

DRAGON DELUGE

A DRAGON DICE SOLO GAME

Take on a challenging battle against an oncoming horde of dragons for a chance at glory! Dragon Deluge can be played out of the box using a Two Player Starter set (available from SFR Australian Distributor) or with dice from your Dragon Dice collection.

Dragon Deluge is an unofficial solo game for Dragon Dice, and assumes you have an understanding of the basic rules of Dragon Dice. If you want help getting started with Dragon Dice, use the QR code below to join the Dragon Dice Discord Server. You can meet friendly Dragon Dice players, ask any questions and chat about Dragon Dice.

SETUP

1. Open your new Two Player Starter set, or select from your own dice (you will require 4 basic dragons and 4 basic terrains). If you are selecting from your own dice, you must select:
 - a. Four distinct dragons i.e. you may have a red drake and a red wyrm, but cannot use two red drakes.
 - b. Four terrains. You cannot choose more than two terrains of the same color type, i.e. you cannot have more than two coastlands. You cannot choose more than two of the same 8th face type, i.e. you cannot have more than two towers.
2. Construct a 24 health point force adhering to the army constructions rules in the core v4 rule book, but dividing your units into only two armies of 12 health points each
3. From the terrains, select your home terrain and place it in the designated spot on the board (1). Set the terrain to face 1.
4. Blind draw another terrain from the remaining three and place it at the frontier location on the board (2). Set the terrain to face 1. The remaining 2 terrains will not be used and can be removed from your play area.
5. Select one army to be your home army, place it at your home terrain (3).
6. The other army will be your campaign army, place it at the frontier terrain (4).
7. Select one dragon of your choice and place it in the summoning pool (5).
8. Blind draw one of the remaining dragons and place it at the home terrain (6).
9. Blind draw another dragon and place it at the frontier terrain (7).
10. The final dragon will be placed in the dragon horde location on the board. (8).



INTERPRETING THE RULES

From the core v4 rules, this definition remains true:

"These rules should be considered exclusive. That is to say that you may only do something if the rules say you can. Any effects that indicate an army or unit can't do something always takes precedence over any effects that indicate they can do something."

In addition, if these rules do not explicitly override the core rules, then the core rules should be followed.

All spells and species abilities from the core v4 rules may be used in the solo challenge. Some will have little or no effect due to not having opponent armies in Dragon Deluge.

WINNING... AND LOSING

The only way to win Dragon Deluge is to capture two 8th faces as per the core v4 rules. It is impossible to win by a war of attrition against the dragon horde.

You can lose Dragon Deluge! When your last unit is killed by a dragon you will lose immediately. Also, if at the start of your turn both terrains are at face 1 and you have no units present at either terrain (they are all in reserves or dead) then you have lost. Regroup your armies and try again!

THE DRAGON HORDE

The most notable difference between Dragon Dice and Dragon Deluge is the Dragon Horde. Instead of having an opponent's home terrain, this is where the the dragon horde resides, flying towards the battlefield to eat all your delicious units after a medium-rare scorching with their dragon breath.

The game starts with one dragon in the horde. Whenever a dragon is killed (either by you or another dragon), it is placed in the horde. Place the dragons as close to the summoning pool as possible, keeping them in order so that the first dragon killed will also be the first dragon to return.

If you summon a dragon it may be summoned from the summoning pool or either terrain, but not from the dragon horde.



Dragon is killed - back to the Horde queue



Magic Res
1- Marching as points of go
2- Choose and target of ex
3- Resolve spe
Missile Res
1- Choose the
2- Marching as (resolve an
3- If marching result, then saves and r
4- Resolve dar
Melee Res
1- You may on the same te
2- Marching as (resolve an
3- If Marching result, then saves and r
4- Resolve dar
5- Opposing as counteratta
6- If opposing result, then saves and r

THE TURN SEQUENCE

The turn sequence is identical to the core v4 rules with one additional phase at the end called "Dragons Replenish". Once you have completed this sequence of steps, since there is no human opponent guess what? It's your turn again!

1. Expire Effects Phase

As per core v4 rules.

2. Eighth Face Phase

As per core v4 rules.

3. Dragon Attack Phase

As per core v4 rules with the following modifications:

4. Species Abilities Phase

As per core v4 rules.

- Any terrain at which there is at least one dragon present but you have no units there, the terrain will be stepped down one face. If a terrain is already on face 1, then nothing else happens. A terrain will only be stepped down by only one face irrespective of how many dragons are at the terrain.

- If breath is rolled in an attack against an army (replaces core v4 rules):

- Five health-worth of units in the army are killed.

- The terrain will be stepped down one face. If multiple dragons are at a terrain and there are multiple breath results rolled, then the terrain will still be stepped down by only one face.

Note: If a dragon rolls breath against another dragon, the terrain is not stepped down.

5a. First March (Maneuver)

As per core v4 rules with the following modifications:

- If there is no dragon present at the terrain you may make an unopposed maneuver, else

- If there is at least one dragon present at the terrain then they will always oppose a maneuver attempt you make.

- Each dragon is treated like a separate opponent opposing your attempt and has 5 auto-maneuver results therefore the most you need to roll to be successful is 5 results.

- Dragons will roll against you and those that roll belly lose their auto-maneuver results. All other results rolled by a dragon are ignored.

5b. First March (Action)

As per core v4 rules with the following modifications:

- When taking a missile or melee action your army may target a single dragon as your opponent. Dragons may be targeted in the same way that opponent armies would be in the core v4 rules such that when performing a melee action you may only target a single dragon at the same terrain as you, and when performing a missile action you may target a single dragon at either terrain.

- Dragons have 5 auto-saves and must roll if any melee or missile results were generated by your army. If the dragon rolls belly then it loses its auto-saves. All other results rolled by a dragon are ignored.

- A targeted dragon makes no counter-attack.

- If you kill a dragon during your action you promote units as per the core v4 rules for dragon attacks.

- SAI's rolled by your units are resolved as per their effect in a dragon attack combination roll in the core v4 rules.

6. Second March

As per core v4 rules and the rules modifications noted for the first march (above).

7. Reserves Phase

As per core v4 rules.

8. Dragons Replenish

1. If there is a dragon in the summoning pool:
 - a. First, If the home terrain has no dragon, then the dragon in the summoning pool is placed at the home terrain.
 - b. Otherwise, if the frontier terrain has no dragon, then the dragon in the summoning pool is placed at the frontier terrain.
2. If the summoning pool is now empty, move the dragon at the top of the dragon horde queue to the summoning pool.

Note: If there is no dragon in the summoning pool then no new dragon will move to a terrain and only the top horde dragon will move to the summoning pool. Only one dragon at most will move to a terrain during the replenishment phase and only one dragon will move from the dragon horde to the summoning pool. There will never be more than one dragon in the summoning pool at any time.

HINTS, TIPS AND SCORING

Don't kill what doesn't need to be killed

Got two dragons at your terrain? If they are going to fight each other at the beginning of the next turn, just let them as they won't be attacking you! You don't have take every action available to you.

Summon another dragon to divert their attention

In early stages of the game while the terrain faces show magic, and when you have one 8th face, keep summoning dragons to fight each other. Where possible summon from the summoning pool so that it takes an extra turn for the dragon horde to send another of their fearsome beasts in.

Let's make this a contest

Record your games and share them. Tell us your setup, then turn by turn what faces your terrains are on. How far did you get? Can someone else get further with the same build or something different?

You can use the score sheet here:

<https://dragondice.tehill.net/wp-content/uploads/2019/07/DelugeScoreCard.pdf>

Good luck!