

Kingdom Book Sey

This document is currently in a draft state. The game rules within are complete, but the graphic design and layout of the book are incomplete.



Illustrations and book layout are a work in progress

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Surge

- **Applies to arms: [6].**
- **Majik cost: [1]** majik per surge.
- Your kingdom of Sey's arms [6] battalion surges (drives), in your battalion's facing direction, the first uncovered opponent battalion occupying a zone any straight-line distance away from your battalion.
- The opponent battalion is routed to a chosen unoccupied zone (or off of the battlefield edge) that is either directly adjacent to the opponent battalion, or [2] zones (or off of the battlefield edge) orthogonally away from the opponent battalion.
 - The chosen zone must be a valid destination for rout.
- Your battalion may not surge if there is a rampart situated between your battalion and the target opponent battalion.
- Your battalion may not surge an opponent battalion that is separated by a gap between battlefield edges.
 - **NOTE** This rule only applies if you are playing on a non-traditional, custom form battlefield that may present gaps between battlefield edges.
- If the surged opponent battalion is not driven off of the battlefield edge, apply the stunned mark to the surged opponent battalion.
 - If the opponent battalion is the second to be stunned during the turn, move the stunned mark from the previous battalion to the newly stunned opponent battalion.

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Undertow

- **Applies to arms:** [1], [2], [3], [4], [5], [6].
- **Majik cost:** All remaining majik.
- Your kingdom of Sey's battalion undertows (pulls) the first uncovered opponent battalion occupying a zone at a straight-line distance of up to [3] away from your battalion.
- Your battalion is not required to be facing the target opponent battalion.
- Reposition the opponent battalion into the zone (falling in the same line as the zone the opponent battalion was pulled from) adjacent to your battalion.
- Face the opponent battalion directly away from your battalion.
- Apply the stunned mark to the undertowed opponent battalion.
- Your battalion may not undertow an opponent battalion if there is a rampart situated between your battalion and the target opponent battalion.



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Flood

- **Applies to arms:** [4], [5], [6].
- **Majik cost:** All remaining majik.
- **REQUIREMENT** Your battalion must be situated upon or adjacent to valley terrain.
- Your kingdom of Sey's arms [4], arms [5], or arms [6] battalion floods any valley terrain that your battalion is situated upon and/or adjacent to.
 - All flooded valley terrain is immediately filled with water and transformed into waterbody terrain. Replace the flooded valley terrain with waterbody terrain.
 - Valley terrain occupied by a rampart cannot be flooded.
 - Valley terrain occupied by an outpost cannot be flooded.

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Water March

- Water march is a passive ability that applies to any arms value battalion of Sey, activating automatically whenever marching to waterbody terrain.
- **Applies to arms:** [1], [2], [3], [4], [5], [6].
- The majik cost to march to waterbody terrain is overridden to [1] majik.

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