

Demo Spell Lists by Race

Coral Elves		Dwarves	
Points	Spell	Points	Spell
2	Watery Double	2	Stoneskin
3	Breath of Life	3	Spark of Life
4	Wind Walk	4	Path
7	Summon Dragon	7	Summon Dragon
Goblins		Lava Elves	
Points	Spell	Points	Spell
2	Stoneskin	3	Palsy
3	Reanimate Dead	3	Spark of Life
3	Palsy	4	Finger of Death
7	Summon Dragon	7	Summon Dragon

Breath of Life, Spark of Life, Reanimate Dead:

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

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

Palsy: Target any enemy army. Until the beginning of your next turn, subtract one 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.

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

Stoneskin: 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.

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

Watery Double: 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.

Wind Walk: 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.

Normal Icons

Maneuver Icons	
Missile Icons	Melee Icons
Magic Icons	Save Icons

Special Action Icons

	<p>Counter: During a melee attack or melee avoidance roll, Counter generates melee results. During a save roll, Counter generates save results. During a save roll in a melee attack, Counter immediately generates both save results and melee results upon the attacking army or unit. Only magical saves protect against this damage. During a dragon attack, Counter generates save and melee results.</p>
	<p>Fly: During any roll, each Fly result generates one maneuver or one save result.</p>
	<p>Rend: During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.</p>
	<p>Roar: During a melee attack, choose up to four health-worth of units in the defending army to immediately flee to their reserve area.</p>
	<p>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 or melee avoidance roll, Smite generates melee results</p>
	<p>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.</p>
	<p>Web: During a melee attack, choose up to four health-worth of units in the defending army to be webbed unless each targeted unit immediately rolls a melee result. Target units that fail their avoidance roll cannot be rolled until the beginning of your next turn.</p>

8th Face Icons

	<p>City: At the start of your turn recruit one unit from your own DUA or promote one unit.</p>
	<p>Temple: Choose a unit in your opponent's DUA to be buried and removed from the game.</p>
	<p>Tower: Missile attacks may target an army at any other terrain.</p>

Dragon Icons

	<p>Belly: Lose 5 automatic saves</p>
	<p>Claws: 6 points of damage</p>
	<p>Jaws: 12 points of damage</p>
	<p>Tail: 3 points of damage and roll again</p>
	<p>Breath: Kill 5 health worth of units, no save possible</p>
	<p>Wing: Dragon does 5 damage and leaves after the attack</p>
	<p>Treasure: Promote one unit before rolling to attack</p>

Dragon Dice Demo Instructions

A simplified set of the Dragon Die Rules are used as Demo Rules to teach the basics of the Dragon Dice game to new players. The Demonstrator needs to have a good working knowledge of the Rules in order to run demos.

Demo Rules Modifications

Demos should be run with pairs of players only. Army construction will be more structured.

- Specific set of dice are used in order to simplify play.
- ID icons will not be doubled when casting magic.
- No Racial Abilities.
- The spell lists are limited to four spells per race. These were specifically chosen to highlight the differences in spell lists as well as the overlap.
- All dragon breaths function as follows: 5 health worth of units in the target army are killed, no save possible.
- Victory may be achieved by capturing only one 8th face if desired. In this case the 8th face effects will not come into play.

Setup

Start with one set of dice (only use Coral Elf/Lava Elf, or Dwarf/Goblin), one race per player, and help the players separate out the dice by Health:

- Home Army: 1 Rare + 1 Monster (7 Health)
- Campaign Army: 3 Uncommon (6 Health)
- Horde Army: 5 Common (5 Health)

Use the following dice for each set:

- One of each common
- Missile, Heavy, and Mage uncommon
- Cavalry Rare for Coral Elf/Lava Elf, Light Rare for Dwarf/Goblin
- Coral Elf - Sprite Swarm, Lava Elf - Drider, Dwarf - Androsphinx, Goblin - Shambler.

Explain that you must always start with three armies and that the icons on the dice can be used to determine what type of unit each die is and what it can do in combat.

Explain that at the start of the game no army may have more than half of the total health in the game, this is why you have three smaller armies instead of one large army. Also explain that games may be played at any size, provided each player has an equal amount of health to start.

Set the Terrain dice in a line. Start one Swamp/Tower terrain at 5 (melee) for the player's home, a Highland Temple at 1 (magic) for your home and a Coastland City at 4 (missile) for the frontier. Explain the differences between Home and Frontier terrain. Have each player look at one terrain and explain how the icons describe the actions of armies at that terrain, maneuvers may always be attempted but melee, missile, and magic combat can only take place when that icon is face up. Explain that melee takes place at that terrain only, missile fire can be directed to that terrain or any adjacent terrain and magic can target any army in the game.

Have the players set their dragon aside, then place their armies, Home at their own Home terrain, Horde at the opponent's Home terrain and the Campaign at the Frontier. Have each player roll their Horde and help them separate out all maneuver results. Explain the use of ID icons, that they produce any needed result and are equal to the health of the die. Have the players count all of their Maneuver results, making sure that they understand that each icon on the side counts as 1 result. The player with the higher total goes first.

The game begins in turn order. For the first few rounds help the player with sequence, First March, Second March and Reserves. Make sure to cover maneuvering and counter-maneuvering thoroughly as well as each action. During magic actions explain that the color of the dice determine the magic that can be cast and that is why some spells can be cast by more than one race. Also explain that the spell lists are much larger in the advanced game.

During missile actions remind the players of the possible targets so that they may choose which army to target.

When SAIs are rolled, explain that each has a special effect and many count as different effects depending on when they are rolled.