

# Dragon Dice II: Gamers Edition™

**Dragon Dice II: Gamers Edition™**

**Basic Rules v1.0**

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## THE OBJECT OF THE GAME

In the Dragon Dice game, you use dice to represent armies of different fantasy races 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. The game can also be won if a player has the last surviving unit in the game in play.

## LEARNING THE GAME

Like all games there is no easy way to learn Dragon Dice except to dive in and start playing. If possible, it is always best to learn the game from someone that has played it before, however any true gamer knows that picking up a new game with a friend and hammering it out while reading the rules as you go along is a great experience.

## BASIC TERMS

There are a few terms you'll want to become familiar with before getting started. They'll help you understand the rules your first time through.

**Unit:** Each six-sided die represents a single soldier in your army and is called a unit. The smallest of the six-sided units is called a common, the next size larger is called an uncommon, and the largest of these is called a rare.

**Aspects:** The colors of the units represent the magical aspects that each race is made of. Gold signifies earth; blue indicates air; red typifies fire; and green represents water. Black connotes death. Coral Elves are blue and green (air and water). Dwarves are gold and red (earth and fire). Goblins are gold and black (earth and death). Lava Elves are red and black (fire and death).

**Army:** All of your units at a single terrain or the reserves. At the start of the game, you begin with three armies.

**Horde Army:** This army is used to determine the order of play at the beginning of the game and is placed at another players home terrain.

**Home Army:** This army is placed at your “home” terrain at the beginning of the game.

**Campaign Army:** At the beginning of the game this army is placed at any terrain where you do not already have an army.

**Dragon:** The single-color twelve-sided dice are not units and cannot be part of an army. Dragons come in two forms: drakes, which have wings, and wyrms, which are wingless. You'll learn more about dragons on page 12.

**Terrain:** The eight-sided dice represent terrain—the land that armies battle to capture. The faces on each terrain die are numbered from 1 to 8, and each face features an icon. These icons determine, abstractly, the distance between armies at the terrain and the type of action they can engage in. These distances show how far apart the armies are at a terrain. So a low value or number showing on a face means the armies are very far apart while a large value means the armies are very close. When you maneuver a terrain to its eighth face, you capture that terrain (see The Eighth Face on page 9). At the start of the game each player brings two terrain with them.

*Example: If a terrain die shows an arrow icon face up, only missile actions may be performed at that terrain. If it shows a sword icon then only melee actions may be performed at that terrain.*

**Frontier Terrain:** The terrain die placed in the center of the table at the start of the game. Each player brings a proposed Frontier terrain to the table but only one of these is selected to be used during play.

**Home Terrain:** The terrain die placed in front of you at the start of the game. You select this die, and your home army starts here.

**Elements:** The colors of the terrains and dragons represent the magical elements that each terrain or dragon is made of. Gold signifies earth; blue indicates air; red typifies fire; and green represents water. Coastland is blue and green (air and water). Flatland is blue and gold (air and earth). Highland is gold and red (earth and fire). Swampland is gold and green (earth and water).

**Health:** Most dice in this game can receive a specific amount of damage points before being “killed” and removed from play. This number of points is defined as a unit's health. The smallest six-sided units (called commons) have 1 health (one point of damage kills a common unit). The medium six-sided units (called uncommons) have 2 health. The largest six-sided units (called rares) have 3 health. Dragons (the twelve-sided dice) have 5 health. Terrains cannot be killed and so have no health points.

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

**Action icons:** There are two types of action icons normal and Special Action Icons (SAI) these tell what actions a die can perform in the game.

*For example, if a die has an icon of a bow on one face, that die generates one missile result when the icon is rolled.*

**ID icons:** serve to “name” the dice. For example, an icon of a Dwarf wearing a feathered cap on a common die identifies it as a “crossbowman.”

The most important thing to remember about ID icons is that they always count as whatever action icon is needed. If you're rolling for saves, ID icons count as save results; if you're rolling for maneuvers, they count as maneuver results; and so forth. Furthermore, each unit's ID icon counts as a number of points equal to its health therefore ID icons are referred to by, “x health-worth of ID icons.”

*Example: Your army engages an enemy army in a melee action. You roll your entire army, and three of your units come up as ID icons. These units—two uncommons and one common—provide 5 points of melee damage (two 2-health units and one 1-health unit: 2+2+1=5.) Remember that ID icons count as whatever result you are rolling for.*

**Reserves:** At times, units need to pull back and regroup or move to another terrain. They must first retreat to your reserves area, kept to your right (see Reserves on page 8). The units in a player's reserve form an army.

**Dead:** Units that take damage equal to or exceeding their health are removed from their armies and placed in your Dead Unit Area (DUA), to your left. Magic can bring these units back into play, as explained in Magic on page 6.

**Buried:** Dead units may be buried. Buried units are removed from play entirely and must be placed in the buried unit area (BUA), to the left of the DUA.

**Promotion:** To promote a unit, take a unit from the army it is in and replace it with a unit 1-health larger in size of the same race from your dead unit area; a common promotes to an uncommon and an uncommon promotes to a rare. All promotions occur simultaneously.

***Example:** You have a common Dwarf, uncommon Lava Elf, and rare Dwarf in an army which can promote a unit. In your dead unit area you have an uncommon Lava Elf, rare Lava Elf. You could choose to promote the uncommon Lava Elf unit in your army to the rare in your DUA, however you could not promote the common Dwarf unit because there is no dead uncommon Dwarf in your DUA.*

**Recruitment:** To recruit a unit simply take a common (1-health) unit from your dead unit area and place it in the acting army.

## PLAYING THE GAME

Each game of Dragon Dice is called a battle. In a battle, 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 at one time it is suggested that battles be limited to 4 players. The following steps for set-up take place before the game begins.

## DECIDE BATTLE SIZE

Players agree on the size of the battle. To do this, you agree on a number of health points for each player's total forces, then bring units totaling that many health points to the battle. Good force sizes are 24 (the size of the Intermediate Dragon Dice tournament), 36 health points (the size of most other Dragon Dice tournaments), or 60 health points (the size of the Battlefest tournament).

You must bring one dragon (of any color) to the battle, regardless of how small a battle you are playing. In addition, for every 25 health points in your forces you need to bring another dragon. (So, in a 36-point game, you'd need to bring two dragons.) You cannot bring more than the required number of dragons to the game.

***Note:** Dragons do not count as part of your unit total. So, in a 24-point battle, you bring one dragon and 24 health-worth of units. Your dragons are set to your left, in what will be your dead unit area.*

## ASSEMBLE ARMIES

At the start of the game, divide your units into three armies: one is your home army which is placed at your home terrain, the second is your horde army and is placed at an opponent's home terrain, and the third is your campaign army which goes to any terrain in play where you do not already have an army. Each army must have at least one unit. Later in the game, you may want to pull units into reserve and then regroup them into one or two larger armies. Write your name on the three banner cards provided in the basic set, and use them to mark your armies. You should build and designate your armies in secret, so the other players won't be able to make decisions based on your strategy. Use a screen to hide your dice during the assembly phase.

When assembling your armies at the beginning of the game, you may have no more than half the total number of health points (rounded down) of your total forces placed in a single army. After initial army placement, this restriction is no longer in effect.

*Example: You're playing a 24-point battle. The largest number of health points that you can assign to any one of your three armies at the start of the game is 12. This can be twelve 1-health common units, six 2-health uncommon units, four 3-health rare units, or any combination that total 12 health points or less but at least one health must be in each army.*

## **SET THE BATTLEFIELD**

Choose one of your terrain dice to be your home terrain. (Your home army defends your home terrain, so you might want to pick a terrain die that will provide the best advantage for your army while giving your opponents the least advantage. See Racial Abilities on page 12.) Choose a second terrain die and set it forward as your proposed frontier terrain.

There are four different terrain types-coastland, flatland, highland, and swampland-each with a different mix of colors and action icons. The eighth face of each terrain die features a special location icon, which comes into play once an army controls that die (see The Eighth Face on page 9).

## **DETERMINE ORDER OF PLAY**

Reveal your forces at the same time as the other players. Then roll your entire horde army and add up all the maneuver and ID icon results.

(The army isn't at any terrain yet, so no special abilities apply.)

The player who rolls the most points of maneuver results may choose to play first or select the frontier terrain. If the player chooses to play first then the one with the second highest total selects the Frontier terrain. If the player decides to select the Frontier terrain then the player with the second highest total would play first. Any of the prospective terrain dice, even one proposed by another player may be selected. The other terrain dice are not used and should be removed from the table. In the event of a tie, tied players reroll until there is a winner.

The remaining players will take their turn in decreasing order based on the amount of maneuvers they rolled. Players should sit around the table in clockwise order from the first player to speed play along and make it easier to keep track of turn sequence.

## **PLACE ARMIES**

The first player places their armies as follows: 1) their home army is placed at their home terrain. 2) their Horde army is placed at another player's home terrain. 3) their Campaign army is placed at any other terrain in play where they do not already have an army.

The second player then places their armies in the same manner followed by the next player and so on until all players have placed their armies.

## **DETERMINE STARTING DISTANCES**

Each player rolls their home terrain die to determine initial battle distances. The player that selected it rolls the Frontier terrain. Any results of an eight (8) are rolled again and any results of seven (7) are turned down to six (6).

The resulting numbers signify how far away each army is from capturing the eighth face on each terrain die. Low numbers (1 or 2) usually mean that your army is so far away from the enemy that the only effective

weapon is magic. Medium numbers (4 or 5) usually indicate that your army is in missile range. High numbers (6 or 7) generally means that your army is right on top of its goal and close enough to engage in melee combat with another army at the same terrain.

## TURN SEQUENCE

A turn consists of a *first march*, a *second march*, and a *reserve phase*.

The acting player has the option to perform one or all three of these.

Each march has two optional parts: A *Maneuver* and an *Action*. See page 18 for a summary of the turn sequence.

## FIRST MARCH

Choose one of your armies, it may be at a terrain or in your reserves (*see below*). You may maneuver the terrain and/or perform the action indicated on the terrain die. Both of these events are optional. A player can maneuver and opt not to take an action; skip the maneuver and proceed with an action; or do both – a maneuver followed by an action. If a player does not win the maneuver roll, they can still take an action.

A maneuver has no bearing on your ability to take an action. A maneuver and an action are distinct events. Conducting a maneuver, and counter-maneuver, is not considered an action. Throughout the rules, when a result states it takes effect when rolled during an action, it counts as nothing when rolled during a maneuver. Likewise, if a result only takes effect during a maneuver attempt, it is ignored when rolled during an action.

## MANEUVER

If the acting army is at a terrain die, you can try to turn the terrain die up or down one step (from face 5 up to face 6 or down to face 4, for example). This symbolizes the army trying to outflank the other armies at the same terrain to either get closer or move farther away. After you have attempted to maneuver the die or if you decide not to maneuver, go to Actions below.

To maneuver, you announce, "I'm maneuvering." Don't reveal whether you intend to turn the die up or down. Players with armies at the same terrain can-if they want-oppose the acting army's maneuver by announcing,

"I'm counter-maneuvering."

If no players oppose the acting army's maneuver, you automatically turn the terrain die up or down one step, without rolling your army.

If the acting army's maneuver is opposed, that army and all counter-maneuvering armies are rolled. Compare the acting army's roll to each counter-maneuvering army's roll. If the total number of maneuver results generated by the acting army equals or exceeds that of the highest counter-maneuvering army, the acting army's maneuver succeeds, and you may adjust the terrain die up or down one step. However, if one or more of the counter-maneuvering armies rolls more maneuver and ID icons than the acting army, the maneuver fails and the terrain remains unchanged.

**Example:** *An army rolls 5 maneuvers and 2 health-worth of ID icons while attempting to maneuver a terrain giving it a total of 7 maneuver results. One of the opposing armies generates 6 maneuver results and another 7 total maneuver results. The army attempting to maneuver the terrain would win this maneuver roll since its roll equals or exceeds all counter-maneuvering armies.*

**Note:** *Even if an army attempting to maneuver a terrain generates 0 (zero) maneuvers it can still win the maneuver roll if the other armies at the terrain generate 0 maneuvers also since ties go to the acting*

*army. This can happen if spells are in effect against the armies and/or terrain or if the armies do not have a lot of maneuvers on their dice.*

## **ACTIONS**

If the acting army is at a terrain die, the face showing on that terrain dictates its action. Actions include melee, missile, or magic.

If your army is in reserve, however, it may only cast magic. The three types of actions are described as follows:

### **MELEE**

If the melee icon (a sword) is showing on the terrain die, then only melee combat may occur. Melee icons for the four races are all edged weapons.

The acting army may engage an opposing army at the same terrain in melee combat. Select an army at the terrain to attack and roll your own army, looking for melee or ID icons. Each point of melee inflicts one point of damage to the target army. If and only if normal damage is inflicted does the target army roll to save. Each save rolled by the target army negates one point of damage. Remove, from the target army, the number of health equal to the damage inflicted.

If any units remain in the target army, it may attack back if the target army's owner chooses. This is called a counter-attack. The target army rolls, looking for melee or ID icons. Each point of melee inflicts one point of damage to the acting army. If and only if normal damage is inflicted does the acting army roll for saves. Each save rolled by the acting army negates one point of damage. Remove, from the acting army, the number of health equal to the damage inflicted.

After this exchange, the action ends for that army. Go to the next part of your turn sequence (Second March or Reserves.)

### **MISSILE**

If the missile icon (an arrow) shows on the terrain die, the acting army may make a missile action on an enemy army. Missile actions can target enemy armies at the same terrain, or can reach an enemy army up to one terrain away, so from any home terrain to the frontier, or from the frontier to any home terrain.

After selecting a target, roll your army and count the number of missile and ID icons that appear. Each point of missile counts as one point of damage to the target army. If and only if any normal damage is inflicted, the target army rolls for saves. Subtract the number of saves from the amount of damage inflicted and remove this number of health points from the target army.

Unlike during melee combat, the target army cannot attack back, even if it occupies the same terrain.

After the acting army's missile attack has been made, the action ends.

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

### **MAGIC**

If the magic icon (a starburst) shows on the terrain die or the acting army is in reserve, the acting army may attempt to cast spells. Roll your army and separate those units that show magic or ID icons.

The next step is to count the number of magic points you have rolled.

When tallying, however, remember that each unit may only cast magic according to its aspect colors. Coral Elves cast blue and green magic; Lava Elves cast red and black magic; Dwarves cast red and gold magic; and Goblins cast black and gold magic. One point of magic on a Goblin, for example, means you have one

point of black or one point of gold magic-not one point of each. Thus, if you're playing a multiracial army, you're likely to get a lot of magic points in several different colors.

Points of a particular color can be combined from unit to unit as the player chooses, and multiple points of a particular unit can be divided between that unit's colors. Read the following example to see how this makes sense.

**Example:** *One point of magic from a Goblin (gold and black) and two points from a Dwarf (gold and red) can be combined to obtain any of the following types of magic: 3 points of gold; 2 points of gold and 1 point of red; 2 points of gold and 1 point of black; 2 points of red and 1 point of gold; 2 points of red and 1 point of black; or 1 point of gold, 1 point of red, and 1 point of black.*

After you have decided how you will spend all of your magic points, announce all of the spells you are casting and their targets. Then resolve the spells one at a time in any order you wish. The target of a spell must exist at the time spells are announced. This is known as “Sequential Spell Resolution”. Refer to the spell lists located on pages 15.

Each spell is preceded by a magic point cost; this is the number of magic points of that color required to cast that spell. You can purchase as many spells as you can afford with the magic points you rolled, though you aren't required to spend all your points. (Any extra points not used disappear; they cannot be saved for a future turn.) You can even purchase some spells multiple times for an enhanced effect.

**Example:** *You purchase the Breath of Life spell three times, at a cost of 9 points of blue magic. You could use the combined effects to resurrect three 1-health units, or one 3-health unit, or one 1-health unit and one 2-health unit.*

You must announce which spells you are casting and at what targets before you resolve the effects of any spells. Magic can target any army in the game-including armies in reserves except where otherwise noted.

However, you cannot target your armies with spells that inflict damage.

When a player is eliminated from a multi-player game, any spells cast on that player's unit(s) or armies expire immediately. Any spells that the eliminated player had previously cast on another player's units or armies, or on terrains, have their normal duration (that is to say, they expire when the eliminated player would have had their next turn.)

Likewise, if you move one or more units from an army that had a spell cast on that army or that terrain, the spell(s) no longer affects those units. (An example would be Wall of Ice cast on an army or Ash Storm cast on a terrain; units pulled into reserve or sent to another terrain would no longer be affected.) A spell targeting an individual unit, however, follows the unit. (Burning Hands is one such example.)

There are three other points to remember when playing Dragon Dice.

Those points are as follows:

## **TERRAIN ADVANTAGE**

Elemental colors play an important part in Dragon Dice. You will recall that ID icons always count as whatever you're rolling for. In magic, any units that roll an ID icon and match at least one of the colors in a terrain die can double the resulting magic points that correspond to that color (note: it is possible that a spell can give a terrain an element it does not already have.) Only the magic points generated through ID icons are doubled, not normal or special action magic icons. Units in reserve can never double magic because they are not at a terrain. You can “split” a multi-health ID icon into the equivalent number of 1-health IDs, each of which may be doubled (or not doubled, your choice) for a different color of magic.

**Example 1:** *If at a flatland (gold and blue), a Goblin and Dwarf can double their gold points if they roll ID icons. If in highland (gold and red), the Dwarf can double both its red and gold magic points while a Goblin unit could only double its gold if it rolls an ID icon.*

**Example 2:** *A Coral Elf Eagle Knight rolls for magic at a Swampland terrain and rolls its ID icon. That would count as 3 points of blue magic or up to 6 points of green magic since the Coral Elf unit shares that*

color with the terrain. These points could also be split to make 1 point of blue magic (to be combined with other units since there are no 1 point spells) and 4 points of green or 2 points of blue magic and 2 points of green magic.

## DEATH MAGIC

Death Magic may be doubled normally as stated above. It may also be doubled differently than the other 4 colors of magic. Death races may double their magic through the power of Death itself. The more dead units in the game the more ID icons the black races can double. During a magic action with a Death race, choose the player with the most health units in their DUA as the “target”. For every health-worth of units in the target player's DUA you may double an equal value of ID icons of black magic. Nothing happens to the units in the player's dead unit area, they are simply the channel through which Death sends his power.

***Example 1:** A Goblin Pelter and Filcher roll ID icons during a magic action. If any single player's DUA contains 4 or more health-worth of dead units then these Goblins could double all 4 health-worth of ID icons, giving 8 points of black magic. If there are only 3 health-worth of dead units then only 3 health-worth of ID icons could be doubled, giving 7 points of black magic. If there are 2 health-worth of dead units in any player's DUA then 2 health-worth of ID icons could be doubled, giving 6 points of black magic. If the most dead units in the game is a common unit then only the Pelters ID icon could be doubled giving 5 points of black magic. Finally, if there are no dead units in the game then the Goblin units could not double their black magic, unless the terrain contains the black aspect, giving a total of 4 points of black magic.*

***Example 2:** A Lava Elf player has the Deadlands spell cast on a Highland terrain during a magic action. It could double ALL of its ID icons normally since the Highland terrain contains the red and black (via the spell) elements.*

## RESERVE MAGIC

An army in reserve may cast spells, but it can never double its magic points. Spells can only be cast on friendly units and armies (those belonging to that player). Terrain dice and other player's units and armies cannot be targeted by a reserve army's magic.

After the acting army's magic action has been made, the action ends. Go to the next part of the turn sequence (Second March or Reserves.)

## SECOND MARCH

You may choose a second army to act with, just as in First March detailed above. A different army than the one used in the First March must be used in the Second March. You must have at least two armies in play to take a Second March. (A player with only one army can only take one march.)

After your Second March is complete, proceed to the final part of your turn sequence the Reserve movement.

## RESERVES

Your reserve army is kept to your right. After finishing both of your marches, you can move units into and out of your reserves. A reserve army can only be attacked by magic. You may opt to use a march on your reserve army; that is, instead of acting with one of your other armies this turn, you can act with the reserve army. As explained above, this army can only cast friendly magic; it cannot attack.

## REINFORCE

If you have any units in reserve, you can move any or all of them to any terrain. You can 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. In really large Dragon Dice games, you may end up dividing your units into more than three armies. Just use extra banner cards with your name noted at the top.

## RETREAT

After reinforcing, you can move any or all of your units from the terrain they occupy and place them in reserve.

*Example: It's the reserves part of your turn. You have three units in reserve. First, you decide to move two units to reinforce your home army, and move the third unit to reinforce your campaign army. Second, your horde army has taken a beating, so you retreat all the units in your horde to your reserve.*

Because movement from terrain to reserve and from reserve to terrain occurs by units and not armies, modifiers to an army's rolls—such as spells including Stoneskin or Wind Walk—do not travel between locations.

This is true even if all the units in an entire army move.

## DAMAGE

When armies meet in battle, melee or missile or magic may result in units taking damage. If a unit takes damage equal to or greater than its health, the unit is "killed" and is considered "dead." Killed units are removed from their armies and placed in the owning player's dead unit area (to the player's left). They can be restored by certain magical spells and special effects.

Damage is usually targeted at an entire army. If an attack on an army inflicts any normal damage, the army rolls for saves.

Each point of saves rolled negates one point of generated damage.

However, if the only damage is from Smite or Bullseye SAIs, then the target army would not roll for saves because these SAIs are resolved before the army would roll for saves. Each point of damage that isn't negated by a save inflicts one health-worth of damage on the army's units. The owner chooses which units are killed (though some special effects or spells may dictate otherwise).

If possible, enough units must be discarded to cover the health loss, but never in excess of that loss.

*Example: If 2 points of damage are inflicted on an army consisting of two 1-health units, one 2-health unit, and one 3-health unit, the owner could discard both 1-health units or the single 2-health unit, but not the 3-health unit. You must discard the full amount of damage whenever possible; you can't arbitrarily assign the 2 points of damage to the 3-health unit. If the army consisted of four 3-health units, on the other hand, no damage could be applied and so no units would be killed.*

Individual units can escape from effects that target their armies, but they cannot escape from effects that target them individually. Effects that target individual units are considered to have "unlimited" range.

## THE EIGHTH FACE

If a terrain is maneuvered to its eighth face (the number 8 is showing), the acting army immediately "captures" that terrain. Simply orient the terrain die so the icon faces your army. A terrain that has been maneuvered to its eighth face immediately turns back to the seventh face (the number 7 is showing) whenever the controlling army: abandons the terrain, loses control (is out-maneuvered) by an enemy army

or all of the units in the controlling army are killed. Once the terrain is moved from the eighth face, all advantages gained by the controlling army cease.

An army that has captured a terrain receives several special advantages for as long as it retains control of that terrain die:

- 1) When rolling for saves, all save results rolled are doubled;
- 2) When rolling for maneuvers, all maneuver results rolled are doubled;
- 3) The army can use melee, missile, or magic as it sees fit, but enemy armies at the terrain are restricted to only melee attacks; and
- 4) The controlling army may make use of the special eighth face icon-city, standing stones, temple, or tower-as defined below.

Eighth face advantages are cumulative with any special racial abilities.

**Example 1:** *A Dwarf army in control of an 8th face at a highland terrain would generate quadruple (4 times) their maneuver results (their racial ability doubles their maneuver results and the 8th face also doubles their maneuver results.)*

**Example 2:** *A Lava Elf army in control of an 8th face at a highland terrain would generate double their maneuvers and double their saves (from the 8th face.) and still be able to count their maneuvers as saves because of their racial ability.*

An army loses control of a terrain if that terrain is ever moved from its eighth face, or if the army leaves the terrain, or if the army is destroyed.

## EIGHTH FACE ICONS

The special icons that appear on the eighth face of terrain dice are as follows.

**City:** If your army controls a terrain with this icon, at the beginning of your turn after spells expire but before any dragons attack or you take a march, you can recruit a 1-health unit or promote a unit in the controlling army.

**Standing Stones:** If your army controls a terrain with this icon, it allows units to cast magic of the terrain's color-even if the units cannot normally cast that color of magic. However, no unit can double their ID icons for magic unless both the unit and the terrain contain that color.

**Example 1:** *A Goblin army is rolling for magic at a Coastland Standing Stone terrain that they control. The army could cast gold and black magic as normal but it could also cast green and blue magic spells as well. Note: It could only double black magic (since the terrain and the Goblin units have no colors in common) via the special black magic doubling rules.*

**Example 2:** *A Dwarf army is at a Flatland Standing Stone terrain that it controls. This army could cast red, gold, and blue magic spells.*

However it can only double ID icons for gold magic because that is the only color that the units and terrain have in common.

**Temple:** If your army controls a terrain with this icon, the army is immune to death (black) magic cast by enemy armies. Also, at the beginning of your turn after spells expire but before any dragon attacks or marches, you may force another player to bury one of their dead units. The targeted player chooses which of their units to bury. Possession of a Temple face prevents any new black spells from targeting the possessing army; it does not negate those already affecting that army. A temple does not protect the terrain from being targeted by black magic. An army controlling a Temple can cast black magic upon itself (e.g. Open Grave) and the Temple has no affect on the army's ability to double black magic.

**Tower:** If your army controls a terrain with this icon, it can shoot farther than normal. Missile fire from this army can reach any terrain in play. It cannot target reserves.

## SPECIAL ACTION ICONS

In addition to normal action and ID icons, rare (3-health) units also have a number of 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.

There are three types of icons: normal, special and ID. Every icon generates a result. There are two different kinds of results: normal results and special results. A normal result is either a maneuver, save, melee hit, missile hit or a magic result. A special result is anything else, like special missile hits that target individual units or special melee hits that you can't save against.

***Example 1:** An army is taking a missile action. The army rolls a total of 5 missile icons and 4 Bullseye special action icons. Since the Bullseye is an SAI, its effect is resolved before the defending army rolls to save against the 5 normal missile results.*

***Example 2:** An army is taking a melee action and rolls 3 melee icons, one ID icon on an uncommon unit and 4 Smite special action icons. The special results from the Smite SAI are resolved first - in this case, the defending army must remove units to account for the 4 damage points from the Smite - before the defending army rolls to save against the 5 normal melee results from the melee and ID icons. ID and normal action icons always generate normal results. Special action icons can generate either normal results or special results, depending on the particular SAI and the kind of roll you are making. What is important to note is any result (normal or special) generated by an SAI, cannot be modified by spells, other SAIs or dragon breath. It is not the kind of result that matters; it is the type of icon that generated the result. The normal results generated by an SAI are counted along with the results from normal and ID icons.*

***Example 3:** An army under the effect of a Transmute Rock to Mud spell is rolling for maneuvers. The army rolls 4 maneuver icons and 3 Fly special action icons. The -6 penalty is applied only to the normal melee results. The final result is 3 maneuvers from the Fly SAI, since the spell's penalty reduces the normal results to zero.*

***Example 4:** An army under the effect of a Palsy spell is rolling for saves. The army only rolls a Fly SAI. The army still generates 4 saves from the Fly because the -1 penalty from the Palsy cannot be applied to these SAI-generated save results.*

Other modifications to units or dice, such as eighth face effects and racial abilities, are applied to the results, not which icon generated them. Hence, normal maneuver and save results are doubled when an army is in possession of an eighth face. It does not matter what kind of icon (ID, normal action or special action) generated the normal maneuver result. They are all doubled.

***Example:** A Goblin Leopard Rider rolls 3 Rend icons during a maneuver roll at a swampland terrain where its army controls the 8th face. This would give the Goblin army 12 points (3 doubled for the swampland, and doubled again for the 8th face bonus) of maneuver.*

Each SAI on a unit counts as 1 point of effect. So, if a rare unit has a die face with four Cantrip icons, it counts as 4 points of effect.

Whenever there is a simultaneous roll, where two or more armies at a terrain roll at the same time, any SAI that generates normal results would function. SAIs that generate special results will not function. The reason is with SAIs that have effects on other players (such as a Cantrip-cast spell); you could not determine the correct order of resolution amongst the players. If two or more SAIs of the same resolution type are generated during a player's roll, they may be resolved in any order the player chooses."

**Bullseye:** During a missile action, the total number of Bullseye icons generated may be targeted to an equal or lesser number of enemy units that must immediately generate a save individually against the damage.

During a dragon attack, each Bullseye icon generates 1 missile result.

**Cantrip:** During a magic action, each Cantrip icon generates 1 magic result. During any non-magic action, dragon attack, or save roll Cantrip can be used to purchase spells that are immediately resolved.

**Counter:** During a melee attack, each Counter icon generates 1 melee result. During a save roll, each Counter icon generates 1 save result.

During a save roll in a melee attack, each Counter icon immediately generates both 1 save result and 1 melee result upon the attacking army or unit, which may not roll saves against this damage. During a dragon attack, each Counter icon generates 1 save and 1 melee result.

**Fly:** During any roll, each Fly icon generates 1 maneuver or 1 save result.

**Rend:** During a maneuver roll, each Rend icon generates 1 maneuver result. During a melee attack or dragon attack, each Rend icon generates 1 melee result; roll this unit again and apply the new result as well.

**Smite:** During a melee attack, each Smite icon immediately inflicts 1 point of damage on the opposing army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack, each Smite icon generates 1 melee result.

**Trample:** During any roll, each Trample icon generates 1 maneuver or 1 melee result.

## RACIAL ABILITIES

Beyond its particular mix of elements and icons, each race also has a unique special ability.

Racial abilities are applied after the multiply step but before the addition step (see dice modification rules on page 14) by simply counting the icons rolled with the desired result (for example counting your maneuver icons during a save roll.) These results are never “converted” into another result, they are only counted in addition to the result the army is trying to generate.

Racial abilities are applied to the army or to the unit individually.

**Coral Elves:** This race also counts its maneuver icons as if they were save results when rolling for saves at a coastland terrain.

**Dwarves:** This race doubles their maneuver results when at a highland terrain.

**Goblins:** This race doubles their maneuver results when at a swampland terrain.

**Lava Elves:** This race also counts its maneuver icons as if they were save results when rolling for saves at a highland terrain.

***Example 1:** During a save roll a Lava Elf army at a highland terrain rolls 5 maneuver icons, 4 save icons, and 3 health-worth of ID icons. This would give the army a total of 12 save results.*

***Example 2:** During a save roll a Coral Elf army controlling a coastland Standing Stones rolls 5 maneuver icons, 4 save icons, and 3 health-worth of ID icons. This would give the army 10 maneuvers and 14 saves (counting ID icons as saves and doubling via the 8th face) which would total 24 save results for the Coral Elf army.*

***Example 3:** During a maneuver roll at a swampland terrain a Goblin army rolls 8 maneuver icons and 5 health-worth of ID icons. These would all be doubled giving the army a total of 26 maneuver results.*

***Example 4:** During a maneuver roll at a flatland terrain a Dwarf army rolls 10 maneuver icons and 4 health-worth of ID icons. This would give the army a total of 14 maneuver results since the Dwarf racial ability works only at a highland terrain.*

## DRAGON RULES

Dragons are sent to a terrain via magic. Combat with a dragon occurs before the normal sequence of events. Thus, whenever dragon(s) and an army are at the same terrain, a dragon attack occurs. The attack happens

after any spells that end at the beginning of your turn expire, but before the acting army declares their First March.

**Note:** *In some cases the dragon's owner and the acting army will be the same player. A dragon attacks any armies at its terrain at the beginning of their respective turns.*

The owner of the dragon rolls the dragon die and checks the following dragon action icons.

**Belly:** The dragon's 5 automatic saves do not count during this attack. In other words, 5 points of damage will slay the dragon this turn.

**Breath:** Against another dragon, dragon breath negates the automatic 5 saves until the end of the acting player's next turn.

Against armies, dragon breath effects are based on the dragon's color.

Like SAIs, the effects of any dragon breath are resolved immediately (before the acting army responds to the dragon's attack). Multiple breaths are combined and are cumulative.

**BLACK (Disease):** 5 health-worth of units in the target army are killed, no saves possible. The target army ignores all its ID results until the beginning of the army owner's next turn.

**BLUE (Lightning):** 5 health-worth of units in the target army must save individually or be killed. The target army can only roll for saves until the beginning of the army owner's next turn.

**GOLD (Turn to Stone):** 5 health-worth of units in the target army are killed, no saves possible. Target army's maneuver results are halved until the beginning of the army owner's next turn.

**GREEN (Poisonous Cloud):** 5 health-worth of units in the target army must save individually or be killed. Those that are killed must save again or be buried. Target army's missile results are halved until the beginning of the army owner's next turn.

**RED (Flame):** 5 health-worth of units in the target army are killed, no saves possible. The units killed must then save again or be buried.

**Claws:** A dragon's claws inflict 6 points of damage on an army.

**Jaws:** A dragon's jaws inflict 12 points of damage on an army.

**Tail:** The dragon's tail inflicts 3 points of damage on an army; roll the dragon again and apply the new results as well.

**Treasure:** One unit in the target army may immediately be promoted. This icon is found only on wyrms.

**Wing:** After the attack is resolved, the dragon flies away. (Return it to the owner's dead unit area.) This icon is found only on drakes.

## DRAGON SLAYING

Each dragon has 5 health and 5 automatic saves. Therefore, it takes a total of 10 missile or 10 melee damage to slay a dragon.

If multiple dragons of the same color are at the same terrain, they attack the acting player's army at the same time.

After the dragon(s) have rolled and any dragon breaths have been resolved, the acting player rolls their army in a combination roll for melee, missile and save results. Melee and missile results may not be combined to kill a dragon, however the player may kill multiple dragons using melee results for one and missile results for another.

**Example 1:** *3 red dragons attack an army. The dragons roll Belly, Breath, and Tail. The dragon that rolled the tail is rolled again and comes up Jaws. So the dragons inflict a total of 15 points of damage. The army must first resolve the dragon's breath so the acting player kills 5 health-worth of units and rolls to see how many are buried. He then rolls the army getting 9 melee results, 4 missile results, 12 saves results, and 5*

health-worth of ID icons. So the player uses 1 ID icon as melee, 1 ID icon as missile and the rest as saves thereby killing two dragons and saving all 15 points of damage.

**Example 2:** 3 green dragons attack an army. The dragons are rolled Wing, Belly, and Jaws. So the total is 12 points of damage. The acting army is rolled and gets 15 melee results, no missile results, 8 save results and 2 health-worth of ID icons. The 15 points of melee is enough to kill 2 dragons (the dragon that rolled Belly and either the dragon that rolled Wing or Jaws) however he did not roll enough to save and must kill 2 health-worth of units.

If an army slays one or more dragons, it may promote as many units as possible.

## DRAGON vs. DRAGON

When dragons of different colors are at the same terrain, they attack one another rather than the acting player's army. Each dragon's owner chooses a dragon of a different color than their own as a target. All dragons are rolled simultaneously and the results are applied.

## DICE MODIFIERS

Whenever rolling for multiple results (for example, a combination roll during a dragon attack), any modifiers to that roll are applied as the army's owner desires. All modifiers must be applied, however, if possible.

**Example:** An army, under the effects of 5 Palsy spells, is attacked by a dragon. The dragon rolls a tail and a claw doing 9 points of damage to the army. The acting player rolls their army and gets 10 melee results, 4 missile results, 6 save results, and 3 ID results from which he must subtract 5 results. The player decides that they would like to kill the dragon and thus takes a -4 to their missile results and a -1 to their save results. Thereby using their 10 melee results to kill the dragon, however 1 health-worth of units would be killed.

## APPLYING DICE MODIFIERS

When more than one modifier is in effect, apply them in the following order:

Modifiers that subtract (results can never be negative; zero is as low as a result can go,)

Modifiers that divide (round down),

Modifiers that multiply,

Racial abilities,

Modifiers that add.

**Example:** Several spells are cast on a Coastland terrain at the 8th face along with a Coral Elf army controlling the terrain. The spells are as follows: 2 Ash Storms and a Wall of Fog on the terrain; a Transmute Rock to Mud spell, 2 Watery Doubles, a Wind Walk and a Wall of Ice on the army. The Coral Elf army is attacked during a missile action by another army which generates 30 missile results this is halved because of the Wall of Fog spell giving the attacking army 15 missile results.

The Coral Elf army rolls to save against this damage and generates 12 maneuvers, 3 saves, and 2 health-worth of ID icons. The army must now apply the modifiers like so:

First it must subtract 6 maneuvers because of the Transmute Rock to Mud spell. Next it must subtract 2 results because of the Ash Storm spells and the player chooses to subtract 1 maneuver result and 1 save result.

This leaves 5 maneuver results, 2 save results, and 2 health-worth of ID icons.

*Next the army must halve (round down) its maneuver results because of the Wall of Fog spell. This leaves the army with 2 maneuver results, 2 saves, and 2 health-worth of ID icons.*

*Next the army will double its maneuver results and save results because it is in control of an 8th face. This gives the army 4 maneuver results, 4 saves, and 4 health-worth of ID icons counting as saves.*

*The army then applies its racial ability and counts its maneuvers as saves for the save roll giving the army 12 saves.*

*Finally the army adds any additional results. 5 saves (2 from the Watery Doubles and 3 from the Wall of Ice.) are added to the 12 which gives the army 17 save results; enough to account for all 15 missile results from the attacking army. Note: That the 4 maneuver results given by the Wind Walk spell are ignored because they are applied after the Coral Elf army's racial ability and would provide no needed results during a save roll.)*

## **BASIC SPELL LIST**

### **Black (Death) Spells:**

#### **Ashes to Ashes**

##### **Casting Cost: 2**

Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

#### **Palsy**

##### **Casting Cost: 3**

Target any enemy army. Until the beginning of your next turn, subtract 1 result from the target army. Multiple castings increase the effect or target another army. During a combination roll, the owner of the acting army chooses how to apply the penalty.

#### **Reanimate Dead**

##### **Casting Cost: 3**

Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

#### **Deadlands**

##### **Casting Cost: 4**

Target any terrain. Until the terrain face is changed, the target terrain gains the black (death) element. Multiple castings target multiple terrains.

#### **Finger of Death**

##### **Casting Cost: 4**

Target any enemy unit. Immediately inflict 1 point of damage to the target unit with no save possible. Multiple castings increase the effect or target another unit.

#### **Open Grave**

##### **Casting Cost: 6**

Target any army. Until the beginning of your next turn, all units killed when the army is the target of the damage go to the reserves rather than to the DUA. Multiple castings target multiple armies.

#### **Summon Black Dragon**

##### **Casting Cost: 7**

Target any terrain. Immediately send any black dragon to the target terrain. Multiple castings target the same or multiple terrains.

## **Blue (Air) Spells:**

### **Hailstorm**

**Casting cost: 2**

Target any enemy army. Immediately inflict 1 point of damage to the target army, which may roll to save. Multiple castings increase the effect or target another army.

### **Breath of Life**

**Casting cost: 3**

Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

### **Wind Walk**

**Casting cost: 4**

Target any army. Until the beginning of your next turn, add 4 maneuver results to the target army. Multiple castings increase the effect or target another army.

### **Lightning Strike**

**Casting cost: 6**

Target any enemy unit. The target unit must immediately generate a save or be killed. Multiple castings target multiple units.

### **Summon Blue Dragon**

**Casting Cost: 7**

Target any terrain. Immediately send any blue dragon to the target terrain. Multiple castings target the same or multiple terrains.

## **Gold (Earth) Spells:**

### **Stoneskin**

**Casting cost: 2**

Target any army. Until the beginning of your next turn, add 1 save result to the target army. Multiple castings increase the effect or target another army.

### **Dust to Dust**

**Casting Cost: 3**

Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

### **Path**

**Casting Cost: 4**

Target any of your units at any terrain. Immediately move the target unit to any other terrain. Multiple castings target multiple units.

### **Transmute Rock to Mud**

**Casting Cost: 5**

Target any enemy army. Until the beginning of your next turn, subtract 6 maneuver results from the target army. Multiple castings increase the effect or target another army.

## **Summon Gold Dragon**

**Casting Cost: 7**

Target any terrain. Immediately send any gold dragon to the target terrain. Multiple castings target the same or multiple terrains.

## **Green (Water) Spells:**

### **Watery Double**

**Casting Cost: 2**

Target any army. Until the end of your next turn, add 1 save result to the target army. Multiple castings increase the effect or target another army.

### **Wall of Ice**

**Casting Cost: 3**

Target any army. Until the beginning of your next turn, add 3 save results to the target army. Multiple castings target multiple armies.

### **Flash Flood**

**Casting Cost: 5**

Target any terrain. Immediately reduce the target terrain one face unless any army at the terrain can generate at least 8 maneuver results. Flash Flood has no effect if cast at a terrain which is showing a 1 as its face. Multiple castings target multiple terrains.

### **Wall of Fog**

**Casting Cost: 6**

Target any terrain. Until the beginning of your next turn, halve all maneuver results at the target terrain, and all missile attacks in, into, or out of it. Multiple castings target multiple terrains.

## **Summon Green Dragon**

**Casting Cost: 7**

Target any terrain. Immediately send any green dragon to the target terrain. Multiple castings target the same or multiple terrains.

## **Red (Fire) Spells:**

### **Ash Storm**

**Casting cost: 2**

Target any terrain. Until the beginning of your next turn, subtract 1 result at the target terrain. Multiple castings increase the effect. During a combination roll, the owner of the acting army chooses how to apply the penalty.

### **Spark of Life**

**Casting cost: 3**

Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

### **Burning Hands**

**Casting cost: 4**

Target any of your units not already under the effects of a Burning Hands spell. The target unit's melee results are doubled. This spell remains in effect until it is used by the unit or until the unit generates melee results needed by the army. Multiple castings target multiple units.

## **Dancing Lights**

**Casting cost: 6**

Target any enemy army. Until the beginning of your next turn, halve the target army's missile and magic results. Multiple castings target multiple armies.

## **Summon Red Dragon**

**Casting Cost: 7**

Target any terrain. Immediately send any red dragon to the target terrain. Multiple castings target the same or multiple terrains.

# **OUTLINE OF PLAY**

The following outline gives a summary of play for easy reference.

## **SET-UP**

In preparation for play, follow these steps:

- (1) Decide Battle Size
- (2) Assemble Armies
- (3) Set the Battlefield
- (4) Determine Order of Play
- (5) Place Armies
- (6) Determine Starting Distances

## **TURN SEQUENCE**

**Each player performs his/her turn in the following order:**

### **START TURN**

- All spells which “end at the beginning of your turn” expire now.
- Any eighth face abilities take affect.
- Dragon(s) attack
- First March
  - Maneuver
  - Action
- Second March
  - Maneuver
  - Action
- Reserves
  - Reinforce
  - Retreat
- All spells cast before this turn which end “at the end of your next turn” expire now.

### **END TURN**

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