



DRAGON
DICE™
GAME

The logo features the words "DRAGON" and "DICE" in a large, stylized, gold-colored serif font on a dark blue rectangular background. Below "DRAGON" is a small crest with a crown and the letters "SFR". Below "DICE" is the word "GAME" in a smaller, white, sans-serif font.



Starter Rules

The text "Starter Rules" is written in a black, gothic-style font on a white, scroll-like banner with red borders and rolled-up ends.

Dragon Dice Quick Start Rules

For more information about Dragon Dice™, including the full rules, new releases, and Dragon Dice™ events, visit us on the web at <http://www.dragondice.com>

Object of the Game

In Dragon Dice™, you use dice to represent armies of different fantasy races that battle to control essential pieces of terrain. The first player to control two terrains by turning them to their *8th face* or to eliminate all of their opponent's units is the winning player.



Dice Types



6 Sided:

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



10-Sided:

Monsters - Monsters have a myriad of special powers. Every face on these four health units counts for four results even though there is only one icon.



8 Sided:

Terrains - Terrains are the land your armies are fighting at. The icons represent the type of action your army can take. The *8th face* indicates that one army has taken control of the terrain.



12-Sided:

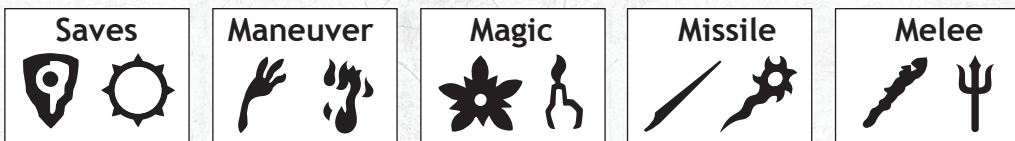
Dragons - Dragons are magical creatures. They start the game in the *Summoning Pool* and are brought into the game by magic. Each has five health and five additional saves provided by their armored skin.

Icon Types

There are three kinds of icons.

ID - These icons help identify the die and always produce the type of normal result you are rolling for equal to the health of the unit.

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



Special Action Icons (SAI) - These icons can produce basic results or can be powerful special attacks. Any SAI that occurs immediately is resolved prior to counting the results of that roll. If an SAI brings a unit into the army, then roll it and count its results. If an SAI takes a unit out of the army, then its results are not counted. No spell or SAI effects can affect another SAI or SAI generated result.

Terrain Colors

Every terrain is composed of two colors that affect the doubling of magic. Swamplands are gold and green. Coastlands are blue and green. Flatlands are blue and gold. Highlands are red and gold.



Flatland Temple



Coastland City



Highland Tower



*Swampland
Standing Stones*

Setup

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- Select thirty health of units, two dragons, and two terrains from your collection.
- Divide units into three armies and place them in their areas. For the start of the game, each army must have at least one die and not more than fifteen health points.
- Place 1 terrain for your Home Terrain and 1 terrain for the proposed Frontier Terrain.
- Place your Dragons in your *Summoning Pool*.
- Determining order of play - Each player rolls their Horde Army. The player with the most maneuver results chooses to go first *or* to select either one of the proposed Frontier terrains to use. The other proposed terrain is removed from play.
- Each player rolls their terrain dice to determine the starting face. Re-roll any 8s and turn down 7s to 6s.

While it is their turn, a player is considered the Acting Player. Each player completes all phases of the turn sequence and then the next player becomes the Acting Player. When a player meets a victory condition, the game ends immediately. The first player to control two terrains by turning them to their *8th face* or to eliminate all of their opponent's units is the winning player.

Turn Sequence

1 - Beginning Phase

- Spell and effect expiration (Beginning of turn expiration)
- Racial Abilities (*Not used in basic game*)
- *8th Face* Special Abilities

2 - Dragon Attack Phase

- Dragon Attack - If an army is present at the terrain, the dragon(s) attack the current player's army, even if they summoned the dragon.

3 - Army Phase

- First March
 1. Maneuver
 2. Action
- Second March (different army)
 1. Maneuver
 2. Action

4 - End Phase

- Reinforce - Move any or all of your units from your Reserves to any or all of the Terrains.
- Retreat - Move any or all of your units from any or all Terrains to Reserves.
- Spell and effect expiration (End of turn expiration)

The Dragon Attack and Expiration steps are mandatory, but all other phases and steps are optional. During each march, the maneuver and action steps are taken with the selected army. A march with a Reserve Army cannot attempt a maneuver and can only take a Magic action.

Order of Dice Roll Modifiers

Spell and SAI effects can modify the total of an army's roll after it is counted. Modifiers must be applied to the result type being rolled for. When more than one modifier is in effect, apply them in the following order:

- 1 - Modifiers that subtract (Results never go below zero)
- 2 - Modifiers that divide (Round fractions down)
- 3 - Modifiers that multiply
- 4 - Modifiers that add

Maneuver Resolution

The active player may choose to maneuver the selected 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 for maneuvers.
- 4 - If the acting army wins the maneuver or the roll is uncontested, the terrain must be moved up or down one face. If the acting army loses the maneuver, the terrain does not move. *Acting army wins ties.*

Actions

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

Missile Resolution

- 1 - Choose the army being attacked. You cannot target the Reserves Area or attack from a Home Terrain into another Home Terrain.
- 2 - Attacking army rolls for missile results (resolve any SAls rolled).
- 3 - If attacking army rolled at least 1 missile result, then the defending army rolls for saves and resolves any SAls rolled.
- 4 - Resolve damage.



Melee Resolution

- 1 - You may only attack an army at the same terrain.
- 2 - Attacking army rolls for melee results (resolve any SAls rolled).
- 3 - If attacking army rolled at least 1 melee result, then the defending army rolls for saves and resolves any SAls rolled.
- 4 - Resolve damage.
- 5 - Defending army MAY roll for melee to counterattack (resolve any SAls rolled).
- 6 - If defending army rolled at least 1 melee result, then the attacking army rolls for saves and resolves any SAls rolled.
- 7 - 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.

Magic Resolution

- 1 - Attacking army rolls for magic and counts points of generated magic.
- 2 - Choose and announce all spells and the target of each spell.
- 3 - Resolve spells in desired order.

Each result rolled by the army counts as one point of magic of EITHER of the race's colors. The active 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. Spells which can be cast with any color of magic must still use only one color. Only spells marked as castable from reserves can be cast by an army in the reserves area.

Doubling Magic

Units at a terrain that roll an ID icon and match at least one of the colors in the terrain die can double magic points of that color. You can “split” a multi-health ID icon into the equivalent number of one health IDs, each of which may be doubled (or not doubled, your choice) for a different color of magic.



Counting Dice

Properly Counting dice results is important in Dragon Dice. The dice to the right were rolled for Magic.

- 1 - These are the magic icons for this race - single-icon rolls count for 1.
- 2 - Monster rolls always count for 4 results each.
- 3 - Multiple icon rolls count for the number of icons shown - in this case, 2.
- 4 - ID icons always count for the number of the unit's health for whatever basic result you are rolling for - in this case, 2 Magic since it is a Medium unit. Since this unit shares the color red with the highland terrain, you can double the points of magic it produces for that color.
- 5 - Special Action Icons (SAI) may count on your current roll (see SAIs for more information). In this case, Cantrip counts as normal magic.

Can you count the complete roll? If you came up with 12 points of blue or 14 points of red, you're correct!

8th Face Advantages

The army which turns a terrain from 7th to the 8th face controls that terrain. Point the tip of the terrain towards the controlling player as a reminder. That army gets double saves and double maneuvers and can perform any action: magic, missile, or melee. The non-controlling army can only perform a melee attack. If the controlling army has no units at an 8th face at any time, they lose control of that terrain. It is then immediately turned down to the 7th face.



City:



If your army controls a terrain with this icon, during the Beginning Phase, you can recruit a 1-health unit or promote a unit in the controlling army.

Temple:



During the Beginning Phase you may force another player to bury one of their dead units. The targeted player chooses which of their units to bury.

Standing Stones:



If your army controls a terrain with this icon, it allows units to change their magic results to one of the terrain's colors.

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. The army cannot target the opponent's reserves.

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 value 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.

Once dragons are summoned to a terrain, they will attack armies 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.

3 - **Roll Army** - Defending army makes a combination roll for saves and to attack the dragon. 10 melee or 10 missile damage will slay the dragon. ID Icons may be split to be Melee, Missile or Saves results as you desire.

4 - Resolve damage

5- **Dragon Slaying** - If a dragon was slain, the attacking army can promote as many units as possible at one time. *Promoted units can only come from what is currently in the DUA.*

5 - **Resolve Wing** - If a dragon rolled wing, it returns to its summoning pool.



Belly: The dragon loses armor saves during this attack. In other words, 5 points of melee damage or 5 points of missile damage will slay the dragon this turn.



Breath: Five health worth of units in the attacked army are immediately killed with no save possible.



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 result as well.











































Treasure: One unit in the target army may be immediately promoted.



Wing: A dragon's wings inflict 5 points of damage on an army. After the attack, if the dragon is still alive, it flies away. It returns to its summoning pool.

Races

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	Treefolk ID Icons				Firewalker ID Icons			
	Small 1 Health	Medium 2 Health	Large 3 Health	Monster 4 Health	Small 1 Health	Medium 2 Health	Large 3 Health	Monster 4 Health
Heavy Melee	 Oakling	 Oak	 Oak Lord	 Darktree	 Guardian	 Watcher	 Sentinel	 Fireshadow
Light Melee	 Willowling	 Willow	 Noble Willow	 Redwood	 Explorer	 Adventurer	 Expeditioner	 Genie
Cavalry	 Nymph	 Naïad	 Lady Nereid	 Satyr	 Shadowchaser	 Nightsbane	 Daybringer	 Gorgon
Missile	 Pineling	 Pine	 Pine Prince	 Strangle Vine	 Firestarter	 Firemaster	 Firestormer	 Phoenix
Magic	 Hamadryad	 Dryad	 Eldar Dryad	 Unicorn	 Sunburst	 Sunflare	 Ashbringer	 Salamander

Treefolk Magic

Treefolk are a combination of Green (Water) and Gold (Earth), so can cast those colors of magic and can double IDs for magic results that match a color in the terrain.

Firewalker Magic

Firewalkers are a combination of Red (Fire) and Blue (Air), so can cast those colors of magic and can double IDs for magic results that match a color in the terrain.

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. No spells or SAI effects can affect another SAI or SAI generated result.



Bullseye: During a missile action, each Bullseye result immediately inflicts one point of damage. The total damage may individually target one or more units in the defending army as the acting player chooses. Each target unit must immediately generate saves against the damage assigned to it. During a dragon attack, Bullseye generates missile results.



Cantrip: During a magic action, Cantrip generates magic results. During any other non-maneuver roll, Cantrip can be used to purchase spells that are immediately resolved.



Choke: During a melee attack, after 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 icon to immediately be killed.



Confuse: During a melee attack or missile action, after the defending army rolls for saves but before they apply any SAIs, choose up to four health worth of units in the defending army and force them to roll again. Selected units ignore their original roll and apply the new roll instead.



Counter: During a save roll against a melee attack, Counter immediately generates both save and melee results towards the attacking army or unit. Only magical saves protect against 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 roll the army makes, Create Fireminions generates 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 this icon comes up, immediately negate all unresolved magic that applies to the target(s). Only one dispel attempt is made per unit and, if it fails, then all the spell(s) are resolved normally.



Double Strike: During a melee attack, Double Strike generates melee results; roll this unit again and apply the new result as well.



Firecloud: During a missile action, choose up to four health worth of units in the defending army. Each target unit must immediately roll a maneuver result or be killed.



Firewalking: During a maneuver roll, Firewalking generates maneuver results. During any non-maneuver roll, the Firewalking unit may immediately move itself and up to three health worth of units in the army containing this unit to any other terrain.



Flame: During a melee attack, choose up to two health worth of units in the defending army to be immediately killed and buried with no save possible. This SAI is an exception to the rule that monster icons count as four results.



Fly: During any roll, each Fly result generates one maneuver or one save result.



Galeforce: During any action (magic, missile, melee), choose an enemy army. Until the beginning of your next turn, the target army subtracts four saves and four maneuvers from all rolls.



Hoof: During a maneuver roll, Hoof generates maneuver results. During a save roll, Hoof generates save results. During a dragon attack, Hoof generates save results.



Rend: During a maneuver roll, each Rend result generates one maneuver result. During a melee attack, each Rend result generates one melee result; roll this unit again and apply the new result as well.



Rise from the Ashes: During a save roll, Rise from the Ashes generates save results. Whenever a unit with this icon is killed or buried, immediately roll the unit; if this icon is rolled the monster immediately goes to your reserve area.



Seize: During a missile action, choose up to four health worth of units in the defending army to immediately roll an ID icon individually or be killed. Those that roll an ID icon flee to reserve area.



Sleep: During a melee attack, choose one unit in an opposing army at the same terrain to be immediately put to sleep, with no save possible. The target unit cannot be rolled until the end of your next turn.



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



Smother: During a melee attack, choose up to four health worth of units in the defending army to immediately roll a maneuver result individually or be killed.



Surprise: During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.



Teleport: During a maneuver roll, Teleport generates maneuver results. During any action (magic, missile, melee), the teleporting unit may immediately move itself and up to three health-worth of units in the army containing this unit to any terrain.



Trample: During any roll, each Trample result generates one maneuver and one melee result.



Volley: During a save roll against a missile action, Volley generates both save results and immediate missile results upon the attacking army. Only magical saves protect against 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, each Wild Growth result generates one save result or may immediately promote one unit in the army containing this unit.

Spells

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Green Magic

Gold Magic

Blue

Watery Double - *Castable From Reserves*

Cost: 2

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

Wall of Ice - *Castable From Reserves*

Cost: 3

Target any army. Until the beginning of your next turn, add three save results to the target army. This spell cannot be in effect more than once on an army.

Flash Flood

Cost: 5

Target any terrain. Each army at the target terrain may make a maneuver roll. If no army at that terrain generates at least eight maneuver results, immediately reduce the target terrain one face. Multiple castings target multiple terrains.

Wall of Fog

Cost: 6

Target any terrain. Until the beginning of your next turn, halve all maneuver results at the target terrain, and all missile damage into or at the target terrain. This spell cannot be in effect more than once on a terrain.

Stoneskin - *Castable From Reserves*

Cost: 2

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

Dust to Dust

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 - *Castable From Reserves*

Cost: 4

Target any of your units at any terrain. Immediately move the targeted unit to any other terrain where you have an army. Multiple castings target multiple units.

Transmute Rock to Mud

Cost: 5

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

Resurrect Dead - *Castable From Reserves*

Cost: 3

Target one health worth of units in your DUA. Target units immediately join the casting army. All points for the spell must be the same color of magic. Multiple castings increase the number of health affected.

Hailstorm

Cost: 2

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

Wind Walk - *Castable From Reserves*

Cost: 4

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

Lightning Strike

Cost: 6

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

Ash Storm

Cost: 2

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

Firebolt

Cost: 3

Target any enemy unit. Immediately inflict one point of damage on the target unit, which must generate saves against the damage. Multiple castings increase the effect or target another unit.

Burning Hands - *Castable From Reserves*

Cost: 4

Target one 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 non-SAI melee results needed by the army.

Dancing Lights

Cost: 6

Target any enemy army. Until the beginning of your next turn, halve the target army's missile and magic results. This spell cannot be in effect more than once on an army.

Summon Dragon Spell

Cost: 7

Target any terrain. Immediately send any dragon to the target terrain. All points for the spell must be the same color of magic.

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Full Rules and extended reference can be found at www.dragondice.com/rules

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