

RULEBOOK

# IGNITE

The Freeze



A Game by Darren Terpstra

# INTRODUCTION

**T**he Great War of Oshos has been going on for a full year now, bringing with it a much harsher winter than one year ago. A winter so cold, so freezing ... the elders say a winter like this hasn't been seen in over a millennium. Meanwhile the land continues to succumb to the increased use of magic, becoming more barren, more desolate. Pools of water have slowly transformed into massive pools of corrosive acid. It has become increasingly difficult to find fresh water for ourselves, not to mention our animals.

As the war rages, so does the backlash to civilians, old and young alike. Rats, feeding on the dead, made their way into our towns, our homes. They carry disease and spread it from villager to villager ... city to city. This death toll, however, pales in comparison to the new weapons of war which have been invented. Machines that can kill at a distance, in an instant, all without the guilt of having to look your victim in the eye.

These machines have caused many a race to turn to magic so dark it hasn't been seen since the first breaking of the world. Dark practices, done in secret. Hexing one's enemies, fashioning voodoo dolls, even taking over a victim's thoughts ... this loss of our humanity may be worse than the war itself.

**I FEAR FOR ALL OF US ...**

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# BOX CONTENTS



8 Reference cards



50 Randomizer cards



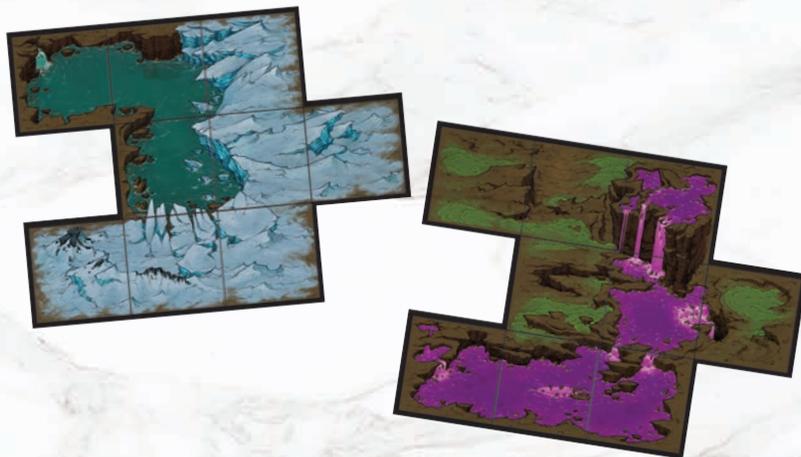
6 Miniatures



500 Battle cards



51 Divider cards



8 Game board tiles



30 Hex cards



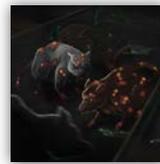
1 D4 die



15 Charmed/Charmer tokens (double-sided)



10 Catapult tokens



1 Plagued Rats token



1 Massive Blizzard token



15 Smoke Screen/Voodoo Doll tokens (double-sided)



10 Ballista tokens

# HOW TO...

## HOW TO PLAY

**Ignite: The Freeze** is an expansion to the base game Ignite. You will need the base game in order to play this expansion. With this expansion, you may now include the following during setup:

1. New races to select during the Race Selection step.
2. New terrain tiles to form the middle of the game board (surrounded by village tiles).
3. New battle decks to place in the market.



## NEW RACES



**Orcs** – It takes 4 damage (instead of the usual 3) to kill an orc unit. Also, any single weapon card or war machine attack that does “Damage: 3” does only 2 damage to orcs.



*Note: A regular weapon that is modified in such a way so that it does 3 damage still does the full damage amount to an orc. Example: Bone Crusher and Vampire’s Curse are not affected by the orc’s race ability.*



**Fallen Valkyrie** – The player may discard any weapon to block a melee weapon and may discard any pure spell to negate a pure spell that targets one or more of their units.



*Note: The Fallen Valkyrie player cannot negate “global” effect that affects all players and cannot negate a delayed spell (example: Meteor Strike).*

# THE BOARD

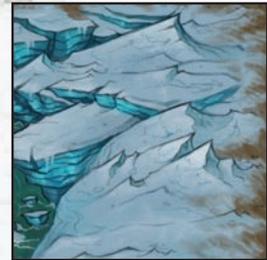
## NEW TERRAIN

**Acid Pools** – Moving into an acid pool space causes you to discard a card from your hand at random. If you do not have any cards to discard, you cannot move into an acid pool space. If you are pushed into an acid pool, you must immediately discard a card if possible. If you move through multiple acid pools, you must discard a card for each acid pool you move into.



*Note: Acid pits have no effect on lizardmen or water minions.*

**Snow** – Moving into a snow space requires 2 movement rather than 1. If you cannot use 2 movement at the same time, you cannot move into a snow space. You may use multiple movement cards to build a movement “bank,” but this movement bank resets to 0 if you do anything other than move. Moving out of a snow space has no effect on movement. Snow affects both units and minions. Snow does not affect units that are being pushed back.



*Example: For Kelsie’s unit to move through 2 snow spaces and into the space on the other side, she must use 5 movement: 2 to move into the first snow space, 2 to move into the second snow space, and 1 to move into the non-snow space. So Kelsie uses a Conditioning and a Horse, which has a total of 5 movement.*

The diagram shows a 3x3 grid of terrain tiles. The top row consists of a green tile labeled 'KELSIE', followed by two blue snow tiles, and a green tile. Yellow arrows point from 'KELSIE' to the first snow tile (cost 2), then to the second snow tile (cost 2), and finally to the green tile (cost 1). To the right of the board, two cards are displayed. The top card is 'Conditioning' with a cost of 5 and 'Movement: 1-2'. The bottom card is 'Horse' with a cost of 7 and 'Movement: 1-3' and 'Movement - Mount'. A small '2' is visible in the top right corner of the Conditioning card.

# KEY TERMS

These are keywords you'll need to understand as you play Ignite. You'll see them either in a battle card's action text or card type section.

**Hex:** Hex cards are placed in the market, next to the battle decks. They are not available for purchase.



*Note: Hex cards don't count toward the 16 battle decks.*

Through various card effects, players will sometimes have to gain a Hex card from the market, or a player will sometimes be able to transfer their Hex card(s) to another player. Any gained Hex cards go into the target player's play area, not their discard pile.

These Hex cards clog up your deck. They give no advantage or disadvantage other than merely taking up a spot in your hand. You cannot sell Hex cards (at the bazaar or with the Weapon Dealer). If a card requires you to trash a card in order to use it (example: Flail), you cannot trash a Hex card.

If you ever run out of Hex cards, all effects that would cause someone to gain a Hex do nothing. However, Hex cards can still be transferred from player to player even if the Hex card pile runs out (example: Hexed Arrow).

**Poison / Poisoned:** When a unit is poisoned, it gains 1 poison damage token (green), rather than the regular damage token (grey). Then, at the beginning of the poisoning player's subsequent turns, the poisoned unit automatically receives 1 (regular) damage. This continues until the poison is healed or the unit receives its last damage token.



Damage Token



Poison Token

A poison damage token counts as 1 of a unit's 3 damage tokens that cause death.

If a poison damage token is removed (due to a healing card), the poison stops (unless there are multiple poison damage tokens). The player who plays the healing card gets to choose which damage token to remove (including poison if available).

If multiple players poison the same unit, the poisoned unit will receive damage at the beginning of each of those players' turns.



**Modifier Cards:** You may play modifier cards (example: Poison, Vampire's Curse, Morale Boost) to make an attack more devastating. Modifier cards will tell you what cards they can be played with. For example, Vampire's Curse must be played with a weapon or projectile.

In order to keep modifier cards secret, the attacker will either hide the modifier card behind the attack card being used (showing the attack card being used), so that it looks like only one card is being used to attack. Or, the player may say what card they're attacking with, while actually placing the modifier card on the table face-down.

The defender then has the opportunity to respond with a defensive card in order to stop or evade the attack.

If the attack is stopped or evaded, all cards, including the modifier cards, are still considered used and are discarded to the play area (sometimes with a negative effect to the attacker). If the attack lands (is not stopped or evaded), all modifier cards and the original attack card are successful and their effects occur in the order of the attacker's choosing.

This process is repeated each time there is an attack.

# KEY TERMS

Kelsie

Paul

*Example: Kelsie's dwarf attacks Paul's elf. She declares that she's attacking with a Dagger, and Paul decides to block it with a Dagger of his own. Kelsie reveals she used a Vampire's Curse with her Dagger, which does no effect to Paul because he blocked the attack. Kelsie's dwarf, however, takes 1 damage from an unsuccessful Vampire's Curse attack. Kelsie then declares that she's attacking again, this time with a Short Sword. Paul doesn't block this attack, and Kelsie reveals that she modified the attack by also playing a Poison card. Paul's elf is now poisoned.*

Kelsie

Paul

*Note: The attacker must always show the card(s) played after the defender has had a chance to respond, even if the attack was stopped.*

*Note: Players do not need to worry about hiding cards if no modifier cards are available for purchase. However, it is a good habit to do this whenever there are modifier cards in the market (even if you haven't purchased one yet) as it will keep the defender from being tipped off when you are attacking with a modifier card.*

Kelsie

Paul

*Note: When playing Disarm, you do not gain any card modifiers played with the melee weapon card.*

Kelsie

Paul

# WAR MACHINES

## Building a war machine

A war machine is a powerful device which is built over a specified number of turns. You trash the war machine card (example: Ballista, Catapult) to first begin building it. Take the matching war machine standee, without attaching your colored token base, and place it adjacent to your unit. Lastly, place the specified number of damage tokens on top of the standee.

At the beginning of each of your subsequent turns, you'll remove 1 damage token. If you are not adjacent to the war machine at the beginning of your turn, no time-tracking damage token is removed as it is not currently being built. Once the damage tokens have all been removed, the war machine is fully built and can now be used to attack. At this point, attach your colored token base to the war machine.

## Moving/controlling a war machine

War machines move with your adjacent unit and can be moved only 1 space per movement card. This means that no matter how much movement a given movement card usually gives you, that movement card will move the war machine (along with the adjacent unit) only 1 space. The war machine can be moved while it is being built.

For a war machine and the adjacent unit, 1 movement card can:

**Follow:** Your unit moves 1 space, and the war machine moves into the vacated space.

**Push:** Your war machine moves 1 space, and the unit moves into the vacated space.

**Roll:** Your unit and war machine both move 1 space in the same direction, beginning and ending the movement adjacent to each other.

**Switch:** Your unit and war machine swap places.

Race ability movement (example: catfolk) and conditional movement cards (example: Adrenaline) cannot be used to move a war machine.

Snow, acid, and passable terrain do not affect the player if only their war machine, not their unit, is on it. However, a unit moving into a snow space while connected to a war machine requires 2 movement cards. A burning forest will not affect a war machine. War machines are instantly destroyed if they go into lava. You may not move through a space containing a war machine.

Instead of moving the war machine, an adjacent unit may instead leave the war machine behind to use a movement card to its full ability. A unit cannot evade (example: Quick Reflexes) and pull the war machine, though it can leave the war machine behind to evade.

If your unit leaves the war machine, you no longer own that war machine and cannot attack with it until your unit(s) is the only unit adjacent to it. If at any point another player is the only one with unit(s) adjacent to your war machine, that player steals the war machine and it becomes controlled by that player (replacing your colored token base with theirs). If the original owner's adjacent unit(s) leave/die and there are units of multiple enemy players adjacent to it, the war machine is considered neutral until there is only 1 player with unit(s) adjacent to it. If the war machine is stolen before it is fully built, the time-tracking damage token is taken off at the beginning of the new owner's turn.

If a unit controlling a war machine is ever pushed or pulled by an enemy effect, only the unit moves, not the war machine. If a unit is pushed into its own war machine, it doesn't move and is only knocked down. If an ice wall is ever used in such a way that the unit is squished between the ice wall and a war machine, the unit dies immediately.



# WAR MACHINES

A war machine can only be pushed back by impassable terrain (example: Ice Wall). A war machine follows all of the rules of an immovable object:

1. It cannot be moved by a normal “pushed back” effect.
2. It causes your unit to be knocked down if pushed into it.
3. It squishes your unit if your unit is caught in between it and another immovable object with no space for your unit.

A war machine cannot move through a unit, a minion, impassable terrain, or an immovable object. Small items can share a space with a war machine.

## Attacking with a war machine

A war machine can attack only once during a player’s turn, and its damage cannot be blocked. You must have a unit adjacent to your war machine in order to attack with that war machine. To attack, simply discard a card from your hand and call out the target of your attack.

A war machine’s range and damage are specified on the war machine card. A war machine attack is ranged, not AoE, so it cannot hit a unit in the forest. War machine attacks (including range) can never be modified by another card or race ability.

A unit cannot control more than 1 war machine at a time, though a single unit could move between 2 different war machines to activate them both. Minions cannot operate (build, move, or attack with) war machines.

## Destroying a war machine

A war machine cannot be damaged. It can only be destroyed by:

- Certain cards (example: Torch, Meteor Strike)
- Another war machine
- By being pushed back into lava (by impassable terrain)



*Note: It never matters what direction your war machine standee is facing. The war machine can fire in any direction from its location.*

## GAMEPLAY VARIANTS

### Epic Ignite:

To play Epic Ignite (using all battle cards from both the base game of Ignite and Ignite: The Freeze) divide the battle cards into the following stacks:

- 2 randomized stacks of Weapon and Shield cards costing 5 and below
- 2 randomized stacks of Weapon and Shield cards costing 6 and above
- 2 randomized stacks of Event and Ability cards costing 5 and below
- 2 randomized stacks of Event and Ability cards costing 6 and above
- 2 randomized stacks of Spell cards costing 7 and below
- 2 randomized stacks of Spell cards costing 8 and above
- 1 randomized stack of Item and War Machine cards
- 1 randomized stack of Projectile cards
- 1 randomized stack of Movement cards
- 1 stack of Hex cards

For further Epic Ignite instructions, see the base game rulebook.

# CARD GLOSSARY

**Air Shield** – Discard this card to block a weapon, projectile, or mount. If you're blocking a melee attack, the attacking unit is also pushed back 1 space. If you block a non-flying mount from moving through your unit, the enemy unit gets pushed back 1 space (returning to the last adjacent space it moved through) and loses all additional movement from that mount. If you block a unicorn, the enemy unit is pushed back 1 space but your unit is still knocked down. If you block a ranged attack, the attack is merely blocked and there's no additional effect. This shield cannot block a spell. If you discard this card on your turn to shield bash an adjacent unit, that unit is both pushed back 1 space and knocked down. You cannot shield bash a small item to push it back 1 space.

**Arrow Storm** – For the rest of this turn, any arrow you shoot can hit 2 different targets that are within range of the same unit. The duplicate arrow is the same type of arrow as the first (example: Fire Arrow, Deadly Arrow). If a modifier card is played with the arrow, both the original and duplicate arrow have the modifier effect. If a player targets a forest terrain space (with a Fire Arrow), that player cannot set that forest on fire a second time with the duplicate arrow, as both arrows would cause the same forest fire effect. A player cannot cause 2 damage to a unit in the forest by shooting it with a Fire Arrow (at range of 1) and using the duplicate arrow to set the forest on fire. A player can target 2 different forests with 1 Fire Arrow and the duplicate arrow. This card cannot be used to double an arrow's honor. If Quick Shot or Quick Hands is also in play, Arrow Storm allows you to draw 2 cards per arrow (because the original arrow and duplicate arrow cause separate attacks). If Adrenaline is in play, the original arrow and duplicate arrow count as 2 attacks.

**Ballista** – Trash the Ballista card to begin building the ballista war machine. Place a ballista token adjacent to one of your units, and place 2 damage tokens on top of it. At the beginning of each of your subsequent turns, remove a damage token. Once there are no remaining damage tokens on it, you can use the ballista. Once per turn, if you have an adjacent unit, you can discard 1 card to attack with the ballista: Range: 2-12 in a straight line (row or column), Damage: 3 (only Damage: 2 to an orc). This damage cannot be blocked, though it can be evaded (example: Quick Reflexes). Ballistas follow all war machine rules explained previously in this rulebook.

**Bladed Boomerang** – Range: 2. Damage: 1. If the attack is successful, place the Bladed Boomerang card aside. At the end of your turn (when you redraw cards), add the Bladed

Boomerang to your hand as an extra card. If this attack did not cause damage, the card is left in your play area as usual, then discarded.

**Catapult** – Trash the Catapult card to begin building the catapult war machine. Place a catapult token adjacent to one of your units, and place 3 damage tokens on top of it. At the beginning of each of your subsequent turns, remove a damage token. Once there are no damage tokens on top of it, you can use the catapult. Once per turn, if you have an adjacent unit, you can discard 1 card to attack with it: Range: 2-7, Damage: 3 (only Damage: 2 to an orc). The attack cannot be blocked, though it can be evaded (example: Quick Reflexes). Catapults follow all war machine rules explained previously in this rulebook.

**Change of Heart** – If another player's unit is within range, discard this card to force the attacking unit to attack that unit instead of yours. You cannot play Change of Heart if your unit is not being targeted. If multiple players' units are within range (other than yours), the attacking player gets to choose which one gets attacked. If only your units are within range, you may play this card to change which of your units gets attacked, causing the attacking player to choose one of your other units rather than the one initially chosen. This card can never cause an attack to not happen. This card can never cause a player to attack their own unit. Diplomacy takes precedence over this card, so Change of Heart cannot be used to cause a player to attack their ally.



Charmer



Charmed

**Charm** – Select 1 of your units (placing a charmer token on it) and another unit, which could be an enemy unit or another one of your units (placing a charmed token on it). For the next 3 turns, the charmed unit must move 3 spaces each turn toward your charmer unit at the beginning of the charmed player's turn. Place this card on the table in front of the charmed player for the next 3 turns as a reminder to use its effect. It returns to your discard pile once the spell ends. To decide the movement path, follow the reverse process as when someone is pushed back (draw an imaginary line from the middle of one unit to the middle of the other, and the charmed unit moves through the spaces the imaginary line goes through). If there is a question of what equidistant path the unit should take, the charmed unit's owner gets to choose. If there is impassable terrain in the way, the unit takes the shortest route to reach the next space on its imaginary line.

# CARD GLOSSARY

If the charmed unit moves through acid, the charmed player must discard a card. Moving into snow counts as moving 2 spaces. Charm can cause a unit to walk into lava. If the units ever end up adjacent to each other, the spell stops. If the charmed unit is charmed by another unit, that charm replaces the first. If the unit who caused the charm dies, the spell stops.

**Close Range Master** – This card allows you to use any ranged weapons (example: Bladed Boomerang, Throwing Star) at a range of 1 during this turn. This includes shooting arrows at a range of 1 (allowing you to shoot a unit in the forest). Even at a range of 1, these attacks do not count as melee attacks. The ranged weapons can still be used at their normal range during this turn.

**Consume Energy** – Discard all Hex cards from your hand (placing them in your play area, not discard pile). For each Hex card you discard, draw 2 cards. If you draw additional Hex cards while using this card, they cannot be discarded since the card effect has already occurred. You may, however, play another Consume Energy card in order to discard those Hex cards and draw more cards.

**Cursed Blade** – Range: 1. Damage: 1. If a unit takes damage from this weapon, that unit's player must gain a Hex card, placing it in their play area.

**Cyclone** – Select a unit to be thrown five spaces in any direction (up, down, left, or right). Determine direction by rolling a D4 die. If a 1 is rolled, move the unit north (toward the top row of numbers). If a 2 is rolled, move the unit east. If a 3 is rolled, move the unit south. If a 4 is rolled, move the unit west (toward the column of letters). If the target unit lands on another unit, that unit is pushed back 1 space (away from where the target unit was thrown) and both units are knocked down. If the target unit would land on an immovable object, the unit instead stops 1 space in front of the immovable object (toward where the target unit was thrown) and is knocked down. If the unit's path runs into the edge of the game board or other impassable terrain, the unit stops and is knocked down. This attack can throw a minion as long as it is not "immovable." You may use this spell on your own unit. If you accidentally kill your own unit (throwing it into lava), no one gains the trophy. Cyclone may be used even if the unit is frozen or immobilized (though the unit remains frozen/immobilized in the new location). Terrain, units, and immovable objects in the path taken (but not in the landing space) do not affect movement. Cyclone may also target a space's small item instead of a unit.

**Deadly Arrow** – Damage: 2. This projectile is shot out of a bow.

**Diplomacy** – Choose an opponent to be your ally. Until the beginning of your next turn, you can't attack that player and that player can't attack you. You can attack the player prior to playing Diplomacy. If you use a card that affects every player after using this, Diplomacy's effect is negated and you're no longer allies. Diplomacy cannot be used on a player with no units left alive.

Exceptions to Diplomacy:

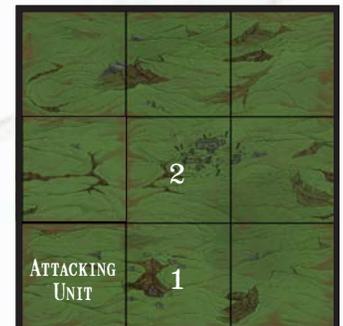
- Poison can be used at a distance of 1 against an ally.
- Cards with delayed effects can be used freely (cards that will strike at the beginning of a later turn; example: Meteor Strike).
- Minions that automatically attack (example: Kraken) still attack all enemies without distinction.

**Divine Shield** – Discard this card to block a weapon, projectile, or mount. When you block with this shield, draw 2 cards. You cannot attack your own unit in order to block it. If you shield bash with this card, you do not get to draw 2 cards.

**Earthquake** – Choose one of your units. All units in a 3x3 grid (with your unit 2 spaces from the middle of the 3x3 grid) are knocked down. Earthquake will affect your units if they're in the 3x3 grid (including the casting unit). This spell is AoE, so it can hit units in a forest or a Smoke Screen. This attack is not stopped by impassable terrain because it goes underneath the ground. Sure-Footed can keep multiple units of a player standing, rather than being knocked down.



ATTACKING UNIT



ATTACKING UNIT

# CARD GLOSSARY

**Gold Stash** – This card has no action. It can be played only for its honor.

**Grand Finale** – Put aside any number of cards from your hand. The next time you draw a new hand of cards, add these to them. These cards may be used in any way on your next turn (action, honor, discarding for other effects, etc.). You don't need to show other players what cards you keep.

**Hatchet** – Range: 1. Damage: 1. Look at the top card of your deck. Discard it or leave it there. If your deck contains 1 or 0 cards, shuffle your discard pile and place it underneath the remaining cards in your deck. You can throw this hatchet, increasing its range to 2, but you must trash it afterward. This occurs instead of the regular Range: 1 attack. You cannot trash this hatchet if you attack at a range of 1. You can do either effect (looking at top card or throwing/trashing this card) even if you don't attack a unit with this card.

**Healing Spell** – Remove up to 2 damage tokens from 1 of your units. You cannot split this healing between multiple units. You may choose to remove a poison damage token, even if it's not the most recent damage taken. You can never gain more health than your unit initially had. In Team Deathmatch mode, you may heal an adjacent allied unit instead of your own.

**Hex** – A Hex card is not worth any honor. You cannot sell Hex cards (at the Bazaar or with the Weapon Dealer), and you cannot use other “trashing” card effects in order to trash Hex cards, unless it specifically says you can trash a Hex.

**Hexed Arrow** – Damage: 1. This projectile is shot out of a bow. If a unit is damaged by this arrow, that unit's player also gains a Hex card: either 1 Hex card from the market deck, or if the attacking player has one or more Hex cards in their hand, the attacker may give those Hex card(s) to the targeted player instead. All gained or transferred Hex cards go to the target player's play area. With 1 Hexed Arrow, you can transfer multiple Hex cards.

**Hexing** – Range: 1-3. Choose a unit. That unit's player gains 1 Hex card as do all players with orthogonally connected units. If multiple units from the same player are hit, that player gains Hex cards equal to the number of units affected. If you have any orthogonally connected units, hexing will carry through your units and you'll also gain Hex card(s).

**Hoarding** – Put aside any number of cards from your hand, placing them face-up on the table (separate from your play

area). Do not discard them at the end of your turn. During your next draw phase, place these cards in your play area. They have been used for their honor and have been added to your next turn's honor bank. You cannot trash these cards, discard them for other effects, or use their action; they have already been played for their honor. The cards played using Hoarding are public knowledge. You cannot use Charming Negotiator on these cards since they have already been played.

**Ice Arrow** – Damage: 1. This projectile is shot out of a bow. If a unit is damaged by this arrow, that unit is frozen and cannot move, react, buy, sell, or attack until the beginning of the attacker's next turn. If you shoot the water or a unit in the water, every unit in that body of water is frozen. Use the frozen token to designate when a unit is frozen.



**Kneecapped** – Any weapon or projectile that inflicts damage this turn causes the target unit to be knocked down. If the attack is blocked, the unit is not knocked down. Subsequent units damaged (example: Lightning Arrow) are not affected, only the unit hit by the initial weapon or projectile. The target unit still takes damage as normal.

**Lance** – Range: 1. Damage: 1. If you use this card as a regular weapon (attacking at a range of 1), the attack can be blocked. If you ride a non-flying mount through a unit, you may use this card to cause 1 damage to that unit. This attack cannot be blocked and counts as a melee attack. The original mount's effects occur as well (such as knock down or damage with a unicorn), but these effects can still be blocked as normal. If you use a mount to ride through multiple units, you may use 1 Lance to cause damage to all of them (though not the same unit multiple times). If you move through acid while using a Lance and a mount at the same time, the Lance and mount cards are not eligible to be discarded. You cannot use multiple Lances when riding through a unit, only 1 Lance per mount card.

**Lesser Eagle** – Move a unit up to 5 spaces. This unit cannot knock down enemy units during movement since Lesser Eagle is a flying mount. While moving, this unit is not affected by anything on the ground such as terrain effects, impassable terrain, passable terrain, units, war machines, etc. The unit must end its movement on an available space (not occupied by another unit, impassable terrain, or an immovable object). Whatever terrain the unit ends its movement on, that terrain effect occurs (the exception being

# CARD GLOSSARY

snow spaces since the unit flew into the space).

**Lightning Arrow** – Damage: 1. This projectile is shot out of a bow. If a unit is damaged by this arrow, all units orthogonally connected to the target unit (including your own) take 1 damage as well. The electricity continues to additional orthogonally connected units until all connected units are hit. If you attack the water or a unit in the water, all units in that body of water (and any units orthogonally connected to those units) take 1 damage. If you hit an enemy at a range of 1 (using Short Range Master or the elf race ability), your attacking unit (and any other orthogonally connected units) takes 1 damage as well. This lightning effect is caused by a spell so only a card negating a spell (example: Counter Spell) can stop it, though even then the arrow still causes damage to the initial target unit.

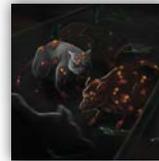


**Massive Blizzard** – Until the beginning of your next turn, all other players must use 2 movement to move 1 space. Movement cards can be used together to achieve this. For example, you can use 1 Horse (3 movement) and 1 March (1 movement) together to move 2 spaces. Round down when calculating movement. You cannot “save” extra movement for use after an attack or non-movement card effect. When you use Massive Blizzard, take the token and place it in front of you to designate that this spell is in effect. If someone else plays Massive Blizzard after you, they take the token from you (though they are still under the effects of the initial blizzard). It takes 4 movement to move into a snow space while Massive Blizzard is in effect.

**Modified Bow** – Range: 1-4. This bow requires arrows in order to attack at Range: 2-4. Each arrow can be shot only 1 time per turn, but the bow can be used as many times as you’d like. The bow can also be used as a melee attack (Range: 1, Damage: 1) once per turn. This melee attack can be used at any time at your turn, and it does not affect the bow’s ability to shoot arrows (they can be shot before and after the melee attack). It cannot shoot arrows at a range of 1, unless Close Range Master or a race ability is in play.

**Morale Boost** – Use with a weapon or projectile. If this attack is blocked, you draw 1 less card during your next draw phase. However, if the attack causes damage, draw 4 cards immediately. This card may not be used with a spell. This can be used with an unblockable attack (example: Lance’s special ability). This cannot be used when attacking a minion. This is a modifier card, so you play it secretly.

**Pickpocket** – Range: 1. Choose an adjacent unit, and name a card. If that unit’s player has a copy of the named card in their hand, you take it and put it into your hand. If you successfully guess the first time, you may guess a second time, and if you guess correctly, you put that card into your hand as well. You may not guess a third time, even if you get both guesses correctly. When guessing, you must name a specific card. Saying “a shield” doesn’t count, but saying “a Metal Shield” does count. This effect cannot be blocked or evaded. Pickpocket does not count as an “attack.” If the defender has multiple copies of the named card in their hand, they give only one copy (unless the attacker says the same card for their second guess).



**Plagued Rats** – Until the beginning of your next turn, each card bought by anyone (including yourself for the remainder of your turn) from the village or bazaar comes with 1 Hex card. Any cards you bought prior to playing Plagued Rats do not cause you to gain a Hex card. A player buying a card does not gain a Hex card if they reveal a Plagued Rats card from their hand; this revealed Plagued Rats card must not have been used prior to buying the card or to help pay for the purchased card. If you sell something at the bazaar but don’t buy a card, you do not gain a Hex card. A player will gain multiple Hex cards if they purchase multiple cards without revealing a Plagued Rats card.

**Pocket Change** – You may trash this card in order to gain 4 honor to use this turn. This is considered playing the card for its action, not for its honor.

**Poison** – Use with a bladed weapon or a projectile. If this attack causes damage, the defending unit gains 1 poison damage token and is poisoned. This card may not be used with a spell (though it can be used with a spell-infused weapon or projectile). If Diplomacy is in effect, Poison can still be used as a Range: 1 weapon against your ally (played by itself, without a bladed weapon or a projectile).

**Possess** – Range: 1-4. Choose a target unit. During this turn, you can move and attack using the target unit. You must use your own cards, but you may move and attack with this enemy unit as though it was your own. If the unit walks through an acid pool, the possessed player, not the active player, must discard the card(s). You may not cause the unit to attack or affect itself directly (example: attacking itself with a Short Sword) or to walk into lava or scorched earth. You can cause the unit to damage itself through other methods (such as

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setting fire to a forest the unit is in or walking into a kraken-affected area). You may also cause it to use a Magic Potion Bomb or other delayed effect in a way that would affect it next turn. Any timed items (example: Magic Potion Bomb, Ice Wall, Meteor Strike) used by the possessed unit go off at the beginning of the active player's next turn. If you use a card that would cause you to gain a card (example: Trading Up, Pickpocket), you gain the card, not the player of the possessed unit. If you kill a unit with the possessed unit, you keep the trophy. Minions cannot be possessed.

**Quick Shot** – Each time you attack with an arrow, draw 1 card. This attack can be at an opponent, minion, or terrain (as long as shooting the terrain would cause damage). Draw a card even if the attack is blocked or dodged. Shooting a Wind Arrow in order to move a small item does not count as an attack and does not allow you to draw a card. If you play Quick Shot with Arrow Storm, you draw 2 cards per arrow card used.

**Reinforcements** – Draw 3 cards from your deck.

**Ring Blade** – Range: 1. Damage: 1. This weapon attacks all 4 spaces adjacent to your unit. If any of these spaces contain your own unit(s) or your ally's unit(s), you do not attack those spaces. Even if multiple enemies are damaged, it still only counts as 1 attack for conditional cards (example: Quick Hands, Adrenaline). If a modifier card is played with Ring Blade, the modifier effect is calculated for each target separately. For example, if Morale Boost is used with Ring Blade against 3 targets, each target could cause the attacker to draw 4 cards or draw 1 less next turn, depending on whether the attack caused damage. The attacking player gets to choose the order the attacks get resolved.

**Rooted** – Choose a player. That player's units cannot use non-spell movement until the beginning of your next turn (use immobilized tokens). Rooted units can be pushed back and knocked down. They can buy, sell, react, and attack. They may use spell movement (example: Teleport, Warp Master).

**Sabotage** – When a weapon or projectile is used to attack you, trash this card out of turn to negate the damage and effect. The weapon or projectile used to attack you is also trashed. No damage or effect is taken. The attack is considered unsuccessful for any modifier cards used, though the modifier cards are not trashed. In the case of a bow/arrow, trash the arrow, not the bow that shot it. This card has no effect on pure spells or war machines.

**Scavenger** – Go through your discard pile, choose up to 2 cards, and put them in your hand. If you have no discard pile, this card has no effect.

**Shaman Chieftain** – Transfer any number of Hex cards from your hand to another player's hand. You may give them all to one player or spread them across multiple players. Draw 1 card from your deck for each Hex you give away. You can give Hex cards away multiple times throughout your turn.



**Smoke Screen** – Choose 1 of your units. This unit may be attacked only at a distance of 1 or by an AoE attack until the beginning of your next turn. If the unit moves, the smoke screen loses its effect. Use a smoke screen token to designate when a unit is using a smoke screen.

**Stealth Tactics** – Choose an opponent and look at that player's hand. You are allowed to tell other players what you saw. You may also lie about what you saw.

**Sure-Footed** – Reveal this card to negate any knocked down or pushed back effect used on your unit(s) (example: mounts, Wind Arrow, Earthquake). This does not affect spells that cause your unit to move toward another unit (example: Vine Pull, Charm) or move in a random direction (example: Cyclone). This card does not negate damage, only knocked down or pushed back effects. Exception: Ice Wall takes precedence over Sure-Footed; your unit is still pushed back.

**Throwing Star** – Range: 2. Damage: 1. Look through the top 3 cards of your deck. If any of them are small weapons, place them into your hand. Discard all other cards to your play area. If your deck contains 3 or less cards, shuffle your discard pile and place it underneath the remaining cards in your deck.

**Time Bend** – This card must be the first card you play from your hand this turn in order to use its action. Cards you have played out of turn (such as to block an attack) do not count as being played this turn. If it is the first card played this turn, you may discard your hand to either (1) draw a new hand of 6 cards (only 6, even if you are next to crystal shard(s) or have other hand-drawing modifiers such as the humans' race ability), or (2) you may draw 5 cards you discarded last turn, choosing from card(s) played and purchased. If you have less than 5 cards in your discard pile, you may draw only as many as are there. Cards retained from other turns (example: Hideaway, Grand Finale) are discarded along with the rest of your current hand. Cards already played for honor through Hoarding are left in play.

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**Torch** – You may burn down the bazaar, a war machine, or a forest at a range of 1. Or you may instead use Torch to light any type of arrows on fire, producing fire arrows for this turn (not counted as a spell). These arrows also keep their original properties. You cannot directly attack a unit with only this card. If you burn down the bazaar, the entire bazaar token disappears for the rest of the game, leaving the original terrain underneath. If the revealed space underneath the bazaar is lava, the unit standing on that space dies. Any unit inside the bazaar when it's burned takes 1 unblockable damage from the fire.

**Trading Up** – Choose a player who has a unit adjacent to your unit. Take an unused (not activated) card from your hand and place it in the target player's play area. Then draw the top card of that player's deck and place it in your hand. The attacking player does not need to show what card was stolen. Hex cards can be given by the attacker as well as randomly received/drawn. If the target player has no deck, that player must shuffle his or her discard pile to create a new one. This is not an attack and cannot be blocked.

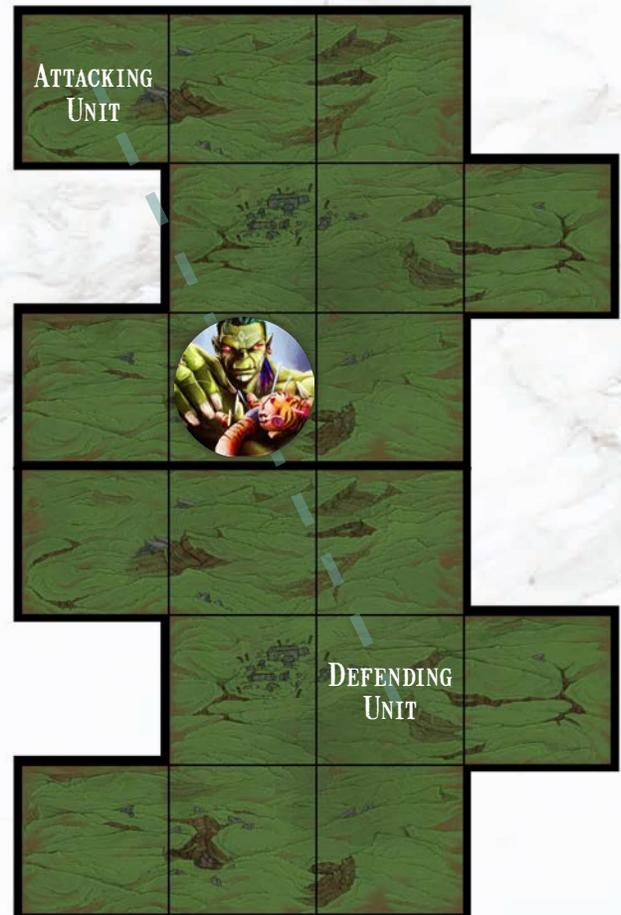
**Troop March** – Each of your units may move 1 space. Each of your units must either move or choose not to move before you use another card. This is standard movement and could cause a war machine and adjacent unit to move as well.

**Vampire's Curse** – Use with a weapon or projectile. If this attack causes damage, all of the enemy unit's remaining health is transferred to the attacking unit (up to the unit's maximum health) and the enemy unit is instantly killed. The enemy unit is killed even if the attacking unit couldn't absorb all of the enemy unit's health. If the hit doesn't land (blocked or evaded), the attacking unit takes 1 damage. If you accidentally damage and kill yourself by using Vampire's Curse, the player that defended the blow gets the trophy. This cannot be used on a minion. If Vampire's Curse damages an orc, the orc loses only 2 health (and the attacker gains up to 2 health).



**Voodoo Doll** – Choose an opponent. Place a voodoo doll token halfway between your closest unit and their closest unit (if it's a tie between 2 spaces, the defender gets to choose the location). This token can be attacked as though it were the target unit, even by other players. This means that any damage directly inflicted to the voodoo doll token happens to that unit. A voodoo doll can transfer only damage, not any other effect (such as freezing, knock down, poison, etc.). A voodoo doll cannot be placed if it would land in lava. Scorched earth and acid pool terrain

effects do not affect the voodoo doll and thus cause no harm to the target unit. The voodoo doll cannot move, react, buy, sell, or attack (though it can be moved by another unit's push back effect, Vine Pull, Cyclone, etc.). Each player may have only 1 offensive voodoo doll token (one they've placed) on the board at a time. However, they may choose to replace their current offensive voodoo doll token with a new one. A player may immediately remove a defensive voodoo doll token (one that causes their unit or their ally's unit damage) by moving any of their units onto the same space as the token. If either of the units die (the units which were closest together when the doll was placed), the voodoo doll token disappears. Weapon effects do not carry through the voodoo doll (example: Cursed Blade, Full Moon Axe). Attacking a voodoo doll does count as an attack for conditional cards (example: Quick Hands, Adrenaline). A voodoo doll doesn't count as an orthogonal unit for lightning effects and Hexing. A voodoo doll token is a small item. A voodoo doll can be targeted by a war machine. There is no village penalty (no additional damage) when attacking a voodoo doll (even if the voodoo doll or the target unit is in the village).



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