

Ultimate Free Open Dorn

UFO DO

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UFODO Basic Box contents:

1 x 2 sided game board, 1,75 m x 1,5 m

60 plastic miniature holders, diameter 4 cm, radius 2 cm

60 paper miniatures to fit 60 miniature holders, 4 x 8 cm

4 x river tiles

2 x swamp tiles

6 x road tiles

3 x leveled terrain tiles

6 x building structures

8 x fencing structures

6 x obstacles

10 x underground passage

8 x underground room

1 x light or dark token

60 x wound token

16 x character sheet

1 x turn marker

1 x Original Dorn game box containing tokens, cards and character sheets for Original Dorn ready-made scenario

1 x scenario booklet Marauders vs. Village Defenders

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Introduction

Free Open Ultimate Dorn (UFODO) is a space for you to explore adventures and replay skirmishes ranging from treasure hunting to famous historical battles to sci-fi encounters on distant planets.

You can enjoy imagination of others and play ready-made scenarios such as Dorn, Beyond the Game of Doom that is included in the game box, or create your own to share with your friends.

Most UFODO games usually involve two competing sides, but there are also multiplayer competitive scenarios, as well as scenarios involving cooperation against the game (such as a cooperative escape from lava-threatened town).

UFODO is played on the side of the big game board with free, open green hexagonal spaces. The board represents a distinct microcosm for each game scenario.

The other side of the board is a complex, well-balanced concrete scenario based on an actual board game Dorn, Beyond the Gate of Doom, with specific characters and monsters that are in a separate Original Dorn box within the UFODO larger game box.

What follows is a set of simple, basic rules that can be used as baseline for each scenario. Feel free to develop your own rules and character abilities specific to your particular scenario as you see fit - new heroes and villains emerge every second. As UFODO is based on sharing community content, visit www.wizardsoftheeast.com for free, downloadable content, including free 3D miniatures for 3D printing.

After the core rules follows a practical section devoted to how you can improve your scenario to make it feel more realistic. Tips will focus on downloading free shared content for new scenarios, 3D printing of models, painting of models, building basic paper structures, painting basic paper structures, basic wood modeling, adding light effects, adding electric signaling or basics of 3D modeling.

Concluding section introduces ideas how to seamlessly incorporate UFODO in project-based educational settings for all ages, combining visual arts, modeling, historical knowledge and tactical skills within each scenario, which can serve as an educational microcosm with its own website and linked relevant information.

Part I Core Rules

Game setup

Two sides

The game is usually played by two opposing sides. One side can be represented by multiple cooperating players.

Scenario selection and set-up

Pick a scenario, either ready-made or designed by yourself. If you are playing UFODO for the first time, we recommend playing the Village Defense scenario included in the game box as a separate booklet.

Both players help to set up the game board as designed by the scenario - do not forget special scenario tokens, river tiles, road tiles, building structures, obstacles and terrain features.

Selecting miniatures

Each player has 100 points to spend on miniatures that will form her force. Each scenario may prescribe available types of miniatures eligible. The exact cost of each miniature is described in Section *Miniature Cost* below - a basic unit costs 5 points each.

Getting character sheets

Players get character sheets for miniatures they control. Typically each character sheet includes tokens signifying hit points of each miniature and its current level, if applicable.

Some character sheets (typically of weaker units that cannot advance on levels) include information for several miniatures of the same type on one sheet. In such case, these miniatures function as a unit and can have abilities depending on unit cohesion and morale.

Determining the starting player

Players play rock-paper-scissors. **The winner can choose between two options:**

- A) **The winner chooses to start the game.** In this case, the winner places all his miniatures on the board first during the setup phase.
- B) **The winner chooses to be the second to play in the game.** In this case, the winner places all his miniatures on the board last during the setup phase..

Starting placement of miniatures

Depending on the choice of the winner of rock-paper-scissors, players place their miniatures in starting areas designated for each scenario (typically within 6 hexes from the opposing sides).

Game sequence

Game sequence overview

A) Scenario specific turn-based event (*e.g. total darkness event, optional*)

B) Player 1 turn order

- a) Player specific special actions (*e.g. commander spells, special orders, optional*)
- b) Player hero miniatures special actions based on their abilities or blessings (*optional*)
- c) All player miniatures can move**
- d) All player miniatures can attack targets in range**
- e) End of player's turn events (*e.g. healing at healing fountains, leveling-up, optional*)

C) Player 2 turn order

- a) Player specific special actions (*e.g. commander spells, special orders, optional*)
- b) Player hero miniatures special actions based on their abilities or blessings (*optional*)
- c) All player miniatures can move**
- d) All player miniatures can attack targets in range**
- e) End of player's turn events (*e.g. healing at healing fountains, leveling-up, optional*)

D) Scenario-based end-of-turn event (*e.g. moving the Turn Counter, fire spreading, optional*)

A) Scenario specific turn-based event (optional)

Scenarios can include events that occur at the start of each game turn.

For example, the Dorn, Beyond the Gate of Doom Game ready-made scenario uses changing of Day and Night every other turn, which has consequences for both sides throughout the game.

The recommended Village Defense scenario uses Reinforcements for the marauding side throughout the game.

The effects of the event can be either instant (*e.g. a new miniature appears on the game board*) or can last until the end of the round (*e.g. Day or Night*).

B) Player 1: Turn order

a) Player specific special actions (*e.g. commander spells, special orders, optional*)

Some scenarios can include special actions that players can take at the beginning of their turn. The Dorn, Beyond the Gate of Doom scenario uses Monster Summoning for the Dornkeeper at the beginning of each of his turns.

The Village Defense scenario uses unique one-time commands for each player to be used at the beginning of their turn.

The effects of the special action can be either instant (*e.g. all units heal one hit point*) or can last until the end of opponents round (*e.g. all units receive an additional block*).

b) Player Heroine miniatures special actions based on their abilities or blessings (optional)

Some scenarios can include special actions based on the abilities of stronger miniatures (Heroes) that can be used at this point in the game.

The Dorn, Beyond the Gate of Doom scenario uses unique one-time Blessing cards for each of the five Heroes.

The Village Defense scenario uses spells by the Village Wizard.

The effects of the Hero special action can be either instant (*e.g. the Heroine is teleported to a specified location*) or can last until the end of the round (*e.g. the Heroine cannot lose hit points until the end of the round*).

The player can decide the order in which the special Hero actions are played.

c) All player miniatures can move

The player can move all miniatures she controls up to their maximum movement designated on their character sheet. Average movement of miniatures is 6 hexes per turn.

Scenarios clearly indicate, which terrain is impassable - miniatures cannot under any circumstances enter such spaces. Jumping over spaces is not allowed, unless specified otherwise within a distinct scenario.

Miniatures cannot move through other miniatures, even friendly ones.

The player decides the playing order of each of his miniatures.

Splitting of miniature movement, allowing to pass

She can also split movement of her miniatures, allowing one miniature to move aside two hexes for other miniature to pass through and then conclude the movement of the first miniature for other four hexes.

Movement on River hexes, Swamp hexes and Road hexes.

Miniatures can enter River, Swamp and Road hexes.

In order to enter an adjacent **River hex**, the miniature needs to spend **2 movement points**. A standard miniature can thus move 3 hexes through River hexes per turn.

In order to enter an adjacent **Swamp hex**, the miniature needs to spend **3 movement points**. A standard miniature can thus move 2 hexes through Swamp hexes.

If a miniature spends all its movement points entering **Road hexes**, it gets **+1 movement point** in this current turn.

Building levels, ladders and attacking

Climbing a ladder one level up costs one movement point.

Moving to the hex on the upper floor from the ladder costs an additional movement point.

Thus, a miniature standing on a hex with a ladder that wants to use the ladder to climb to the upper floor of the building needs 2 movement points: one to move up the ladder, another to move to the hex on the upper floor.

If an opposing miniature is standing on the only space accessible from the ladder, the ladder cannot be used.

Attacks on higher terrain or floor levels

It is possible to attack miniatures on higher terrain or floor levels, if the eyes of the attacking miniature are above the floor of the higher ground.

If the upper floor is higher than the eyes of the attacking miniature, it is not possible to attack miniatures on upper floors.

Ranged attacks on upper floors that are higher than the eyes of the attacking miniature are possible. Consider such upper level to be one distance away for the purposes of calculating range.

Picking up and dropping objects

Objects can be picked up and dropped **only in the movement phase**.

Picking up one object costs one movement point.

Dropping an object does not cost any movement points.

A miniature needs to stand exactly on the hex where the object is placed in order to be able to pick it up.

Depending on each scenario, only certain characters may pick up certain scenario specific objects.

In Dorn, Beyond the Gate of Doom scenario, only Heroes can pick up Artifacts and Treasure tokens.

f) All player miniatures can attack targets in range

Number of attacks

Each miniature has a number of attacks per turn on its character sheet. Standard units have one attack per turn.

Attack range

Each miniature has a range of its attacks on its character sheet.

A miniature can attack other miniatures in range only if from any point on the hex the shooter is standing on there is a direct, unobstructed line to the center of the hex the target is standing on.

Ranged attacks in 3D

When making ranged attacks on different 3D levels, the attack is possible if there is a direct, unobstructed line from any point in 3D space above the hex occupied by the shooter up to the height of the shooter miniature (**measured to the top of the head, NOT the weapon or helmet**), to the center of the 3D space above the hex occupied by the target up to the height of the target miniature (measured to the top of the head, **NOT the weapon or helmet**).

It is NOT possible to make ranged attacks over opposing miniatures.

It IS possible to make ranged attacks over friendly miniatures - they are not considered as obstacles.

In cases when there is doubt as to whether the ranged attack is possible (is there a direct line between the two hexes?), we recommend to favor the attacking player. When similar situation arises next time, also favor the attacking player.

Please, for the sake of other players, try refraining from useless arguments about shooting range availability and focus on more interesting aspects of the game.

Wounding opposing miniatures

Usually, **one attack causes one automatic wound** (loss of one hit point) to the target.

Multiple attacks on the same miniature can thus lead to more wounds per turn.

Higher ground +1 attack

An attacker gets one more additional attack if **she attacks targets that are one terrain or building level down**. This bonus applies only to attacks on adjacent miniatures.

River bank and Swamp bank +1 attack

An attacker standing on standard hex gets one more additional attack if he attacks adjacent targets that are standing on River or Swamp hexes.

Backstabbing +1 attack

If two attackers stand on two opposing hexes adjacent to the target miniature, one of them gets one more attack (the attacking player chooses which miniature will get the extra attack).

Blocking one attack per turn

Stronger miniatures (Heroes) typically have **the ability to automatically block one attack per turn**. Multiple attacks on the same turn are thus required to even wound the hero.

After the attacking player declares all attacks on the miniature this round, the defending player of the attacked Heroine decides which attack to block. *This rule is important primarily in cases of special attacks such as poison or paralysis in specific scenarios.*

Blocking behind low fences and walls

If a miniature is attacked over a low thin fence or a thin wall separating two adjacent hexes, such miniature gets one additional block per turn from that side.

Hiding behind high fences and walls

If a thin fence or a thin wall separating two adjacent hexes is higher than the eyes of the defending miniature, attacks from that side are not possible at all (the defending miniature is not visible to attackers from that side).

No blocking on River or Swamp hexes

Unless specified in a scenario or on a character sheet otherwise, **no miniatures can use any kind of blocking while standing on River or Swamp hexes**.

Death

If the number of hit points of a miniature reaches zero, remove it from the game.

Scenario items are placed on the hex the miniature has fallen.

Remove the character sheet from the game.

In the case of unit character sheets, place a fallen token on one of the faces on the unit character sheet.

When playing a scenario with necromancers (such as Village Defense), leave the fallen bodies or their signifying tokens on the hex, as the bodies can be reanimated as Zombies.

g) End of player's turn events (*optional*)

Some scenarios can include **events at the end of player's turn**.

The Dorn, Beyond the Gate of Doom scenario uses healing of heroes at designated spaces and leveling up of heroes if they acquired sufficient experience points (killed monsters).

The Village Defense scenario uses intentional spread of fire by the marauding player.

C) Player 2: (actions are the same as Player 1)

a) Player specific special actions (*e.g. commander spells, special orders, optional*)

b) Player hero miniatures special actions based on their abilities or blessings (*optional*)

c) All player miniatures can move

d) All player miniatures can attack targets in range

e) End of player's turn events (*e.g. healing at healing fountains, leveling-up, optional*)

D) Scenario-based end-of-turn event

(e.g. Turn counter movement, optional)

Some scenarios can include special end of turn events.

The Village Defense scenario uses the movement of Turn Counter.

The movement of Turn Counter can trigger various effects in diverse scenarios.

Game progress, game end

After the final sequence of one turn ends, next turn begins, with players keeping the same playing order until the end of the game.

The scenario usually specifies the ending condition of the game.

In Dorn, Beyond the Gate of Doom, the game ends either with the death of Zorkal the Dornkeeper or with the completion of final dark ritual opening the rift to Hell beyond the city of Argos.

The Village Defense scenario ends either by all Village houses being on fire or by the Turn counter reaching 8 (dawn comes, scaring the Marauders and thus the Village is saved).

Keeping score in asymmetric scenarios

In most asymmetric scenarios such as Dorn, Beyond the Gate of Doom, the scenario booklet recommends to keep the final score (*e.g. how many Heroes survived, how many Artefacts were collected*), as players should switch sides for another game (much like in chess, where the white player has advantage).

It is theoretically impossible to create 100% balanced asymmetric UFODO scenarios. Instead of arguments about which side has the advantage in this particular scenario, we recommend to switch sides and compare score. Remember, in real life situations the odds were never fully equal, either.

Starting miniature costs

A basic UFODO unit (such as a common footman) moves 6 hexes, has one attack per turn with a range of one hex, and costs 5 points to acquire at the beginning of the game.

The Dorn, Beyond the Gate of Doom scenario already has starting miniatures covered in the basic balanced game setup.

The Village Defense scenario gives each player 100 points to spend on eligible miniatures from the game box.

More powerful units cost more to acquire. The following table shows some common units, their abilities and their costs for the Village Defense scenario. When you develop your own scenarios, keep the following table as a baseline for proper balancing.

List of available miniatures and their cost at the beginning of the game:

Name	Hit points	Move	Attacks	Range	Ability	Cost
Armed Villager/ Common Marauder	1	6	1	1	None	5
Villager with a flail/ Marauder with a pike	1	6	1	2	None	6
Village Heavy/ Marauder Grunt	2	5	1	1	None	6
Village Scout/ Marauder Skirmisher	1	7	1	1	None	6

Village Hero/ Marauder Captain	2	6	2	1	Can block one attack per turn	12
Village Archer/ Marauder slinger	1	6	1	3	None	7
Village Captain/ Marauder King	3	7	2	1	Can block one attack per turn Can issue one-time unique orders according to character sheet. Can level up according to character sheet.	17
Village ghost	2	12	1	1	Can block one attack per turn.	10
Marauder Wolfrider	2	8	1	1	None	8
Village Healer	1	6	1	1	Instead of attacking, village healer can heal 1 hit point to adjacent miniature.	7
Marauder Necromancer	1	6	1	1	If a miniature dies within 8 spaces of the necromancer, she can reanimate the dead body instead of an attack, thus creating a Zombie on a space of the fallen miniature. The Zombie can attack on the same turn it has been summoned.	8
Zombie	1	4	1	1	None	3
Village Dog	1	7	1	1	Can block one attack per turn	8

Examples of additional miniature abilities and their suggested costs:

Ability name	Ability description	Additional cost per miniature
Charge	When not engaged in combat, can move +2 hexes and have +1 attack per turn. The unit cannot in any way block attacks	2

	during next players turn.	
River walk	Can pass through River hexes as if they were normal hexes	1
Swamp walk	Can pass through Swamp hexes as if they were normal hexes	2
Swing attack	The miniature wounds all adjacent opposing miniatures with its attack	2
Unstoppable Pursuit	The miniature can attack in the movement phase (even before other friendly miniatures move). If it does so, it can only move (not attack) in the attack phase.	3
Lightfooted	The miniature can move 3 more spaces if it does not attack during this turn.	2

Creating new abilities, assigning costs

When you design your own miniatures and their unique abilities, remember that unless specified otherwise, special abilities overrule standard game rules when in conflict.

The well-balanced cost of new miniatures with new abilities in new scenario contexts requires careful balancing and playtesting for different opposing sides. Try to imagine all the situations when the ability might be extra useful and assign cost value accordingly.

The website www.wizardsoftheeast.com has additional examples of well-tested miniatures with new abilities and costs. You can also download original UFODO character sheets as well as well as blank original templates for your own use.

Hero experience and leveling-up

Some scenarios allow for strong miniatures (heroes) to gain experience and advance in levels.

The Dorn, Beyond the Gate of Doom uses killed monsters and special quest cards unique to each hero to gain experience. For five experience tokens, the hero advances to second level,

unlocking new abilities. After additional seven experience tokens, the hero reaches the third, ultimate level.

The Village Defense scenario uses levels if players select to play with Village Captain or Marauder King. The information about levels and experience is available on their character sheets.

Marauders vs. Village Defense

Ready-to-play scenario

Scenario storyline:

The year is 675 years B.C., the location a small village in Eastern Europe. Hungry marauders roam the countryside at night, looking for anything to pillage and plunder. A quiet settlement surrounded by lush fields and orchards on the riverbank with only light fencing around seems as an easy target for a surprise night raid.

However, the villagers are skilled not only in agriculture and horticulture, but self-defense as well - times are hard, indeed. The village guard sounds the alarm, and willing armed villagers gather to face the emerging threat.

The marauders know that by morning, the sound and light of battle will likely bring swift help to the village from neighboring friendly settlements, so they need to destroy and plunder the village before dawn (equivalent to 8 game turns).

Scenario setup

Game board preparation

First, place building structures, fencing structures, River tiles, Swamp tiles and Road tiles on the game board as specified on the picture below:

Picture: Village Defense initial game board setting

Special scenario cards and tokens preparation

Next, prepare special scenario cards and tokens.

Special scenario cards for Village Defense include special one-time orders for each side to be played at the beginning of each player's turn.

Special tokens for Village Defense include Fire tokens, Water bucket tokens and Extinguished Fire token.

Selecting miniatures

Next, players select miniatures. All miniatures with the name "Marauder" are available for the marauding player. All miniatures with the name "Village" are available for the village defending player.

Total cost of each force cannot exceed 100 points. Use the chart in the Miniature cost section for your reference.

If you do not have enough miniatures of a selected kind, simply make more copies. The game box includes enough miniature holders to accommodate two forces of 30 opposing miniatures.

When playing against much younger opponents, the younger opponent can have the force up to 120 points to negate the age disadvantage. This is a recommended suggestion, not a general rule.

Placement of miniatures

The player who defends the Village places all his miniatures on the game board first. He can place them on any free hex within the starting designated area on Setup picture above (within the Village area).

The player who is marauding the Village places all his miniatures on the game board last. She can place them on any free hex within the starting designated area on Setup picture above (opposite the Village area).

Special rules

The marauding player starts the game.

A) Special events at the beginning of the turn

The marauding player gets reinforcements at the beginning of each turn. A miniature with maximum cost of 6 points appears in the marauder starting area.

The marauding player can decide to keep the 6 available points for next turn. If he chooses to do so, place a miniature with the cost of 6 on the side of the game board to remember that. On the next turn, the marauding player can use 12 points and thus acquire stronger miniatures.

Cry of Battle

For every fallen miniature (both marauders and villagers), add +2 to the costs of available miniatures for the marauding player.

B) Special actions available to players at the start of their turn

Both players can issue one unique, one-time command battle cry at the beginning of their turn. The cards are marked by "Marauder Commands" and "Village Defense Commands" on their backs.

Effects of these cards are either instant, last until the end of turn or last until the end of the game.

C) Special actions available to player Heroines

If the Village Defender chooses to play with the Village Wizard character, the Village Wizard can utilize one of his three available spells in this game phase. The spells are described on her character sheet. Once used, place a token on the spell to signify that it cannot be used again until the end of the game.

D) Movement and attack of miniatures: Fire and Water

All marauder miniatures are equipped with torches. Instead of an attack, they can create a fire on an adjacent hex.

Place a fire token on that hex to signify its status.

If standing next to a building, the marauder can torch the building. Place fire tokens on the ground floor and also on all levels directly above it. The fire is considered to spread high to all levels of the building immediately.

As a general rule, fires burn up immediately, but not down.

Moving into fire

If a miniature moves into a hex with a fire token on it, it starts burning. **Unless it is extinguished by the end of the turn, it loses 1 hit point.** Indicate the burning status of the miniature by the fire token.

Extinguishing fire

All Villager miniatures are equipped with wet blankets. Instead of attacking, they can extinguish one fire token on a space adjacent to them. If they choose to do so, replace the fire token with extinguished token that stays there until the end of the game. **Extinguished spaces cannot be reignited again.**

When extinguishing fire on a burning miniature, simply remove the fire token. The same miniature can thus burn several times throughout the game.

Picking up Food tokens

Both Marauders and Villagers can pick up food tokens from the game board. Place food tokens on the miniature. If the miniature dies, place the food token on the hex where it has fallen. If a fire token is at the same hex as the food token on the ground at the end of the turn, remove the food token.

Food tokens are used to calculate more exact score after determining the overall winner.

E) End of turn special events

Spreading of fire

The marauding player can choose to expand one fire. She places one additional fire token next to an already existing fire token. If fire spreads on ground level of a building, place fire tokens also on all levels directly above the ground floor.

Healing in the Village Well

The Village Defender player can heal 1 hit point of 1 miniature if it is standing on the hex with the Village Well.

Moving the Turn Counter

The Village Defender player moves the Turn Counter by one space to the right.

Game End

The game ends if:

- A) All 6 building structures in the Village have a fire token on them at the end of the turn. In that case, the Marauding player is the Winner.

Remaining Villagers flee, as the Village is lost. The Marauding player collects all remaining food tokens on the game board.

- B) The Turn Counter reaches number 9 (after 8 turns of the game). In that case, the Village Defender player is the Winner. The light of dawn finally arrives and the Marauders flee. The Village Defender player collects all the remaining food tokens on the game board.

After determining the winner, calculate the food tokens for more exact score.

Replayability, switching sides and ties

We highly recommend switching sides and playing the scenario once more.

Winning is key, but in case of a tie, compare the food token score. The player that collected more food tokens during both games wins.

PART II:

UFODO

**Modelling, Arts and Electricity Beginners
Guide**

Part III.

UFODO

Ideas for Educational Meta Microcosmoses