

**DRAGON
DICE™**
GAME



**2-Player
Starter Rules**

**Treefolk
vs
firewalkers**

OBJECT OF THE GAME

In the game of Dragon Dice, you use dice to represent armies of different fantasy races and monsters which battle to control essential pieces of terrain. 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.

Six-sided

Units – Soldiers in your army. They come in three sizes: Small (1 health), Medium (2 health), Large (3 health).

Eight-sided

Terrains - Terrains represent objectives that each player's armies are attempting to capture. For more information see 'Terrains' below.

Ten-sided

Monsters - Army units with a myriad of special powers. Most faces on these four health units counts for four results.

Twelve-sided:

Dragons - Dragons are magical creatures. They start the game in the Summoning Pool and are brought into the game by magic. Each has five health and five additional saves provided by their armored skin.



Terrains

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.



Armies

An army is a collection of your units and monsters at a terrain or in reserves. They follow your commands as they maneuver towards controlling the terrain and attack your opponent's armies.

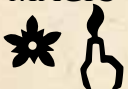
Icon Types

There are three kinds of icons: ID, Normal, & Special.

ID – These icons identify the die and always generate 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.

Normal – These icons produce the basic result types: magic, missile, melee, save, or maneuver.

MAGIC



MISSILE



MELEE



MANEUVER



SAVE



Special Action Icons (SAI) – These icons represent powerful special attacks and produce a range of different results depending on the particular SAI. Any SAI that occurs immediately is resolved prior to counting the results of that roll. If an SAI brings a unit into an an army, that die is not rolled during the current action. If an SAI takes a unit out of an army, that die's results are not counted. Normal results that an SAI generates are not modified by spells or other SAI effects.

SETTING UP THE GAME

Follow these simple steps to set up your game:

- Select thirty health-worth of units, two dragons, and two terrains from your collection.
- Divide units into three armies and place them in their respective areas. For the start of the game, each army must have at least one die and not more than fifteen health-worth of units. Once the game begins, this restriction is removed.
- Choose one terrain to be your Home Terrain and one terrain for your proposed Frontier Terrain. Place them in their respective areas.
- Place your dragons in your Summoning Pool.
- Determine the order of play: each player rolls their Horde Army. The player with the most maneuver results chooses to either go first or to select one of the proposed Frontier Terrains to use. The other proposed Frontier Terrain is removed from play.
- Each player rolls their terrain dice to determine the starting face. Re-roll any eights and turn any sevens down to sixes. All terrains will therefore start the game showing a number between one and six.

The diagram below shows the battlefield all set up and ready to play:



- | | |
|---------------------------|-------------------------------|
| 1) Home Army | 6) Summoning Pool |
| 2) Campaign Army | 7) Reserve Army / Area |
| 3) Horde Army | 8) Home Terrain |
| 4) Dead Unit Area (DUA) | 9) Proposed Frontier Terrains |
| 5) Buried Unit Area (BUA) | |

TURNS

While it is their turn, a player is the *marching player*. Each player completes all phases of the turn sequence and then the next player becomes the marching player. The first player to either control two terrains by turning them to their eighth face, or eliminate all of their opponent's units, immediately wins the game.

Turn Sequence:

1. Effects Expire Phase

- All 'beginning of your next turn' spells and effects end.

2. Eighth Face Phase

- See 'Terrains - Eighth Face'.

3. Dragon Attack Phase

- If there are dragons at any terrain where the marching player has an army, those dragons will attack the marching army.

4. First March

- Maneuver
- Action

5. Second March (different army)

- Maneuver
- Action

6. Reserves Phase

- *Reinforce Step:* Move any or all of your units in your Reserve Army, 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.
- *Retreat Step:* After reinforcing, you may move any or all of your units from any terrains to the Reserve Area.

The Effects Expire and Dragon Attack phases are mandatory, but all other phases and steps are optional. During each march, the maneuver and action steps are taken with the selected army. If you use your Reserve Army to take a march, it is not at a terrain so may not maneuver.

Die Roll Resolution:

During a march, the marching player always rolls their army first, followed by their opponent. Once the marching player has finished resolving their roll, their opponent resolves theirs.

Spells and SAIs (pages 10-14) can alter a roll's outcome by applying modifiers to the results that were rolled. Controlling the eighth face on a terrain (page 8) can also effect the results of a roll. When multiple modifiers need to be applied to a single roll, it is important to apply them in a specific order.

The table overleaf shows the order that modifiers must be applied and the process for resolving each roll.

1	Roll the dice.
2	Check to see if any existing effects will force or allow a die to be re-rolled. Apply these effects one at a time until all re-rolls have been made.
3	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.
4	Count up all non-SAI generated action results to obtain a subtotal.
5	Apply modifiers that subtract (results can never be reduced to below 0).
6	Add SAI generated action results to obtain a new subtotal.
7	Apply modifiers that multiply (eighth face terrain bonus).
8	Apply modifiers that add to obtain a final total.

**Multiples of the same SAIs that do not target an individual unit may be combined by adding their effects together to count as one larger effect SAI. Alternatively, they may be resolved one by one.*

Counting Results

Properly counting results is important in Dragon Dice. The dice to the left were rolled for magic.

- 1 - Each magic icon on a six sided die counts for 1 result.
- 2 - Icons on monsters always count for 4 results each.
- 3 - ID icons always generate that die's health-worth of whatever result you are rolling for - in this case, 2 magic as this is a 2-health (medium) die.
- 4 - Special Action Icons (SAI) may count on your current roll (see SAIs - page 10). In this case, the Cantrip SAI counts as normal magic results, applied in step X during the process described above.



Can you count the complete roll? If you came up with 12 magic results you're correct!

MARCHES

Maneuver Resolution

The marching player may choose to maneuver the marching army's terrain by one face.

- 1 - Declare your intent to maneuver the terrain, but do not specify which direction.
- 2 - Opponent's army at the same terrain can allow or contest the intended maneuver.
- 3 - If contested, both armies roll and total up their maneuver results. The highest total wins (the marching army wins a tie).
- 4 - If the marching army wins or the roll was uncontested, the terrain must be moved up or down one face. If the marching army loses, the terrain does not move.

Actions

After any maneuver attempt is completed, the marching army may perform the action shown on the terrain die.

Magic Resolution

- 1 - Marching army rolls for magic results and counts up the total.
- 2 - Choose and announce each spell being cast, as well as the target of each spell.
- 3 - Resolve announced spells in the desired order.



Each result rolled by the army counts as one point of magic of EITHER of the race's colors. The marching player chooses how to split them between the colors available. The points of generated magic are used to purchase spells. Each spell requires a number of points of a specific color. Elemental Spells may only be cast using magic results of any single colour. Only spells marked as castable from reserves can be cast by a Reserve Army. Basic spells require a number of points of a specific color. The points used to cast racial spells must all be generated by that race.

Missile Resolution

- 1 - Choose an army to attack. You cannot target the opponent's Reserves Army or attack from one Home Terrain to the other Home Terrain.
- 2 - Marching army rolls for missile results (resolve any applicable SAIs).
- 3 - If the marching army rolled at least 1 missile result, then the defending army rolls for save results (resolve any applicable SAIs).
- 4 - Subtract save results from missile results to work out total damage.
- 5 - Resolve damage.



Melee Resolution

- 1 - You may only attack an opposing army at the same terrain.
- 2 - Marching army rolls for melee results (resolve any applicable SAIs).
- 3 - If marching army rolled at least 1 melee result, the defending army rolls for save results (resolve any applicable SAIs).
- 4 - Subtract save results from melee results to work out total damage.
- 5 - Resolve damage.
- 6 - The defending army may counter-attack. Roll for melee results (resolve any applicable SAIs).
- 7 - If the defending army rolled at least 1 melee result, the marching army rolls for save results (resolve any applicable SAIs).
- 8 - Subtract save results from melee results to work out total damage.
- 9 - Resolve damage.



Health & Resolving Damage

To resolve damage, move that many health worth of units into the Dead Unit Area.

You must take as much damage as possible, but not more than needed. If a die takes less damage than it has health, the damage is ignored.

TERRAIN - EIGHTH FACE

If you maneuver a terrain to its eighth face, 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.
- 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, shown below.

A terrain at its eighth face turns back to its seventh face whenever the controlling army abandons the terrain, is out-maneuvered by an opposing army, or all its units are killed or removed.

Eighth Face icons



City:

During the Eighth Face Phase you may recruit a 1-health (small) unit or promote one unit in the controlling army.



Temple:

During the Eighth Face Phase you may force another player to bury one unit of their choice in their DUA.



Standing Stones:

All units in your controlling army may convert any or all of their magic results to a color that matches a color of this terrain.



Tower:

During a missile action, the controlling army may attack any terrain in play. The army cannot attack a Reserves Army.

Recruit a Unit

Take a one health unit from the Dead Unit Area and place it into the army.

Promote a Unit

Exchange a unit from the army with a unit from the Dead Unit Area of the same race, but one health larger.

Bury a Unit








Take a die from the Dead Unit Area (DUA) and put it into the Buried Unit Area (BUA). It can no longer be recruited, promoted, or resurrected.

DRAGONS

Once dragons are summoned to a terrain, they will attack the *marching army* at that terrain during the Dragon Attack phase. They will even attack the army that summoned them! Any slain dragons are returned to their Summoning Pool and may be summoned again later.

Dragon Attack Resolution

- 1 - Roll Dragon.
- 2 - Resolve Breath & Treasure Results.
- 3 - Roll Army - The army being attacked makes a single roll counting save, melee and missile results. A dragon has 5 health and 5 automatic saves, so either 10 melee or 10 missile will slay the dragon (you may not combine the results).
- 4 - Subtract save results from any damage the dragon inflicted to work out total damage.
- 5 - Resolve Damage.
- 6 - Dragon Slaying - If a dragon was slain, the attacking army can promote as many units as possible. All promotions happen at the same time.
- 7 - Resolve Wing Results.

Icon	Result	Effect
	Belly	The dragon's automatic saves do not count during this attack. In other words, 5 points of melee damage or 5 points of missile damage will slay the dragon this turn.
	Dragons Breath	Five health worth of units in the attacked army are immediately killed with no save possible.
	Claws	A dragon's claws inflict six points of damage on an army.
	Jaws	A dragon's jaws inflict twelve points of damage on an army.
	Tail	The dragon's tail inflicts three points of damage on an army; 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.
	Wing	A dragon's wings inflict five points of damage on an army. After the attack, if the dragon is still alive, it flies away. Return the dragon to its owner's Summoning Pool.

SPECIAL ACTION ICONS (SAIs)

Special Action Icons (SAIs) can provide special actions to your army's roll. Any SAI that occurs immediately is resolved prior to counting the results of that roll. SAI results are added into the army results after spell modifiers. See Order of Dice Roll Modifiers. (on page 3). **Any SAIs on monsters that generate action results count as four results.**

Icon	Effect
	Bullseye: During a missile action, target one health-worth of units in the defending army for each Bullseye result. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates missile results.
	Cantrip: During a magic action, Cantrip generates magic results. During any other non-maneuver rolls, Cantrip generates magic results that allow you to cast spells marked in the 'C' column on the spell lists (on pages 12 & 13). These spells are resolved immediately.
	Choke: During a melee attack, when the defending army rolls for saves but before they apply any SAIs, choose up to four health worth of units in the defending army that rolled an ID. Those units are killed. Their ID results are not counted towards the army's save results.
	Confuse: During a melee or missile attack, target up to four health-worth of units in the defending army after they have rolled for saves. Re-roll the targeted units, ignoring all previous results.
	Counter: During a save roll against a melee attack, Counter generates save results and inflicts damage on the attacking army. Only saves results generated by spells may reduce this damage. During any other save roll, Counter generates save results. During a melee attack, Counter generates melee results. During a dragon attack, Counter generates save and melee results.
	Create Fireminions: During any army roll, Create Fireminions generates four magic, maneuver, melee, missile or save results.
	Dispel Magic: Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	Double Strike: During a melee attack, Double Strike targets four health worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.
	Firecloud: During a melee or missile attack, target up to four health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	Firewalking: During a maneuver roll, Firewalking generates four maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.

Icon	Effect
	Flame: During a melee attack, target up to two health-worth of units in the defending army. The targets are killed and buried.
	Fly: During any roll, Fly generates maneuver or save results.
	Galeforce: During a melee or missile attack, or a magic action at a terrain, target an opposing army at any terrain. Until the beginning of your next turn, the target army subtracts four save and four maneuver results from all rolls.
	Hoof: During a maneuver roll, Hoof generates maneuver results. During a save roll or dragon attack, Hoof generates save results.
	Rend: During a melee or dragon attack, Rend generates melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates maneuver results.
	Rise from the Ashes: During a save roll, Rise from the Ashes generates four save results. Whenever a unit with this SAI is killed or buried, roll the unit. If this SAI is rolled, the unit is moved to your Reserve Area.
	Seize: During a melee or missile attack, target up to four health-worth of units in the defending army. Roll the targets. If they roll an ID icon, they are immediately moved to their Reserve Area. Any that do not roll an ID are killed.
	Sleep: During a melee attack, target one unit in the opposing army at this terrain. The target unit is asleep and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn.
	Smite: During a melee attack, each Smite result inflicts one point of damage on the defending army with no save possible. During a dragon attack, Smite generates melee results.
	Smother: During a melee attack, target up to four health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	Surprise: During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	Teleport: During a maneuver roll, Teleport generates maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.
	Trample: During any roll, Trample generates maneuver and melee results.
	Volley: During a save roll against a missile action, Volley generates save results and inflicts damage upon the attacking army. Only save results generated by spells may reduce this damage. During any other save roll, Volley generates save results. During a missile action, Volley generates missile results. During a dragon attack, Volley generates save and missile results.
	Wild Growth: During any non-maneuver roll, generate one save result or promote one health-worth of units in this army for each Wild Growth result. Results may be split between saves and promotions in any way you choose. Any promotions happen all at once.

SPELLS

Spells marked in the 'R' column may be cast from reserves. Spells marked in the 'C' column may be cast using the Cantrip SAI.

Multiple castings of a spell against the same target increase the value highlighted in red, for example, casting Fiery Weapon twice against a target would add **four** melee or missile results to that target's rolls.

BLUE (AIR) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Hailstorm (<i>Any</i>): Target any opposing army. Inflict one point of damage on the target.
4	X		Wind Walk (<i>Any</i>): Target any army. Add four maneuver results to the target's rolls until the beginning of your next turn.
5			Mirage (<i>Firewalkers</i>): Target five health-worth of units at any terrain. The targets make a save roll. Those that do not generate a save result are moved to their Reserve Area.
6			Lightning Strike (<i>Any</i>): Target any opposing unit. The target makes a save roll. If it does not generate a save result, it is killed. A unit may not be targeted by more than one Lightning Strike per magic action.

GREEN (WATER) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Watery Double (<i>Any</i>): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
3	X	X	Accelerated Growth (<i>Treefolk</i>): Target your DUA. When a two (or greater) health-worth Treefolk unit is killed, you may instead exchange it with a one health-worth Treefolk unit from your DUA. This effect lasts until the beginning of your next turn.
4			Flash Flood (<i>Any</i>): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a players turn from the effects of Flash Flood.
6			Wall of Fog (<i>Any</i>): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

RED (FIRE) SPELLS

Cost	R	C	Name, Race and Effect
2		X	Ash Storm (<i>Any</i>): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn.
3	X	X	Flashfire (<i>Firewalkers</i>): Target any army. During any non-maneuver army roll, any one unit in the target army may be re-rolled once, ignoring the previous result. This effect lasts until the beginning of your next turn.
4	X		Fiery Weapon (<i>Any</i>): Target any army. Add two melee or missile results to any roll the target makes until the beginning of your next turn.
6			Dancing Lights (<i>Any</i>): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn.

YELLOW (EARTH) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	Stone Skin (<i>Any</i>): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		Path (<i>Any</i>): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
5			Wall of Thorns (<i>Treefolk</i>): Target any terrain not at its eighth face. Any army that successfully maneuvers that terrain takes six damage. The army makes a melee roll. Reduce the damage taken by the number of melee results generated. This effect lasts until the beginning of your next turn.
6			Transmute Rock to Mud (<i>Any</i>): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.





















ELEMENTAL SPELLS

Cost	R	C	Name, Race and Effect
3	X		Resurrect Dead (<i>Any</i>): Target one health-worth of units in your DUA that contains the color of magic used to cast this spell. Return the target(s) to the casting army.
7			Summon Dragon (<i>Any</i>): Target any terrain. Summon one dragon from any Summoning Pool or terrain to the target terrain.

RACIAL ICONS

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	MONSTER 4-HEALTH
HEAVY MELEE	 Oakling	 Oak	 Oak Lord	 Darktree
LIGHT MELEE	 Willowling	 Willow	 Noble Willow	 Redwood
CAVALRY	 Nymph	 Naiad	 Lady Nereid	 Satyr
MISSILE	 Pineling	 Pine	 Pine Prince	 Strangle Vine
MAGIC	 Hamadryad	 Dryad	 Eldar Dryad	 Unicorn

*Treefolk are a combination of Green (Water) and Yellow (Earth),
and so can cast those colors of magic.*

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	MONSTER 4-HEALTH
HEAVY MELEE	 Guardian	 Watcher	 Sentinel	 Fireshadow
LIGHT MELEE	 Explorer	 Adventurer	 Expeditioner	 Genie
CAVALRY	 Shadowchaser	 Nightsbane	 Daybringer	 Gorgon
MISSILE	 Firestarter	 Firemaster	 Firestormer	 Phoenix
MAGIC	 Sunburst	 Sunflare	 Ashbringer	 Salamander

*Firewalkers are a combination of Blue (Air) and Red (Fire),
and so can cast those colors of magic.*

A final note about casting spells

Selecting and casting spells is a very powerful ability. The dice to the left were rolled for a Magic Action. All 12 magic results come from Treefolk, and so could be either Green or Yellow magic. There are several ways these results could be assigned a color and spent on spells:



- 1 - They could be counted as 12 Green magic to cast Watery Double 6 times.
- 2 - They could be counted as 12 Yellow magic to cast a Transmute Rock to Mud, a Path, and a Stone Skin.
- 3 - They could be counted as 6 Green and 6 Yellow magic to cast a Transmute Rock to Mud and a Wall of Fog.
- 4 - They could be counted as 7 Green and 5 Yellow magic to cast a Summon Dragon and a Wall of Thorns.

Not all spell points have to be spent. Remember to declare all your spells and their targets before resolving any of them.

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For more information of Dragon Dice™, including the latest rules, new releases, and Dragon Dice™ events, visit us on the web at <http://www.sfr-inc.com>

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