



Rules

Credits

Original Design: Lester Smith

Original Design Revised by: David Eckelberry, Dori Hein, Bill Olmesdahl

Dragon Dice® V4.0 Rules™: Chuck Pint, Cliff Wiggs, Chris ‘Shep’ Shepperson, Joshua Kaine Cavalchini, Jacqueline Mitchell

Dragon Dice® V4.01 Rules™: Chuck Pint, Cliff Wiggs, D Scott O'Brien.

Editing: John Monnett, Chris ‘Shep’ Shepperson, Joshua Kaine Cavalchini, Chuck Pint, Tom Alsteen, Patrick Kurrat, Jeff Denmon, Paul Pint, Steve Allen, Travis Dean.

Dice Art: Chris Adams, Renee Ciske, Stephen A. Daniele, Jennell Jaquays, Rob Lazzaretti, Jim Rayborn, Cliff Wiggs

Rulebook Graphics and Layout: Paul David Allen, Chris ‘Shep’ Shepperson, Chuck Pint, Eris Alar

Artwork: Jeremy Mchugh

Back Story: Christopher Schmitz

Thanks to: Michael Bell, Tim Brown, Robert Harland, Sean K. Reynolds, Bill Slavicsek, Jim Ward

This rules edition is the culmination of years of work. SFR, Inc. would like to thank all the people who have helped to design, develop, and playtest Dragon Dice®. There are too many to list everyone, but we would like to especially thank the groups below that worked on the previous editions:

Dragon Dice® Rules™: Joshua Kaine Cavalchini, Mike DeZearn, Kevin Jones, Jacqueline Mitchell, Chuck Pint, Günter Sellmann, Ryan Stapleton, Cliff Wiggs

Dragon Dice® II: Gamer’s Edition™: Scott Cobbs, John Koslow, Will Lutz, Scott Ostrander, David Papay, Chuck Pint, Bradley Swanson, Robert Tomilowitz, Cliff Wiggs, Mark A. Wiker

For more information of Dragon Dice®, including the latest rules, new releases, and Dragon Dice® events, visit us on the web at www.sfr-inc.com

Dragon Dice® is a registered trademark owned by SFR, Inc.

Esfah, Coral Elf (Selumari), Dwarf (Vagha), Lava Elf (Morehl), Goblin (Troggs), Amazon, Firewalker (Empyrea), Undead (Bloodless), Feral (Ghwereste), Swamp Stalker (Sarslayan), Frostwing (Areosa), Scaldier (Faeli), Treefolk (Efflorah), Dragonkin, Eldarim, Eldrymetallum, Magestorm! and Dragon Dice® II: Gamer’s Edition are trademarks owned by SFR, Inc.

© 2000-2024 SFR, Inc. All rights reserved. This material is protected under the copyright laws of the United States of America. SFR, Inc. grants permission for the printing of this document for personal use only. Any other unauthorized use of the material or artwork printed herein is prohibited without the express written permission of SFR, Inc. Dice made in China, Bulgaria, and UK.

Updated September 23 2024 to version 4.01d

INTRODUCTION

Dragon Dice® Rules V4.01d

Welcome to Dragon Dice®, a compact wargame played with dice armies!
This booklet provides you with the complete rules for the basic game.

TABLE OF CONTENTS

Credits ii	Roll modifiers	24
Object of the game 2	Army modifiers	24
Get to know your dice 2	Combination rolls	24
Basic terms 3	Up to	25
Playing the game. 7	Damage	25
Setting up the game. 8	Damage vs killed	25
The turn sequence 11	Monsters	25
Maneuver	11	Promotion	26
Action	12	SPECIAL ACTION ICONS (SAIs)	27
Melee	12	Application	27
Missile	12	Targeting	28
Magic	13	Spells	29
Terrain - eighth face. 15	Element	29
Dragons 16	Casting cost	29
Types of dragons	16	Species	29
Dragon attacks	17	Targeting of spells	29
Dragon breath	19	Duration	30
Dragon icons.	20	Effect	30
Species abilities 21	Multi-player games	31
Rules references 23		
Die roll resolution	23		
‘Counts as’ results	23		



OBJECT OF THE GAME

In the game of Dragon Dice®, you use dice to represent armies of different fantasy species and monsters which battle to control essential pieces of terrain. Any number of players can share in this struggle. The first player to capture two terrains immediately wins the game. A player also wins if they have the last surviving unit(s) in play.

GET TO KNOW YOUR DICE

The best way to learn Dragon Dice® is to play it. Rather than trying to learn the rules by just reading them, get out your dice and follow the instructions step by step. In no time at all, you'll be commanding armies like a pro.

The dice are the building blocks of the Dragon Dice® game. Units, items, dragons, and terrains are all represented by dice of various shapes and colors. You can tell what a die is by how many sides it has, and what colors it contains. Here is a summary of the various dice of Dragon Dice®:

Four-sided

These dice represent equipment and medallions. Equipment comes in three sizes: Small, Medium, Large die. Each equipment produces only one type of result. Medallions are items of immense power and the largest of the four-siders.



Six-sided

These dice represent the soldiers in your army. They come in four sizes and can produce many different types of results. All six-sided dice belong to a species, except for relics (see Items in the Advanced Rules Booklet, page 7).



Eight-sided

These represent objectives that each player's armies are attempting to capture. They come in two sizes. The larger dice are called terrains. The smaller dice are called minor terrains and are discussed in the Advanced Rules Booklet, page 5.



Ten-sided

The ten-sided dice represent either monsters or artifacts. Monsters are always part of a species and artifacts are a type of item.

**Twelve-sided**

The twelve-sided dice represent dragons. They come in two forms: drakes, which have wings, and wyrms, which have a treasure chest.



BASIC TERMS



There are a few things you should know before you start your first game. Once you've got these concepts mastered, they will help you understand the rules as you play through your games. The following terms are used throughout this rulebook:

Species

The fantastical entities represented by units in the game. Coral Elves, Goblins, and Scalders are examples of species. Eldarim of all elements are a single species. Dragonkin of all elements are also a single species.

Unit

Any six-sided or ten-sided die of a species is a unit. The six-sided units come in four sizes: Small (16mm), Medium (18mm), Large (20mm), and Champion (22mm). A ten-sided unit is called a monster.

Item

Equipment (non-metallic four-sided dice), medallions (metallic four-sided dice), artifacts (the ten-sided dice not of a species) and relics (metallic six-sided dice) are collectively known as items.

Health

Units and dragons have a specific amount of health which determines how much damage it takes to kill them. Small units have one health (one point of damage kills a small unit). Medium units have two health. Large units have three health. Champions and monsters have four health. Dragons have five health. White Dragons have ten health.

Force

A player's force is all of his or her armies, items and units combined. At the start of a game players agree to a point value for their total force size and use that to select their forces. Any dice in your summoning pool are not part of your total force size.

Point Value (Army Construction)

Units and items both have point values based on their die size, as follows:

Die	Points
Six-sided & ten-sided units	Equal to their health
Small Equipment	One
Medium Equipment	Three for each pair (two points for the first and one point for the second - while the Medium dice do not need to be brought as a pair, the first is always two points)
Large Equipment	Two
Artifact	Three
Medallion	Four
Relic	Four

Icons:

The symbols on the faces of each die are called icons. There are two types of icons on units and items: Action and ID.

Action icons

There are two types of action icons: normal action icons and Special Action Icons (hereafter called SAIs). These tell what actions a unit or item can perform in the game. For example, if a unit has an icon of a bow on one face, it generates one missile result when that face is rolled.

ID icons



These serve to identify the units. For example, an icon of a Dwarf wearing a feathered cap on a small die identifies it as a "Crossbowman". An ID icon always generates whatever results you are rolling for. If you are rolling for saves, ID icons generate save results; if you are rolling for maneuvers, they generate maneuver results; and so forth.

Furthermore, each unit's ID icon generates a number of results equal to its health. Artifacts also have an ID icon, which generates four results.

Terrain

The faces on each terrain die are numbered from 1 to 8, and also feature an icon. The numbers represent the distance between armies whereas the icons represent which action may be used to engage an opposing army at that distance. A low number showing on a face means the armies are very far apart, while a large number means the armies are very close.

Capture (Terrain)

When an army maneuvers a terrain to its eighth face it captures that terrain. If you capture two terrains, you win the game. A terrain is only considered captured when it is on its eighth face.

Elements and Color:

The colors of the units represent the magical elements that make up each species. The colors of the items, terrains, and dragons represent the magical elements that make up each item, terrain, or dragon.

The Elements

The five elements are represented as follows:

Element	Color	Symbol
Death	Black	
Air	Blue	
Water	Green	
Fire	Red	
Earth	Yellow	

These two colors are used in addition to the elements:

Color	Represents
Ivory	The lack of any elements
White	The presence of all elements

In addition to the magical elements which make up all of Esfah, the world of Dragon Dice®, there is a powerful and mysterious metal called Eldrymetallum (also known as "star metal"), which is not native to Esfah. This rare metal is primarily found in meteors. Relics are made of a pure form of this metal. It has also been alloyed with native metals and alloys such as bronze, silver, and gold. Items made with star metal or its alloys are called metallic, alloys, or non-elemental.

Elements and Colors of the terrains

The following table shows the different terrain types and which elements each of those terrains contain:

Terrain Type	Elements (Colors)
Coastland	Air & Water (blue & green)
Deadland	Death only (black)
Flatland	Air & Earth (blue & yellow)
Highland	Fire & Earth (red & yellow)
Swampland	Water & Earth (green & yellow)
Feyland	Water & Fire (green & red)
Wasteland	Air & Fire (blue & red)

Elements and colors of the species

The following table shows the different species and which elements each of those species contain:

Species	Elements (Colors)
Amazons	No Elements (ivory)
Coral Elves	Air & Water (blue & green)
Dwarves	Fire & Earth (red & yellow)
Eldarim	Each comprised of only one element (Air, Death, Earth, Fire, or Water)
Feral	Air & Earth (blue & yellow)
Firewalkers	Air & Fire (blue & red)
Frostwings	Death & Air (black & blue)
Goblins	Death & Earth (black & yellow)
Lava Elves	Death & Fire (black & red)
Scalders	Water & Fire (green & red)
Swamp Stalkers	Death & Water (black & green)
Treefolk	Water & Earth (green & yellow)
Undead	Death only (black)
Dragoncrusaders, Dragonlords, & Dragonslayers	All Elements (white)
Dragonkin, Dragonmasters, Dragonhunter, & Dragonzealots	Each comprised of only one element (Air, Death, Earth, Fire, or Water)

Army

All of your units and items at a single terrain or the Reserve Area form an army:

Home Army: This army is at your Home Terrain.

Horde Army: This army is at another player's Home Terrain.

Campaign Army: This army is at the Frontier Terrain

Reserve Army: This army is in your Reserve Area.

Reserve Area

At times, units need to pull back and regroup, or move to another terrain. They must first retreat to your Reserve Area. The units in your Reserve Area form your Reserve Army.

Dead / Dead Unit Area (DUA)

Units that take damage equal to or exceeding their health are dead. They are removed from their army and placed in your Dead Unit Area (or DUA).

Buried / Buried Unit Area (BUA)

Dead units may be buried. Buried units are removed from the Dead Unit Area and placed in your Buried Unit Area (or BUA).

Promotion/Promote

Some effects allow you to promote your units to other units which have more health. Promotion is detailed later in these rules on page 26.

Recruitment/Recruit

Some effects allow you to recruit a unit to an army. To recruit a unit, simply move a small (one-health) unit from your DUA to the recruiting army.

Summoning Pool

This is where dragons, Dragonkin, and minor terrains are put at the start of the game. The Summoning Pool is kept separate from the DUA and BUA.

PLAYING THE GAME



In each game of Dragon Dice®, two or more players pit their armies against each other to capture two terrains and win the game. While Dragon Dice® can be played by any number of players, the following rules describe a game being played by two players. The additional rules for multi-player games can be found on page 31.

Note: If this is your first game of Dragon Dice®, we suggest instead using the 'Starter Rules' set which can be downloaded from www.sfr-inc.com.

Important: 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 take precedence over any effects that indicate they can do something.



SETTING UP THE GAME



STEP 1: Decide The Total Force Size

Players determine the size of their forces by choosing a total point value. They bring units and/or items totaling that point value to the game. Suggested total force sizes are 15, 24, 30, 36 or 60 points. Players are free to use only one species, or mix multiple species in the same force.

Regardless of the total force size, each player must bring two terrains - one Home Terrain and one proposed Frontier Terrain:

Home Terrain: The terrain die placed in front of you at the start of the game. You select this die. Each Home Terrain is adjacent to the Frontier Terrain, but not adjacent to any other Home Terrain.

Frontier Terrain: The terrain die placed in the center of the table at the start of the game. Each player proposes a terrain die to be the Frontier Terrain. The Frontier Terrain for the game is selected from these proposed terrains. The Frontier Terrain is adjacent to every Home Terrain.

Each player is also required to bring exactly one dragon for each 24 points of total force size, or part thereof. The dragons can be any types. Your dragons are placed in your Summoning Pool.

STEP 2: Assemble Forces

Players divide their units and items into three armies:

Home Army: The army that will be placed at a player's own Home Terrain

Horde Army: The army that will be placed at an opponent's Home Terrain. This army is used to determine the order of play at the beginning of the game

Campaign Army: The army that will be placed at a terrain where you do not have an army (Frontier Terrain in a two-player game).

When assembling armies, players may have no more than half of the points (rounded down) of their total forces placed in a single army. There must be at least one unit in each army. After initial army placement, this army size restriction is no longer in effect. Armies should be assembled in secret and are revealed in step 4 below. Players may find it useful to assemble their armies behind a screen.



STEP 3: Set the Battlefield

Players choose one of the terrain dice they brought to be their Home Terrain and place it in front of them to the left, placing the other terrain die in the center of the playing area as their proposed Frontier Terrain.



- 1) Home Army
- 2) Campaign Army
- 3) Horde Army
- 4) Dead Unit Area (DUA)
- 5) Buried Unit Area (BUA)

- 6) Summoning Pool
- 7) Reserve Army / Area
- 8) Home Terrain
- 9) Proposed Frontier Terrains

STEP 4: Determine Order of Play

All players reveal their forces at the same time. All players then make a maneuver roll with their Horde Armies: roll the army and count maneuver results. Only count SAIs that generate maneuver results, ignore any special results. Since this army is not at a terrain, any affect a terrain would have is ignored. In the event of a tie, players re-roll until there is a winner.

The player who rolls the most maneuver results may choose to either take the first turn or select which proposed Frontier Terrain will be used during the game. If the player chooses to play first, then their opponent selects the Frontier Terrain. If the player who rolled the most maneuver results decides to select the Frontier Terrain, then their opponent takes the first turn.

Any one of the proposed Frontier Terrain dice may be selected. All other proposed Frontier Terrains are removed from the game and not used.

Place your armies as follows:

1. Their Home Army is placed at their Home Terrain.
2. Their Horde Army is placed at any other player's Home Terrain.
3. Their Campaign Army is placed at any terrain where the player has not already placed an army.

STEP 5: Determine Starting Distance

Each player rolls their Home Terrain die to determine the initial battle distances. The player that selected the Frontier Terrain rolls that die. If you roll an eight, roll again. If you roll a seven, turn the die down to six. All terrains will therefore start the game showing a number between one and six.

You are now set up and ready to do battle!



THE TURN SEQUENCE

A turn consists of seven phases, which must be conducted in this order: Expire Effects Phase, Eighth Face Phase, Dragon Attack Phase, Species Abilities, First March, Second March and Reserves Phase. Some steps are optional or conditional. When a player is taking their turn they are the *marching player*. Each phase may have multiple steps, which must occur in the order listed. If multiple things happen in a single step, the marching player chooses the order in which they occur.

1. EXPIRE EFFECTS PHASE

All spells and effects that last “until the beginning of your next turn” expire.

2. EIGHTH FACE PHASE

City & Temple terrains on their 8th face apply their effects (see page 15).

3. DRAGON ATTACK PHASE

If there are dragons at any terrain *where the marching player has an army*, those dragons will attack that army or other dragons at the same terrain. See the Dragon section (page 16) for details on resolving these attacks. Otherwise, skip this phase.

4. SPECIES ABILITIES PHASE

Relevant species abilities are applied here. See Species Abilities starting on page 21.

5. FIRST MARCH

During this phase you may march with an army. Each march is split into two steps: Maneuver & Action. Both steps are optional, but must be performed in this order:

MANEUVER

This step is optional. If the army is in the Reserve Area, skip this step.

Maneuvering affects the terrain where your marching army is located and is the process of adjusting the number shown on that terrain. If you wish to maneuver you must announce it, but are not required to reveal whether you intend to turn the terrain die up or down. If your opponent has an army at the same terrain, they may oppose the maneuver. This is called a counter-maneuver.

Both armies make a maneuver roll simultaneously: you and your opponent roll your armies and count maneuver results. If the total number of maneuver results generated by your marching army equals or exceeds that of the counter-maneuvering army, your maneuver succeeds. If your opponent does not oppose, a maneuver is automatically successful and no dice are rolled.

If the maneuver is successful, you must adjust the terrain die up or down by one step (for example, if the terrain was showing a 4, it must be changed to either a 3 or a 5). If your maneuver roll does not equal or exceed your opponent’s counter-maneuver roll, then the maneuver fails and the terrain die is not adjusted.

If you capture your 2nd terrain during this step, you win and the game ends immediately.

ACTION

This step is optional. An army at a terrain may only take the action shown on the terrain die: melee, missile, or magic. If the terrain die is at the 8th face, the controlling army may choose to take any one of the three actions, while an opposing army at that terrain may only take a melee action.

An army in the Reserve Area may only take a magic action.

The actions are described below:

Melee

If the melee icon (a sword) shows on the terrain die, then only a melee attack may occur. A melee attack may only target an opposing army at the same terrain.

Make a melee roll: Roll your army and count the melee results. Resolve any applicable SAIs first (page 27). If there are any melee results, the opposing army makes a save roll. The opposing army resolves any SAIs rolled, then subtracts their save results from your melee results to determine how much damage is inflicted. The opposing player then moves that health-worth of units from the targeted army to their DUA.

The opposing army may then counter-attack, by following the same process above, with you making saves and suffering damage as required. Unless an effect specifically says "counter-attack", all effects for a melee attack apply to the counter-attack.

For more information on Damage see page 25.
After this exchange, the action ends.

Go to the next phase of the turn sequence (Second March or Reserves Phase).

Missile

If the missile icon (an arrow) shows on the terrain die, then only a missile attack may occur.

A missile attack may target any of your opponent's armies, with the following restrictions:

- If your army is at any Home Terrain, you cannot target an army at another Home Terrain.
- You cannot target an army in your opponent's Reserve Area.

Make a missile roll: Roll your army and count the missile results. Resolve any applicable SAIs first. If there are any missile results, the target army makes a save roll. The opposing army resolves any SAIs rolled, then subtracts their save results from your missile results to determine how much damage is inflicted. The opposing player then moves that health-worth of units from the targeted army to their DUA.

Unlike a melee action, no counter-attack is possible against a missile action. After your missile attack is complete, the action ends.

Go to the next phase of the turn sequence (Second March or Reserves Phase).

Magic



If the magic icon (a starburst) shows on the terrain die, or the marching army is in the Reserve Area, then only a magic action may occur.

Make a magic roll: Roll your army and count the magic results. Resolve any applicable SAs first. The number of magic results represent how many points may be spent on casting spells. You may only cast basic spells that match the element of the units that generate those magic results. If a unit has more than one element, choose which element of magic is generated by their results. If a unit generates more than one magic result, the results may be divided between that unit's elements (for example, a Scaldar that is fire and water generates 4 points of magic. These may be considered all fire, all water, or split into any combination of both).

Some spells are species-specific as noted on the spell lists (spell lists (Reference Sheets booklet). A species spell may only be cast with results generated by units from that species. An army in the Reserve Area may only cast certain spells (see 'Targeting of Spells' on page 29).

To resolve a magic action, follow these steps:

1. Total your magic results

Total your rolled magic results, taking note of how many results are in each element.

2. Target your spells

The Spells section (page 29) gives a complete listing of all the spells and any limitations that apply to them. The target of a spell, or the conditions for a spell's effect to occur, must exist at the time the target is selected. Once you have decided which spells to cast, announce all of the spells you are casting and each of their targets.

3. Cast your spells

Once all spells and their targets are announced, cast and resolve the spells one at a time in any order you wish. If for any reason the announced target of a spell is no longer present (for example, it was killed by another spell), then you may not select a new target.

After all spells have been resolved, the action ends.

*Go to the next phase of the turn sequence
(Second March or Reserves Phase).*

6. SECOND MARCH

You may choose another army that has not yet marched to take a Maneuver and Action, following the rules detailed above for the First March. The Second March is optional.



7. RESERVES PHASE

There are two steps taken before ending a turn which must be taken in this order:

Reinforce Step

If you have any units in the Reserve Area, you may move any or all of them to any terrains. You may split the reserve units up, sending some to one terrain and some to another. If you already have an army at the terrain, the reserve units join that army. If you don't have an army at the terrain, the reserve units form a new army.

Retreat Step

After reinforcing, you may move any or all of your units from any terrains to the Reserve Area.

Your turn is now over. The next player begins their turn at the beginning of the Turn Sequence. Turns continue in this manner until a player is crowned the winner by capturing two terrains or by being the only player with any unit(s) remaining.



TERRAIN - EIGHTH FACE



If you maneuver a terrain to its eighth face (the number 8 is showing), then your marching army captures that terrain. When you capture a terrain, orient the terrain die so the icon faces your army. The army that has captured a terrain receives several advantages for as long as it retains control of that terrain die:

- **When rolling the army, all ID results are doubled, for any roll.**
- **The army may take a melee, missile, or magic action, but opposing armies at the terrain are restricted to a melee action.**
- **The army may make use of the Eighth Face Icon as shown in the table below.**





Eighth face advantages are cumulative with any species abilities.

A terrain at its eighth face turns back to its seventh face (the number 7 is showing) whenever the controlling army abandons the terrain, is out-maneuvered by an opposing army, or all its units are killed or removed. When the terrain is moved from the eighth face, all advantages gained by your controlling army cease.



Eighth Face Icons

The Eighth Face Icons are used as follows:

Icon	Terrain	Eighth face Effect
	City	During the Eighth Face Phase you may recruit a small (1 health) unit to, or promote one unit in, the controlling army.
	Standing Stones	All units in your controlling army may convert any or all of their magic results to an element this terrain contains.
	Temple	Your controlling army and all units in it cannot be affected by any opponent's death magic. During the Eighth Face Phase you may force another player to bury one unit of their choice in their DUA.
	Tower	Your controlling army may use a missile action to attack any opponent's army. If attacking a Reserve Army, only count non-ID missile results.

DRAGONS



Dragons can be summoned using magic to wage war against armies on the battlefield. They are tough adversaries and even the most battle-hardened army has been known to fall to a dragon.

TYPES OF DRAGONS

There are many different types of dragon that may be brought to a game of Dragon Dice®, each with a different combination of elements. Each type of dragon also has unique characteristics and interacts with other dragons and armies in different ways.

Each dragon has 5 health and 5 automatic saves. A White Dragon has 10 health and 5 automatic saves.

Elemental Dragon

The standard dragon is an Elemental Dragon. It is made up of one of the five elements.

Hybrid Dragons

Hybrid Dragons are composed of two elements.

When a breath result is rolled, apply both elemental breath effects. Hybrid Dragons are affected by any spell or effect that can affect either of its elements.

Ivory Dragons

Ivory Dragons may be summoned by using any one single element of magic or by any effect of a single element (such as a Dragon's Lair or Dragon Staff).

Ivory Dragons may only be summoned from the Summoning Pool. They may not be summoned from another terrain.

Ivory Hybrid Dragons

Ivory Hybrid Dragons are composed of one element and ivory.

When a breath result is rolled, apply the elemental breath effect.

Ivory Hybrid Dragons are affected by any spell or effect that can affect its element or ivory.

Ivory Hybrid Dragons can only be summoned from a terrain by magic or an effect that matches their element.

White Dragons

White Dragons have ten health instead of five.

All damage inflicted from a White Dragon's claws, jaws, tail and wing results are doubled.

In addition, treasure results are also doubled, allowing two units to be promoted instead of one.

White Dragons count as two normal dragons when assembling forces.

White Dragons can only be summoned by the Summon White Dragon spell.



DRAGON ATTACKS

During the Dragon Attack Phase, at every terrain where there is an army belonging to the marching player, every dragon present will attack, regardless of who owns or summoned the dragon. Dragon attacks only occur at terrains that contain an army belonging to the marching player.

Where possible, a dragon will always target another dragon instead of the marching player's army. Dragons determine which other dragons they will attack based on their element. If a dragon cannot attack another dragon present at the terrain, or if no other dragons are present, then the dragon will always attack the marching player's army. The table below describes which target a dragon will attack.

Attacking Dragon	Will Attack?					
	Elemental	Hybrid	Ivory	Ivory Hybrid	White	Army
Elemental	Yes, unless same element	Yes	No	Yes, unless the element matches	Yes	Yes, if no valid dragon target
Hybrid	Yes	Yes, unless matching both elements	No	Yes, unless matching one element	Yes	Yes, if no valid dragon target
Ivory	No	No	No	No	No	Yes
Ivory Hybrid	No	No	No	No	No	Yes
White	Yes	Yes	No	Yes	No	Yes, if no valid dragon target

It is important to note that some dragons may attack a type of dragon that will not attack them. As such, dragons do not always 'fight back'. For example, an Elemental Dragon could attack an Ivory Hybrid Dragon, while that Ivory Hybrid Dragon attacks the army.

Dragons attacking the marching player's army will all attack at the same time. The owner of an attacking dragon rolls that dragon's die. If the marching player has armies located at multiple terrains, each containing one or more dragons, that player decides the order in which each of the dragon attacks take place.



Performing the Dragon Attack:

To perform a dragon attack, players should follow these steps:

1. Determine target of dragon attacks

Consult the table above to determine whether dragons will attack the army or another dragon.

2. Designate dragon vs dragon targets

The owner of each dragon attacking another dragon designates in secret which dragon their dragon will attack. Once each player has designated their dragon's target, players reveal their choices. If there are no dragon vs dragon attacks, skip this step.

3. Roll dragons

The owners of the attacking dragons roll them, taking note of the results (damage is not applied until step 7, with the exception of breath results when a dragon is attacking an army).

4. Resolve all breath results

Against an army, breath results are resolved immediately. Each dragon breath is resolved one at a time, by killing the required health-worth of units. After units have been killed, apply all elemental breath effects to the targeted army or units.

5. Resolve all treasures

Skip this step if no army is being attacked. If a dragon rolled a treasure icon while attacking an army, that army may promote any one unit.

6. Roll the army's response to the dragon attack

Skip this step if no army is being attacked. The army makes a combination roll, counting any melee, missile, or save results generated by normal icons and SAIs. Any SAI that generates melee, missile, or save results or states it has an effect during a dragon attack is applied.

The damage to slay a dragon must come from either melee or missile results - they may not be combined, though when fighting multiple dragons, you may allocate melee results to one and missile results to another, etc. Multiple dragons may be killed in one attack as long there are enough missile and/or melee results to kill them. Any units or artifacts that roll their IDs may each allocate them as save, missile, or melee results and may split those results between types (for example a 3 health unit rolls an ID. The results may be considered 3 melee, 3 missile, 3 saves or any combination of them).

7. Resolve damage

Dragons and armies inflict damage simultaneously, so even if a unit is killed, its results may still be applied to the army attack (only breath results are resolved before this step). When a dragon is killed it is returned to the Summoning Pool.

8. Promotion

If an army kills one or more dragons, it may promote as many units as possible (see Promotion on page 26).

9. Resolve wings

Any surviving dragons that rolled wings are returned to their Summoning Pool.

After all dragon attacks are resolved, play continues on to the next phase.

DRAGON BREATH

Against another dragon, a dragon breath inflicts five (ten for a White Dragon) points of damage; roll the dragon again and apply the new result as well.

If breath is rolled in an attack against an army:

- **Five health-worth of units in the army are killed.**
- **The elemental breath effect from the table below is applied, according to the elements of the dragon.**

The owner of the army being attacked chooses which units are killed. Halving modifiers from elemental breath effects are *not* cumulative, though multiple different elemental breath effects may apply at the same time (for example: an army affected by death and water breath would ignore ID results and halve its missile results).

Element	Type	Effect
Air	Lightning Bolt	The army's melee results are halved until the beginning of its next turn. Results are rounded down
Death	Dragon Plague	The army ignores all of its ID results until the beginning of its next turn
Earth	Petrify	The army's maneuver results are halved until the beginning of its next turn. Results are rounded down
Fire	Dragon Fire	Roll the units killed by this dragon's breath attack. Those that do not generate a save result are buried
Ivory	Life Drain	No additional effect
Water	Poisonous Cloud	The army's missile results are halved until the beginning of its next turn. Results are rounded down
White	Terrain Empathy	An additional five health-worth of units in the army are killed, bringing the total health killed to ten. The army suffers the elemental breath effects of both elements of the terrain.



DRAGON ICONS

This section shows each of the symbols on the dragon's die and explains their effects.

Icon	Result	Effect
	Belly (dragon)	The dragon's automatic saves do not count during this attack.
	Dragon Breath	See the section on 'Dragon Breath' above.
	Claws	A dragon's claws inflict six points of damage.
	Jaws	A dragon's jaws inflict twelve points of damage.
	Tail (dragon)	The dragon's tail inflicts three points of damage; roll the dragon again and apply the new result as well.
	Treasure	If the dragon is attacking an army, one unit in that army may be promoted (page 26).
	Wing	A dragon's wings inflict five points of damage. After the attack, if the dragon is still alive, it flies away. Return the dragon to its owner's Summoning Pool.






SPECIES ABILITIES



Each species in Dragon Dice® has its own special abilities, generally tied to the elements of that species' dice. Utilizing these abilities is often key to creating a powerful and balanced army. Species abilities are applied to both army rolls and when a unit is rolling individually. Species abilities are listed on the species reference sheets (Reference Sheets booklet).



The symbol  has the following meaning: Some species have abilities which are connected to the number of units in their DUA. These abilities each state a maximum limit for the ability, followed by . The limit stated is per 24 points of total force size, or part thereof. For example, an ability which states, “...up to a maximum of five ”, would have a limit of 5 in games up to 24 points, a limit of 10 in games from 25 to 48 points, and so on.





RULES REFERENCES

The following section provides clarification on some of the mechanics of Dragon Dice®. Note that some clarifications refer to mechanics discussed in the Advanced Rules Booklet.

DIE ROLL RESOLUTION

Players do not roll dice simultaneously unless a specific rule says so. During a march, the marching player always rolls their army first, followed by any opposing players. Once the marching player has finished resolving their roll, the opposing players resolve their rolls in turn order. Each player follows this process one by one:

1	Roll the dice.
2	When rolling for saves against an attack, SAI effects delayed from the attacker roll are applied now.
3	Check to see if any existing effects will force or allow a die to be re-rolled. This includes SAIs that have a re-rolling effect (for example, Bullseye). Apply these effects one at a time until all re-rolls have been made. Attackers apply their re-roll effects before defenders.
4	Identify any applicable SAIs that have not already been applied and apply their effects one by one* in whatever order you choose. Any normal action results or roll modifiers that those SAIs generate are applied during the following steps.
5	Count up all non-SAI generated action results to obtain a subtotal.
6	Apply modifiers that subtract (results can never be reduced to below 0).
7	Apply modifiers that divide (results are rounded down).
8	Add SAI generated action results to obtain a new subtotal.
9	Apply modifiers that multiply.
10	Apply modifiers that add (any 'counts as' results are also added now) to obtain a final total.

**Multiples of the same SAI may be combined to create a single larger effect. See 'SAIs' on page 27 for more details.*

A die's effect will resolve at its assigned time. If a die's results are used and it then leaves the army, its results still stand. If a die leaves the army before its results are used, or a die enters the army after the roll, that die has no effect on that roll.

'Counts As' Results

A number of species abilities, and a few spells and SAIs, allow a unit to count one type of result they have rolled as another. For example, the species ability Coastal Dodge states: *'When at a terrain that contains water, Coral Elves may count maneuver results as if they were save results.'* Such an ability is called a 'Counts As' effect. Only rolled results may be counted in this way. Results generated by spells may never be counted as another type of result. Any results that are counted as a different type of result are considered a modifier that adds, and as such are applied during step 10 of Die Roll Resolution.

ROLL MODIFIERS

When a roll is made, it is not unusual for a number of game effects to modify that roll. To ensure the correct balance of the game, it is important to apply these modifiers in the correct order, as represented in the table on page 23.

There are also a number of important rules that must be obeyed with regards to applying modifiers:

- Modifiers that affect an army do not affect the roll of an individual unit from that army.
- Modifiers that affect an individual unit do not affect the roll of an army.
- ID icons generate the type of result the roll is for. When results are subtracted or divided, ID results are the last results to be removed by those modifiers. If the roll is a combination roll the owner of the army may choose what result type the ID generates at the time action results are subtotaled (see step 5).
- There may never be more than one modifier that divides applied to each type of result.
- There may never be more than one modifier that multiplies applied to each type of result.

Examples of this process are provided in the FAQ for Dragon Dice®, which can be downloaded from www.sfr-inc.com

ARMY MODIFIERS

Some effects have a stated duration (such as, “until the beginning of your next turn”). If an effect with duration targets an army, it applies to that army at a particular terrain or reserves. The effect ends if there are no units remaining in the army. This is checked at the end of each action. If all the units from the army are replaced with other units as a single action, the army is still considered to be present and so the effect remains active. Effects that apply to an army apply to all units in the army regardless when they joined the army.

COMBINATION ROLLS

Certain actions call for a ‘combination roll’. A combination roll involves making a single roll for an army, but counting multiple types of result. For example, following a dragon attack, an army makes a single combination roll counting any melee, missile and save results.

Results are counted and applied as per the rules for resolving a dragon attack.

The following rules apply:

- During a combination roll, any modifiers to that roll which could be applied to different results are applied as the army’s owner desires. All modifiers must be applied if possible.
- If any ID icons are rolled, the owner of the army may choose what type of results they generate. IDs are assigned to a type of result when generated action results are subtotaled (see step 5).
- If an SAI generates a choice of different results (for example, Create Fireminions) then the player may split those results between those required by the roll.
- If an SAI generates different results for each type of roll counted by the combination roll, then the player who rolled that SAI may choose which result to apply. For example, if a unit is targeted by a Coil SAI they make a combination roll counting melee and saves. The targeted unit rolls a Counter SAI – in a melee roll this generates melee results, in a save roll this generates save results. That player may choose to count the SAI as applying to either the melee, or to the save part of the roll, but not to both.

UP TO

When an SAI targets a friendly army or unit, any number of health or units may be selected, less than or equal to the maximum allowed by the SAI, including none. For all other effects, when applying "up to" X amount of effect to a target, the maximum amount must be used but never in excess of that amount. If the exact X amount cannot be applied then as much as possible must be applied.

DAMAGE

When armies meet in combat - melee, missile, or magic - units may take damage. If a unit takes damage equal to or greater than its health it is killed and put in its owner's DUA.

The following points should be observed when inflicting damage:

- If a unit takes less damage than its health, the damage goes away at the end of the action. The unit is considered healed.
- If possible, enough units must be killed to cover all remaining damage, but never in excess of it.
- Attacks or spells that target an army allow the entire army to make a save roll.
- Attacks, SAIs, and spells that target a unit only allow that unit to make a save roll. An individual unit that is targeted does not receive any benefits given to its army.
- Each point of save results generated, from icons, spells or any other source, negates one point of damage.

Damage VS Killed

When a unit takes damage it is permitted to make a save roll unless an effect states otherwise. As stated above, if a unit takes damage equal to or greater than its health it is killed and put in its owner's DUA.

If an effect states that a unit is killed then the unit is immediately put in its owner's DUA, unless the effect provides an opportunity to roll a specific result to avoid it.

If some effect prevents a killed unit from entering the DUA (such as an Open Grave), any effects that take effect when the unit is killed, do not function. Any effect that prevents a unit from leaving a terrain, does not prevent it from being killed and placed into the DUA.

If a unit is under the effects of a spell or some other effect when it is killed, then all such spells and effects expire immediately.

MONSTERS

Monsters are worth four health each. The ID icon (marked with a triangle, circle or diamond for easy recognition) generates four of whatever results you are rolling for.

Unlike other units, normal action icons only ever appear singularly on the face of a monster. Any normal action icon rolled generates four results, so if a monster rolls a melee icon, that monster generates four melee results.



PROMOTION

Many effects in the game allow a player to promote a unit. To promote a unit, exchange it with a unit in your DUA (or Summoning Pool, if promoting Dragonkin) of the same species and one health larger. If a player has no units in their DUA (or Summoning Pool), then promotion cannot occur.

The following rules apply to promotion:

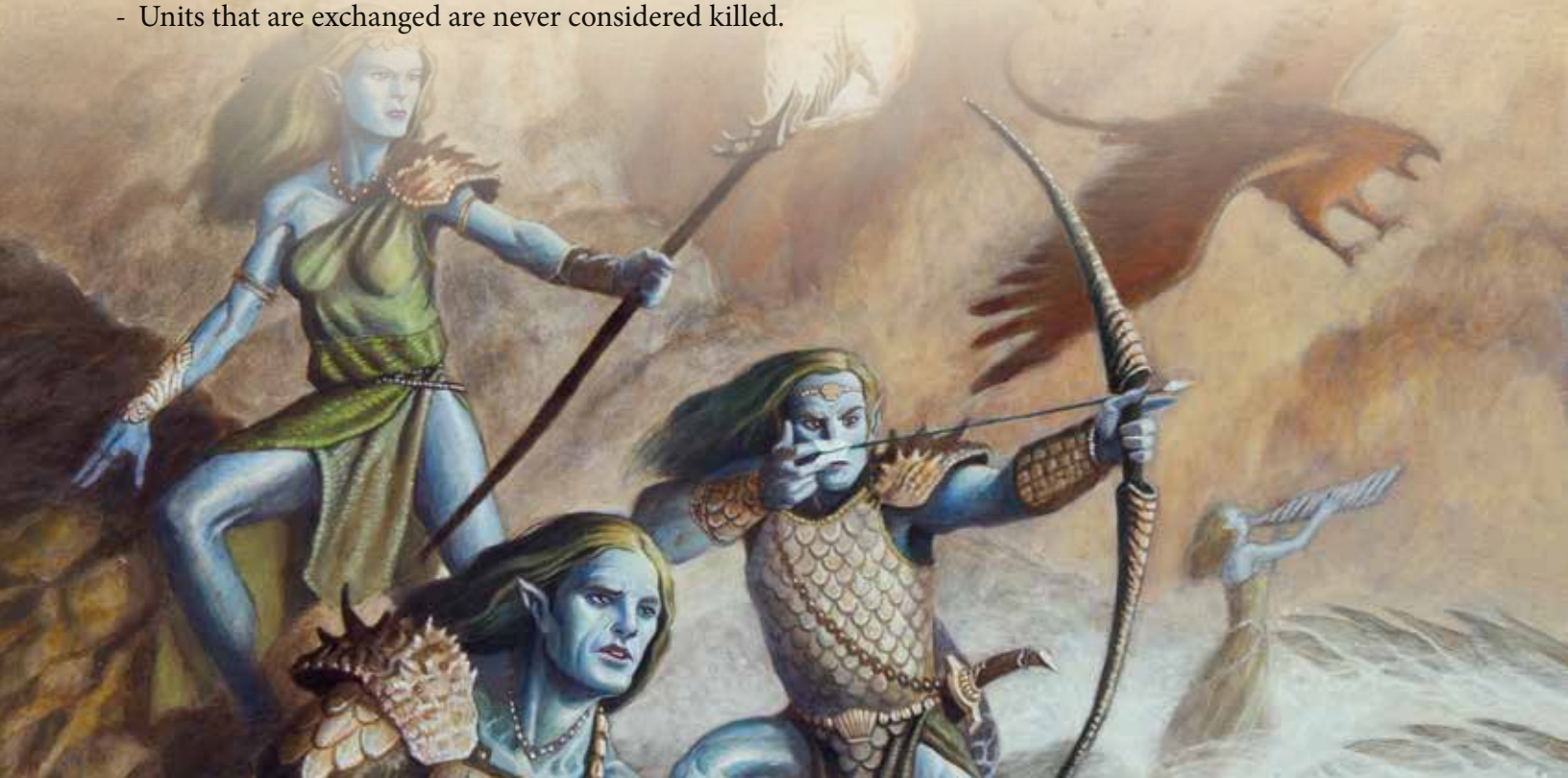
- A promotion affects only a single unit.
- If a rule indicates to promote or recruit as many units as possible, all promotions and recruitments happen at once. Identify all units that can be promoted, match each of them with a unit in the DUA (or Summoning Pool), then promote each of them simultaneously.
- Promoted Eldarim and Dragonkin are not required to be the same element.
- If the promotion affects an entire army, such as after killing a dragon, all units in the army, even those that did not roll, may be promoted.
- If an ability allows you to promote multiple health-worth at once you may choose to promote multiple units by one health each, or you may combine the health to promote to a larger unit, or any combination you choose.

Notes on exchanging units with the DUA

In addition to Promotion, a number of other effects cause an army to exchange units with those in a player's DUA.

The following points must be observed:

- Multiple exchanges with the DUA happen all at once. Identify any units that need to be exchanged, then choose which units in the DUA they will be exchanged with before performing the exchange.
- Even if all the units in the army are exchanged, at no time is the entire army considered gone. As such all army-targeting spells remain in effect and all Dragonkin, minor terrains and items (providing enough units capable of carrying them are still present) remain in play. Only check to see if an army is still in place at the end of the exchange.
- If a unit is targeted by or subject to an individual effect (for example, is affected by the Hypnotic Glare SAI), exchanging the unit for another causes that effect to end.
- Units that are exchanged are never considered killed.



SPECIAL ACTION ICONS (SAIs)



In addition to normal action and ID icons, certain units and items in Dragon Dice® also have Special Action Icons (SAIs). What differentiates SAIs from the other icons is that SAIs can have effects other than simply generating save, maneuver, melee, missile, or magic results. SAIs and their effects are listed in the Advanced Rules and Reference Sheets booklets.

Many SAIs generate a number of results based on the type of die or number of icons. To simplify this, SAIs use 'X' in their descriptions. Whenever X appears in the description of an SAI it refers to the number of results. This is how to determine the value of X:

- On a six-sided die, X is equal to the number of icons rolled (three icons equals three results).
- On a large equipment or large Dragonkin unit die side showing a single icon, X is equal to three results (one icon equals three results).
- On a monster, artifact, medallion, relic, or champion die side showing a single icon, X is equal to four results (one icon equals four results).

If an SAI does not have X in the description it only does what is described.

If a specific SAI description conflicts with the general rules for SAIs, the specific SAI description takes precedence.

APPLICATION

SAIs only apply during certain rolls. Each SAI in the table below states which rolls it applies to in the 'Applies' column. If a type of roll is not listed in the 'Applies' column description, that SAI has no effect in that type of roll.

The types are:

- **Dragon Attack** – When the army rolls in response to a dragon attack (page 17).
- **Magic** – Any time the army or unit is rolling for magic results.
- **Maneuver** – Any time the army or unit is rolling for maneuver results.
- **Melee** – Any time the army or unit is rolling for melee results.
- **Missile** – Any time the army or unit is rolling for missile results.
- **Save** – Any time the army or unit is rolling for save results against damage. Some SAIs only apply during save rolls against a specific type of damage and are noted as 'Save*' (for example, "save against melee").
- **Non-Maneuver** – Any roll that does not include maneuver results.
- **Individual** – Any roll to avoid a spell or effect that targets a unit or X health worth of units.
- **Special or marked with '*'** – Check the SAI details for more information.

There are a number of rules which must be observed with relation to SAIs:

- Unless the word "may" appears in the SAI description, the effect is mandatory.
- In the DUA, the only SAIs that will function are SAIs that generate save results, unless the SAI specifically states otherwise.
- See 'Combination Rolls' on page 24 for applying SAI results during a combination roll.

TARGETING

The following rules apply to the targeting of all SAIs:

- The same army or unit may not be targeted or affected by multiple SAI effects that multiply or divide the same type of result.
- SAIs that multiply or divide any army or unit's results (such as Elevate or Frost Breath), allow unit or items to move from the current army (such as Ferry or Firewalk), or target an individual unit (such as Coil or Hug), may not be combined and are always resolved one by one. All other SAIs may be combined by adding their effects together to count as one larger effect SAI. Alternatively, they may be resolved one by one.
- When an SAI targets an opponent's army or units you must apply the SAI's effect to the fullest extent possible by selecting the maximum number of targets (units and/or health-worth) allowed.
- Any SAI that targets an individual unit will continue to affect that unit even if they move to another army.



SPELLS



Spells are cast using magic results during a magic action and can affect the game in different ways, from increasing roll results, to inflicting damage, to summoning dragons! Spells and their effects are listed on the species reference sheets (Reference Sheets booklet).

Each spell has a number of attributes which are detailed below. Spells are resolved one at a time in the order cast.

ELEMENT

There are six spell elements; Death, Air, Water, Fire, Earth, and Elemental. The following rules apply to the element of magic:

- Spells of a single element (Death, Air, Water, Fire, and Earth) may only be cast using magic results of that element.
- Elemental Spells may only be cast using magic results of any single element.
- Ivory magic results may only be used to cast Elemental spells.

CASTING COST

This is the number of magic results required to cast a spell. Any number of spells can be cast up to the number of magic results generated by the army. Unused magic results are lost at the end of the army's action.

Some spells may be cast via the 'Cantrip' SAI as well as during a normal magic action. When this SAI is rolled, its results may be spent as magic results only on spells marked with an X in the 'C' (Cantrip) column in the spell lists on species reference sheets (Reference Sheets booklet). Normal restrictions for element and species still apply to casting these spells.

SPECIES

This indicates the species requirement of the spells. Some spells may only be cast using magic results generated by units from a specific species. Spells marked 'any' may be cast using magic from any species that can cast elemental spells.

TARGETING OF SPELLS

Every spell has a specified target: army, unit(s), terrain, DUA or BUA.

Spells that target a terrain affect all armies at that terrain.

Spells that target an army are fixed at that army location. If the army moves, the spells do not move with the army.

Individual units that are targeted by a spell will be affected by that spell even if they move to another army.

Most spells require the casting army to be located at a terrain, however a limited number of spells may be cast from the Reserve Area. Those spells are marked with an X in the 'R' (Reserves) column in the spell lists on species reference sheets (Reference Sheets booklet).

DURATION

Some spells have instantaneous effects. Most have effects which last until the beginning of your next turn.

If an army is destroyed (all of its units are killed) or otherwise no longer exists at a terrain or Reserves Area at the end of any turn step, any spells affecting that army end. If a unit is killed any spells affecting it end.

EFFECT

Each spell has a different effect on the game state. Effects that modify a particular type of roll follow the usual process explained under 'Die Roll Resolution' (page 23).

Many spell effects are cumulative; this means that multiple castings of that spell may be combined to create a single spell with a stronger effect. To make understanding this easier, any aspects of a spell that have a cumulative effect are highlighted in the text for that spell, like this – **one**. When a spell is cast in this way, multiply the highlighted effect(s) by the number of combined castings. For example, if you were to combine three castings of Wind Walk, then the spell would add twelve results, rather than four.

Any spell that has a cumulative effect may instead be cast multiple separate times (unless otherwise stated), with a different target each time. For example, if you were to cast Palsy three times (costing a total of six magic results), you may subtract three results from any one target, one result from each of three targets, or two from one target and one from another.

For any spell that does not have a highlighted number, multiple castings have no additional effect if cast on the same target.



MULTI-PLAYER GAMES

While Dragon Dice® is an excellent 2-player game, it can be played with any number of players, offering a new level of depth and strategy. We recommend limiting games to six players, though larger games are possible. To play a multiplayer game, players assemble forces and select terrains as normal.

The following exceptions and changes occur when playing a multiplayer game:

- When rolling to determine the order of play, the usual process described in step 4 of 'Setting Up the Game' is replaced with the following process:

STEP 4: Determine Order of Play

All players reveal their forces at the same time. All players then make a maneuver roll with their Horde Armies: roll the army and count maneuver results. Only count SAIs that generate maneuver results, ignore any special results. Since this army is not at a terrain, any affect a terrain would have is ignored. In the event of a tie for any turn order position, the tied players re-roll until a clear order is determined. Players will take turns in order of their maneuver totals, with the lowest total going last. The player who rolls the most maneuver results may choose to either take the first turn, or to select which proposed Frontier Terrain will be used during the game, as follows:

- If the player chooses to take the first turn, the player with the next highest total selects which Frontier Terrain will be used.
- If the player selects the Frontier Terrain, they will go second. The player with the next highest total takes the first turn.

Any one of the proposed Frontier Terrain dice may be selected. All other proposed Frontier Terrains are removed from the game and are not used. We suggest players sit in turn order, and in such a way that play proceeds clockwise.

The first player now places their armies as follows:

- 1. Their Home Army is placed at their Home Terrain.**
- 2. Their Horde Army is placed at any other player's Home Terrain.**
- 3. Their Campaign Army is placed at any terrain where the player has not already placed an army.**

The second player then places their armies in the same manner, followed in order by the other players, one by one until all players have placed their armies.

- After initial game set up, a player may have armies at multiple opposing player's home terrains if they wish. We suggest that each player puts their dice on a card so it is clear which dice belong to which army and player at all times.

- When performing a melee or missile attack, a player may target any eligible army. The target of the attack must be declared before the dice are rolled.
- Any effect that targets an 'opposing' unit or army may target the unit or army of any opponent.
- During a maneuver, all opposing armies at the terrain may attempt to counter-maneuver.
- Counter-maneuvering armies do not combine their maneuver results. Each compares their total with the maneuvering army individually.
- Regardless of how many terrains are in play, a player still wins once they capture their second terrain.
- If a player is eliminated, all spells cast by that player expire when they would otherwise take their next turn. Simply skip their turn from then on.





