



Advanced 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

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INTRODUCTION

Dragon Dice® Rules V4.01d

Welcome to Dragon Dice®, a compact wargame played with dice armies! This booklet extends your games with rules for advanced dice. These rules are optional and all players should agree on their inclusion before prior to their games.

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DRAGONKIN



Dragonkin are the distant relatives of full-sized dragons. Like dragons, they can be summoned into play during a game, but unlike their less-predicable forerunners, Dragonkin will join your armies and fight for you! For every full three points of a player's force size, that player may bring one health-worth of Dragonkin to the game. For example, in a 36 point game, a player may bring up to 12 health-worth of Dragonkin units.

The following rules apply to Dragonkin:

- Dragonkin are six-sided units. While Dragonkin units consist of different elements, they are all considered one species.
- Like dragons, Dragonkin start the game in the Summoning Pool.
- Dragonkin cannot leave the terrain where they were summoned.
- If an army is made up solely of Dragonkin, the Dragonkin are immediately returned to the Summoning Pool and the army disappears.
- Dragonkin may never enter a player's DUA. When a Dragonkin unit is killed it is returned to its owner's Summoning Pool. Dragonkin may still be buried by a single effect that both kills and buries a unit, even though they do not pass into the DUA.
- Dragonkin cannot carry items.



ACTIONS

- Dragonkin units cannot roll for magic or missile actions.
- Dragonkin units cannot roll during a dragon attack that includes a dragon matching their element, an Ivory Dragon, Ivory Hybrid Dragon, or White Dragon, but may take damage during the attack. Dragonkin may take part in dragon attacks with other dragons as normal.

AUTOMATIC SAVES

All Dragonkin have armored skin, which grants them automatic save results equal to their health. These save results are added to their individual and army's save rolls. For the purpose of 'Die Roll Resolution', Dragonkin automatic saves are added during step 10, along with other modifiers that add. Their automatic save results are only applied if the Dragonkin are rolled.

DRAGONKIN CHAMPION SAI

Name	Icon	Applies	Effect
SFR/TSR Logo (Dragonkin Champion)	 	Melee Individual	When saving against an individual targeting effect, the SFR/TSR logo generates four save results. During a melee attack, you may move a summoned dragon that contains the same element as this Dragonkin Champion from one terrain to another.







ADVANCED TERRAINS



Advanced terrains are special terrains that offer new objectives for armies to capture. Advanced terrains follow all the usual rules for terrains, with one exception: *an advanced terrain may only be placed at the frontier.*

Like other terrains, each advanced terrain has a unique Eighth Face effect. These are described below:

Icon	Terrain	Eighth face Effect
	Castle	When you capture this terrain, choose one of the following four terrain types: City, Standing Stones, Temple, or Tower. The Castle becomes that terrain until its face is moved.
	Dragon's Lair	During the Eighth Face Phase, you may summon a dragon that matches at least one element of this terrain, an Ivory Dragon or any Ivory Hybrid Dragon, and place it at any terrain. The Dragon's Lair may not summon a White Dragon.
	Grove	During the Eighth Face Phase move one non-Dragonkin unit from any player's BUA to their DUA, a Dragonkin unit or minor terrain from your BUA to your Summoning Pool, or an Item from your BUA to your army controlling this eighth face. This is not optional and must be performed if possible.
	Vortex	During any non-maneuver army roll at this terrain, before resolving SAIs (see step 3 of 'Die Roll Resolution'), you may re-roll one unit, ignoring the previous result.





MINOR TERRAINS

The smaller (18mm) eight-sided dice are minor terrain dice. These dice represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself. These dice do not count toward victory, but they can help achieve it.

A player may bring a total of minor terrain dice to a game equal to the number of terrains in the game plus one (for example in a 2-player game, you may bring up to four minor terrains). Minor terrains are placed in a player's Summoning Pool at the start of the game.

BRINGING A MINOR TERRAIN INTO PLAY

When an army marches, the army's owner may bring a minor terrain into play from their Summoning Pool instead of taking a maneuver step. The minor terrain's elements must match at least one element of the terrain where the army is located. Deadlands may be brought into play at any terrain, regardless of that terrain's elements.

Roll the minor terrain when it enters play and immediately apply its result - alternate action, modify results, or disaster (See Minor Terrain Icons below). The rolled result will remain in effect as the active bonus for the army who owns the minor terrain until it is rolled again (see below). Place the die beside the army to show the bonus.

On all future turns, when an army that controls a minor terrain marches, as they start that march, they must either:

- Forfeit the maneuver step in order to keep the result showing on the minor terrain, OR,
- Roll the minor terrain before the maneuver step and apply its new result. The rolled result will remain in effect as the active bonus for the army who owns the minor terrain until the minor terrain is rolled again on a future turn.

The following rules apply to minor terrains:

- Each army may only have one minor terrain in play.
- An army that has captured an Eighth Face may not bring a minor terrain into play. If an army controlling a minor terrain captures the terrain's Eighth Face, then the minor terrain is buried.
- If an army controlling a minor terrain leaves the terrain (all the units in the army are moved or killed), then the minor terrain is buried.
- When an army controlling a minor terrain takes a march, they may choose to bury it instead of taking the maneuver step. A new minor terrain may not be brought into play by that army this turn.
- A minor terrain's elements are available to the *controlling army* as if they were part of the terrain for the purposes of Species Abilities. It does not add to the number or type of elemental dragon breath attacks that a White Dragon inflicts.
- Any rules that refer to or target a *terrain* do not apply to minor terrains.

DEADLANDS

In addition to other minor terrain rules, each Deadlands (death) minor terrain a player controls counts as 1 units (of any species) in their DUA for use with species abilities species abilities (see Reference Sheets booklet). In a 24 point game, a Deadlands counts as one unit, in a 25-48 point game it counts as two, and so on. Deadlands may be brought into play at any terrain.



Icon	Name	Effect
	ID (Bridge, Knoll, Village, Woods)	Pick any action face on the minor terrain (magic, melee, or missile). Turn the die to the selected face.
	Magic	The controlling army may conduct a Magic action or the action shown on the terrain.
	Melee	The controlling army may conduct a Melee action or the action shown on the terrain.
	Missile	The controlling army may conduct a Missile action or the action shown on the terrain.
	Double Maneuvers	The controlling army doubles its ID results when rolling for maneuvers.
	Double Saves	The controlling army doubles its ID results when rolling for saves.
	Dust Storm	The controlling army's missile results are halved. The minor terrain is buried at the beginning of the army's next march.
	Flanked	The controlling army's save results are halved. The minor terrain is buried at the beginning of the army's next march.
	Flood	The controlling army's maneuver results are halved. The minor terrain is buried at the beginning of the army's next march.
	Revolt	The controlling army's melee results are halved. The minor terrain is buried it at the beginning of the army's next march.

ITEMS



There are many powerful objects in Esfah. Some are magical tools used by the armies of Esfah to gain an advantage in their endless wars, and are called “items.” There are four varieties of items: equipment, artifacts, medallions, and relics. Like units, items have a point cost for including them in your force:

Die	Points
Small Four-sided Equipment	One
Medium Four-sided 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). The two Medium dice do not need to match.
Large Four-sided Equipment	Two
Artifact	Three
Medallion or Relic	Four

The following rules apply to all items:

- Item results are not modified by species abilities.
- Items do not have health and may not take damage.
- Magic from items may be used to cast species spells if at least one unit of that species is in the casting army.
- Items are not assigned to a specific unit.
- An item may only move from a terrain or reserves, to another terrain or reserves by a unit carrying it.
- During setup of starting forces, all items must be placed in an army such that a unit can carry it.
- If there are ever more items in an army than there are units able to carry them, the owner of the army must bury the excess items.
- Items are rolled during all army rolls. However, an item may only be rolled if a unit capable of carrying it is also rolled.
- Items may never be rolled during, or be targeted by, an individual targeting effect.

EQUIPMENT

Equipment are four-sided dice that have only one type of normal action icon: Maneuver, Melee, Missile, Magic, and Save. Equipment dice come in three different sizes: Small (18mm), Medium (20mm), and Large (22mm). Like large six-sided units, large equipment also have an SAI on one face. Equipment does not have an ID icon. Equipment follows these rules in addition to the rules for all items:

- Equipment items are made up of a single element.
- Magic results generated by equipment are always generated in the element of the equipment.
- Each unit may carry and use up to two equipment items (or artifacts, or one of each).
- Only a unit that contains the element of the equipment may carry or use it. Amazon units may use equipment of any element. Undead units may only use death equipment.



ARTIFACTS

Artifacts are ten-sided item dice. Unlike four-sided equipment, artifacts have multiple types of normal action icons, but favor one type over the others. Artifacts also have an ID icon and SAIs. Artifacts adhere to the same rules as equipment, described above.

Like ten-sided monster dice, Artifacts have a single icon on each face. Each icon generates four results and the ID icon generates four of whatever results you are rolling for.



MEDALLIONS AND RELICS

Medallions and relics are very large, metallic, non-elemental items.




Both medallions and relics follow these rules in addition to the rules for all items:

- Medallions and relics lack elements, so any unit may carry and use a medallion or relic.
- Because medallions and relics are so powerful, a unit that carries one may not carry a second item.

Medallion SAI

Medallions are four-sided items that come in three alloys: bronze, silver, or gold. Medallions have a Logo SAI which has the effects described below. Other SAIs are described on the Equipment & Artifacts reference sheet (Reference Sheets booklet).



Name	Icon	Applies	Effect
Bronze Medallion		Magic Non-Maneuver	<ul style="list-style-type: none"> •During a magic action, this SAI generates X magic results of any element. •During any non-maneuver roll, this SAI works like the Cantrip SAI, which generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list, ignoring the normal species or element requirements.
Silver Medallion		Non-Maneuver	<ul style="list-style-type: none"> •During any non-maneuver roll, choose one of the following: <ul style="list-style-type: none"> - Return one item from your BUA to the army carrying this medallion. - Return one Dragonkin unit or minor terrain from your BUA to your Summoning Pool. - If at a terrain, move a small (1 health) Dragonkin unit from the Summoning Pool to the army, or promote one health-worth of Dragonkin to the army carrying the medallion.
Gold Medallion		Non-Maneuver	<ul style="list-style-type: none"> •During any non-maneuver roll, you may return up to four health-worth of units from your DUA to the army carrying this medallion.

RELICS

Relics are large six-sided items. These ancient items are created from Eldrymetallum (also known as "star metal"), a metal not native to Esfah, the world of Dragon Dice.


Elemental Relic

- When rolled with an army, the Elemental Relic icon indicates which element units must contain to be affected by the relic. The SFR Logo contains all elements and ivory.
- Multiple Elemental Relics in an army may cancel each other. Elemental Relics that roll the same element have no effect on that roll. Note that the SFR logo matches all elements.
- During any non-maneuver roll, X health-worth of matching units in the army carrying this relic may be re-rolled once, ignoring the previous result, or you may recruit X small (1 health) matching units to, or promote X health-worth of matching units in, the army carrying this relic. Results may be split between recruiting, promoting, and re-rolling in any way you choose. Any promotions and recruitments happen all at once.



Earthfang Relic

When rolled with an army, Earthfang has numerous SAIs which are described on the Eldarim species reference sheet (Reference Sheets booklet). The SFR Logo is here:

Name	Icon	Applies	Effect
Earthfang		Magic Missile Melee* Dragon Attack	<ul style="list-style-type: none"> •During a magic or missile action, this SAI summons a Chill Wind. Subtract two results from all army rolls at this terrain until the terrain is successfully maneuvered to a new facing. This effect is cumulative. •During a melee attack, this effect is delayed until after the target army rolls for saves. Target one unit that rolled an ID icon. The target is killed. None of their results are counted towards the army's save results. •During a dragon attack, kill one dragon that rolled Jaws. If no dragon rolled Jaws, Earthfang generates four melee results.

ELDARIM CHAMPIONS



Eldarim Champions are the heroes of the Eldarim Species. They are represented in the game by very large six-sided dice. Each Eldarim Champion has four health, the same as a monster (Eldarim have champions instead of monsters).

TYPES OF ELDARIM CHAMPION

There are six different types of Eldarim Champion, though only three different ID icons are used. Each type of champion has access to a different special ability.

All Eldarim Champions are part of the Eldarim species.



**Dragonlord
Dragonmaster**



**Dragonslayer
Dragonhunter**



**Dragoncrusader
Dragonzealot**


Dragonlords, Dragonslayers and Dragoncrusaders are all white and therefore contain all elements.

Dragonmasters, Dragonhunters and Dragonzealots come in all of the five elements.





ELDARIM CHAMPION SAI



Eldarim Champions have an SAI with the following rules:

Champion	Icon	Applies	Effect
All Eldarim Champions		Individual	During a save roll against an individual-targeting effect, the SFR/TSR logo generates four save results.



In addition, each type of champion has a special ability connected to this SAI. Those abilities are detailed below.

Note: Only white Eldarim Champions may affect a White Dragon with these abilities.

Champion	Icon	Applies	Effect
Dragonlord (Tame a Dragon)		Dragon Attack	<p>A Dragonlord may tame ANY type of dragon.</p> <p>During the dragon attack phase, when rolling an army's response to a dragon attack (step 6), a unit that rolls this SAI may tame a single dragon that attacked their army this turn. Any non-breath damage that dragon rolled during this dragon attack is ignored.</p> <p>On future turns, a tamed dragon will not attack an army containing the unit that tamed it. Tamed dragons still attack other dragons as normal. During the Retreat Step of the Reserves Phase, the taming unit may ride the dragon, moving itself and the tamed dragon to any other terrain. The dragon remains tamed when they move in this way.</p> <p>A White Dragon becomes untamed during the Effects Expire step of the taming player's turn. Any other dragon remains tamed by this unit unless any of the following occur:</p> <ul style="list-style-type: none"> - If the taming unit tames another dragon. A unit may only ever tame one dragon at a time. - The dragon leaves the terrain without the taming unit (e.g. is summoned away or killed). - The taming unit leaves the terrain without the dragon (e.g. moves or is killed). - The dragon is tamed or controlled by another unit.
Dragonmaster (Tame a Dragon)		Dragon Attack Any	<p>A Dragonmaster may tame any dragon that contains its element.</p> <p>See entry for 'Dragonlord' above.</p> <p>In addition, during any other roll, this SAI is considered to be an ID icon which generates two results.</p>

Champion	Icon	Applies	Effect
Dragonslayer (Slay a Dragon)		Dragon Attack	<p>A Dragonslayer may slay ANY dragon.</p> <p>During the dragon attack phase, when rolling an army's response to a dragon attack (step 6), a unit that rolls this SAI may slay a single dragon that attacked their army this turn. Any non-breath damage that dragon rolled during this dragon attack is ignored.</p> <p>A slain dragon is not returned to its owner's Summoning Pool, but is instead removed from the game entirely. If a White Dragon is slain, roll the dragon. If it rolls a jaws result, the slaying unit is buried. No units are promoted when a dragon is slain.</p>
Dragonhunter (Slay a Dragon)		Dragon Attack Any	<p>A Dragonhunter may slay any dragon that contains its element.</p> <p>See entry for 'Dragonslayer' above.</p> <p>In addition, during any other roll, this SAI is considered to be an ID icon which generates two results.</p>



Champion	Icon	Applies	Effect
Dragoncrusader (Control a Dragon)		Dragon Attack	<p>A Dragoncrusader may control ANY dragon.</p> <p>During the dragon attack phase, when rolling an army's response to a dragon attack (step 6), a unit that rolls this SAI may control a single dragon that attacked their army this turn. Any non-breath damage that dragon rolled during this dragon attack is ignored.</p> <p>On future turns, during the dragon attack phase, the controller may have the controlled dragon not roll, or may have it attack any other dragon, even a type of dragon that it would not usually attack. If another dragon attacks the controller's army, roll the controlled dragon and add any damage it inflicts to the melee results of the army, ignoring any Wings results. The dragon is not considered to be a part of the army and may not take damage when a dragon attacks the controller's army in this way.</p> <p>A White Dragon becomes uncontrolled during the Effects Expire step of the controlling player's turn. Any other dragon remains controlled by this unit unless any of the following occur:</p> <ul style="list-style-type: none"> - The controlling unit controls another dragon. A unit may only ever control one dragon at any time. - The dragon leaves the terrain (e.g. is summoned away or killed). - The controlling unit leaves the terrain (e.g. moves or is killed). - The dragon is controlled or tamed by another unit.
Dragonzealot (Control a Dragon)		Dragon Attack Any	<p>A Dragonzealot may control any dragon that contains its element.</p> <p>See entry for 'Dragoncrusader' above.</p> <p>In addition, during any other roll, this SAI is considered to be an ID icon which generates two results.</p>

