell Cards

After you draw your card(s) from the deck, you may use TWO of the cards in your hand. If the card requires you to roll, roll first, then follow the instructions on the card.

◆ Drawing & Discarding

Blood Spells are drawn at the beginning of your turn before you do anything else. You must draw until you have 3. You can discard any amount of these afterwards. Place discarded and used cards next to the deck. When the deck of Blood Spell Cards runs out, shuffle the discard pile and replace it.

Unit Cards

Unit cards show you how you can Act with the units. They are also used for keeping track of each unit's Blood Stones.

AXEMAN



Starting Blood: 6 Blood Stones

Movement: 3 Spaces

Attack Range:
2 spaces directly in any 4 directions from the Axeman are attacked.
This includes other Soldiers.

SOLDIER


BLOOD HUNT

◆ Starting Blood

This is the amount of Blood Stones the unit starts out with. Place these on the card to keep track of how many the unit has at all times. If they run out, they die.

◆ Movement

This shows how many spaces the unit can move from their position when Acted on. Units can only move to the 4 spaces directly on their sides.

◆ **Attack Range**

Units have different types of attack ranges. Refer to this section to see what spaces can be attacked by each unit. All attacks remove 1 blood stone from the targeted units.

Spell Cards

BLOOD BOIL



Chance:

$X \geq d4$ (Blood given must be greater than the result of the die)

Range:

3 Spaces from Witch

Effect:

Give Blood (X) from the Witch to a Minion or Zombie. The unit dies, and every unit 1 space around the unit loses Blood equal to half of the amount of Blood the targeted unit had (round down). If this spell fails, the Blood returns to the Witch.

BLOOD SPELL

**BLOOD
HUNT**

This is a Blood Spell card as you will find in the box. Blood Spell cards and Phantom Spell cards are placed face down at the start of the game in a deck. Refer to Blood Spells or Phantom Spells above to see how to acquire these during gameplay.

◆ **Chance**

Chance is used to determine if a card can be used. Most of these involve a 4 or 6 sided die.

For instance; if the Chance reads $X \geq d4$, roll the 4 sided die. If you gave 2 blood (or 2 X), and the die reads 1 or 2, then the spell passes. If the die reads 3 or 4, the spell fails, because X is not greater than or equal to the die roll of 2.

Some cards will always hit, and read 100% or Omniscient.

◆ Range

Range is used to determine what units can be effected by the spell. This is similar to Attack Range. Some spells effect all units, no units, or specific units on the board.

◆ Effect

The effect of the spell determines what the spell does in the game. Spells have very different effects, and some effects should be referenced for when a spell fails, or what the chance of a spell will be.

Victory

Victory is obtained by the Witch when every Soldier has been zombified or killed. Soldiers can obtain victory by simply killing the Witch.

CREDITS

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