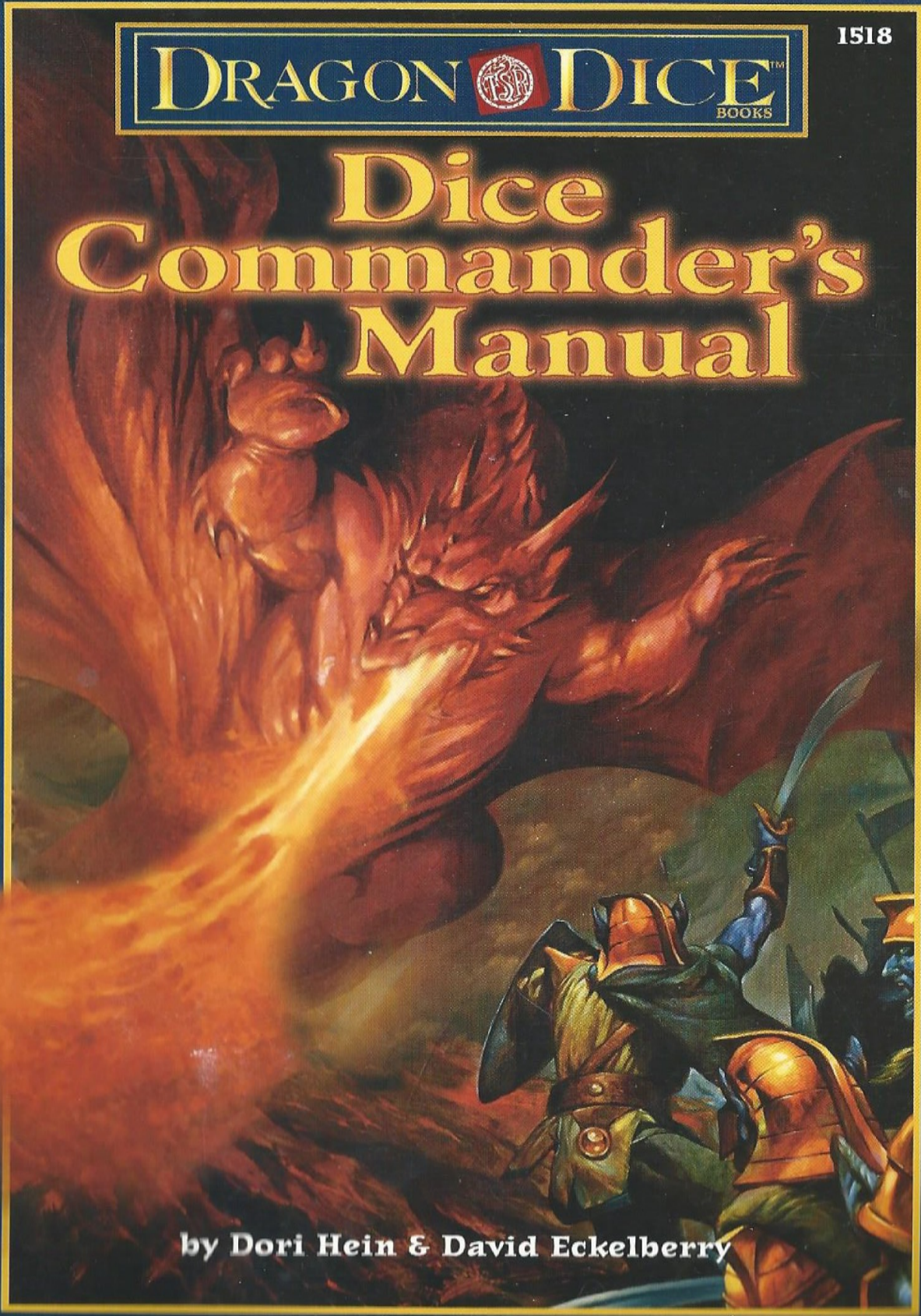


DRAGON  DICE™
BOOKS

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Dice Commander's Manual



by Dori Hein & David Eckelberry



Dice Commander's Manual

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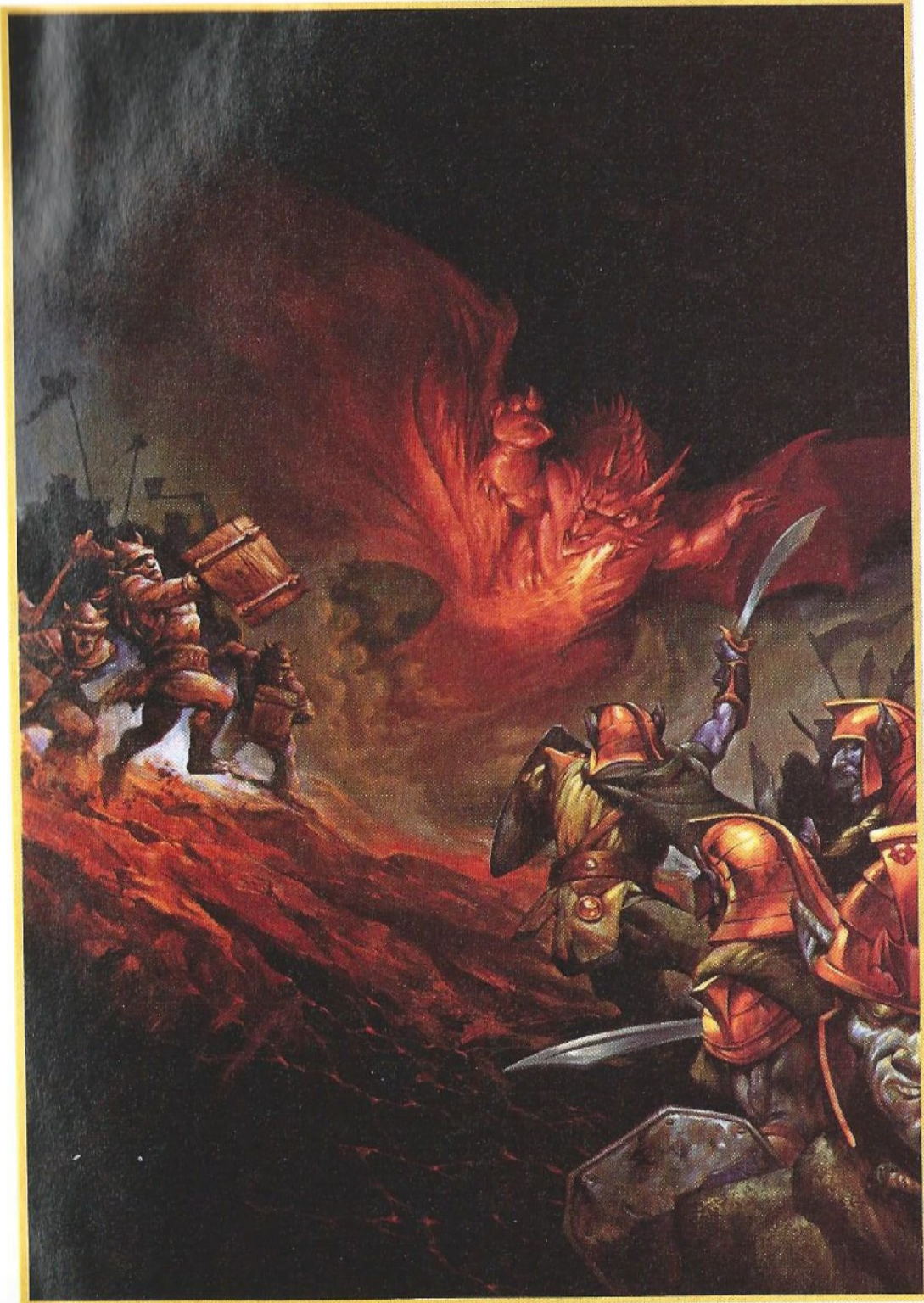
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The Object of the Game

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 and take over the world of Esfah. Any number of players can share in this struggle. The first player to capture two terrains immediately wins the game.

Learning the Game

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. There are plenty of examples to help keep you on the right path. In no time at all, you'll be commanding armies like a pro.

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 and ten-sided die represents a single soldier in your army and is called a *unit*. The ten-sided ones are also called monsters. (Monsters are only available in DRAGON DICE Kicker Packs.)



Army: All of your units at a single terrain (see below). At the start of the game, you begin with three armies.



Dragon: The single-color twelve-sided dice *aren't* units and *can't* 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 26.

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 action icon (such as melee, missile, or magic; see **Actions** on page 10). These action icons determine, abstractly, the distance between armies at the terrain and the type of action they can engage in. When you maneuver a terrain to its eighth face, you *capture* that terrain (see **The Eighth Face** on page 17).



Example: If a terrain die shows an arrow icon face up, only missile attacks can be used at that terrain.

Frontier Terrain: The terrain die placed in the center of the table at the start of the game. This die is selected by the starting player and may be any terrain die brought to the game.

Home Terrain: The terrain die placed in front of you at the start of the game. This die is selected by you, and your home army starts here.



Elements: The colors of the dice represent the magical *elements* that each race and terrain is made of. Gold signifies earth; blue indicates air; red typifies fire; and green represents water. Black, the fifth element, connotes death.


Each terrain consists of two elements. *Coastland* is blue and green (air and water). *Platland* is blue and gold (air and earth). *Highland* is gold and red (earth and fire). *Swampland* is gold and green (earth and water).


Each race of units—both the six-sided units and their ten-sided allies (monster units)—also contains two elements. *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). *Firewalkers* are blue and red (air and fire). The *feral* are blue and gold (air and earth). And *swamp stalkers* are green and black (water and death). Unlike other races, however, the *amazons* are composed of only one color: ivory. This connotes their human status and the fact that they are not connected to any elements in the world of Esfah. Lastly, the *undead* are composed of black and ivory, which means they are creatures of death (the ivory merely indicates the lack of another element). Other races (introduced in subsequent DRAGON DICE Kicker Packs) are composed of different elements or colors.

Unlike the races, dragons and dragonkin are pure elemental spirits made up of a single element and, therefore, a single color.

Health: Most dice in this game can receive a specific number 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 sized six-sided units (called *uncommons*) have 2 health. The largest six-sided units (called *rares*) have 3 health. Monsters (the ten-sided units) have 4 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*. See **Chapter Two: The Dice** for illustrations of each race’s icons.

 *Action icons* 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 can shoot missiles at enemy units. See page 10 for more information on actions.

 *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 of effect equal to its health.**

Example: Your army engages an enemy army in melee combat. 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’re rolling for.

Reserves: At times, units need to pull back and regroup. They must retreat to your reserves area, kept to your right (see **Reserves** on page 14).

Dead: Units that take damage equal to or exceeding their health are removed from their armies and placed in your *dead unit area*, to your left. Magic can bring these units back into the battle, as explained in **Magic** on page 12.

Buried: Dead units may be *buried*. Buried units are removed from play entirely and take no further part in the current game.

A few new types of dice have been added to the DRAGON DICE game since its introduction. Found exclusively in the *Magestorm!* Expansion Set (#1505), these dice are:

Minor Terrain: These eight-sided dice are 2mm smaller than standard terrains, and they come in the same color combinations as the major terrains. They represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself. See **Minor Terrains Rules** on page 28 for more information.



Magical Item: These four-sided dice represent magical items that can be carried by units within armies. Like units, they come in three sizes (common, uncommon, and rare) and have a health cost (1, 2, or 3, depending on the size of the magical item), which must be applied when putting together an army. Unlike units, however, magical items cannot be “killed” and cannot be discarded when the army takes damage. They come in solid colors only and are explained in detail on page 29.

Artifact: Like monsters, artifacts are single-color ten-sided dice. They follow rules similar to those used by magical items and are explained on page 31.



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. The following steps for set-up take place before the game begins.

Decide Battle Size

1 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 23 health points (the value of the dice in the basic set), 24 or 36 health points (the size of a standard DRAGON DICE tournament).

You are supposed to 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.) However, you can choose not to bring dragons to the game, but for each dragon you fail to bring, your starting forces are reduced by 3 health points.

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

Assemble Armies

2 Divide your units into three armies. Designate one as your *home army*, one as your *campaign army*, and the third as your *horde* that plagues an opponent's home terrain. You must put at least one unit in each army.

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.

There's just one rule you need to obey as you assemble your armies at the beginning of the game. *No more than half the total number of health points (rounded down) of your forces can be placed in a single army.* After initial army placement, this restriction is no longer in effect. Later on in the game you may want to pull units into reserve and then regroup them into one or two larger armies.

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, three 4-health monster units, or any combination that totals 12 health points or fewer.



If This Is Your First Time Playing: One easy way to assemble your armies is to split them into their different races (colors). Place one race (the one you have the most units of) in your home army, another race in your campaign army, and the remaining units in your horde army.

Example: You open the basic set and see that you have the following units: seven lava elf units, four dwarf units, three coral elf units, and one goblin unit. Place the seven lava elf units in your home army, the four dwarf units in your campaign army, and the remaining coral elf and goblin units in your horde army.

Set the Battlefield

3 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 matches at least one color of the units in the home army.) Choose a second terrain die (the only other one you own if you're playing right out of the box) and set it forward as a 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 17).



Coastland



Flatland



Highland



Swampland

Determine Order of Play

4 Reveal your forces at the same time as the other players. Then roll your 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.)

To roll an army, pick up all the units in that army and toss them.

Your army's *maneuver* icons, along with the rest of each race's action icons, are listed in Chapter Two. Note that some *maneuver* icons are interchangeable between races, while others are race-specific. You'll want to consult this section often until you learn to recognize the following types of *maneuver* icons:



Amazon Chariot



Boat



Claws



Dragonkin Foot



Dwarf Boot



Elf Boot



Flaming Foot



Goblin Foot



Hoof



Paw



Swamp Stalker Slither



Undead Foot

The player who rolls the most points of *maneuver* results becomes the first player, the one with the second highest total becomes the second player, and so on. In a tie, tied players reroll until there is a winner.

Players should sit around the table in clockwise order from the first player. The first player also gets to choose which of the proposed terrain dice becomes the frontier. He can choose any of the prospective terrain dice, even one he hadn't proposed. The other terrain dice aren't used in this battle, so put them away.

Turn Sequence

Each turn, you may act with two of your armies, then make a reserve move. A turn consists of a *First March*, a *Second March*, and a *Reserves* phase.

First March

1 On your turn, choose one of your armies to act with (the chosen army is your current *acting army*). The army may be at a terrain or in your reserves (see below). This is your *First March*, and you can maneuver and make actions, as follows.

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 another army at the same terrain to either get closer (into missile or melee range) or fall back (into magic or missile range). After you have maneuvered 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 number of maneuver icons rolled 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. (Remember, ID icons count as points of whatever result you're rolling for.) However, if one or more of the counter-maneuvering armies rolls more maneuver icons than the acting army, the maneuver fails and the terrain remains unchanged.

Note: If all armies roll no maneuver icons or generate zero maneuver points because of spells or special effects, the acting army still succeeds and may turn the terrain die.

Actions

If the acting army is at a terrain die, its action is dictated by the face showing on that terrain. Actions include melee, missile, or magic. If your acting army is in reserve, however, it may only cast magic (see page 13). If the acting army controls the eighth face of a terrain die, it may perform any of the three types of actions (see **The Eighth Face** on page 17). 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 can occur. Melee icons for the races are all edged weapons, as follows.



Amazon
Kukri



Coral Elf
Sword



Dragonkin
Claw



Dwarf
Axe



Feral
Dagger


Firewalker
Trident


Goblin
Axe


Lava Elf
Poniard


Swamp Stalker
Scimitar


Undead
Scythe

The acting army may engage an opposing army at the same terrain in melee combat. This takes one of two forms, *skirmish* or *charge*, as you decide.

- *Skirmish*: You select an army to attack at the terrain and roll your own army, looking for melee or ID icons. Each point of melee counts as one point of damage to the target army (see **Damage** on page 15). If damage is inflicted, the target army rolls for saves.


If any units remain in the target army, it gets to attack back. The target army rolls, looking for melee or ID icons. Each point of melee counts as a point of damage on the acting army. The acting army then rolls for saves (see **Damage**, page 15).

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

- *Charge*: Instead of skirmishing, you may declare a *charge*. Choose a target army at the same terrain and roll your army. Each point of melee *and* each point of maneuver rolled count as a point of damage to the target (as do ID icons).

After you count up the damage, the target army rolls. Any save results reduce the damage inflicted by an amount equal to the save results, and any melee results are counted as damage against the acting army. However, the acting army doesn't roll saves in return. Only saves provided by magic count against these hits.

After the charge has been resolved, the action ends for that army. Proceed to the next part of your turn—Second March or Reserves.

 **Missile**: If the missile icon (an arrow) shows on the terrain die, the acting army may make a missile attack on an opposing army. Missile attacks can target enemy armies at the same terrain, or can reach from any home terrain to the frontier, or from the frontier to any home terrain. The missile icons are as follows:


Amazon
Spear


Coral Elf
Bow


Dwarf
Crossbow


Feral
Arrow


Firewalker
Fireball


Goblin
Sling



Lava Elf
Pistol


Swamp Stalker
Trident

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 any damage is inflicted, the target army rolls for saves.

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

After the acting army's missile attack has been made, the action ends. Go on to the next part of your turn—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 out those units that show magic or ID icons. Magic icons are as follows:



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 elemental 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. Newer races (introduced in kicker packs) naturally can only cast magic in the elemental colors that make up their composition.

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.

Now you tally your points of magic and refer to the spell lists located on pages 34–43. 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 points not used disappear; they can't be saved for a future turn.) You can even purchase some spells multiple times for enhanced effects.

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.

After you've referred to the spell lists, announce all of the spells you are casting and their targets. *Then resolve the spells one at a time in the order you wish.* Magic can target any army in the game—including armies in reserves—except where otherwise noted. However, you can't cast magic that inflicts damage on one of your own armies.

If all your units are killed—if you have no units left at terrains or in reserve—any spells you cast are immediately negated. Likewise, if you move one or more units away from an army that had a spell cast on that army or that terrain, the spell 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 using magic in DRAGON DICE. Those points are:

- ◆ **Terrain Advantage:** Elemental colors play an important part in Dragon Dice. You'll 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. Only the magic points generated through ID icons are doubled, not normal magic icons. Units in reserve can never double magic because they are not at a terrain.

Example: If in flatland (gold and blue), the goblin and dwarf in the example above can double their gold points if they roll ID icons. If in highland (gold and red), the dwarf can double both its gold and red magic points if it rolls an ID icon. Needless to say, rolling ID icons for magic is a way to rack up lots of magic points.

- ◆ **Death Magic:** No terrain has the black element (color), but during a magic action black magic can be doubled when ID icons are rolled by "burying" dead units of health equal to the points of ID icons rolled (see **Damage** on page 15 for information on dead units). Any one player (including the acting player) who has dead units can be targeted for the loss; however, the targeted player chooses which of his dead units are buried. Only points generated through ID icons can be used for burying and doubling. All magic points gained by burying dead must be spent. Units in reserve can't double death magic.

Example: In coastland (blue and green), two uncommon (2-health) goblin units roll ID icons. Their owner can choose to have 4 points of gold, 4 points of black, or some combination thereof. Instead, he can turn the 4 points of black magic into 8 points. He targets another player, who buries 4 health points of his dead units. The acting player must now spend the 8 points of black magic on spells listed on pages 42–43.

- ◆ **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 players' units and armies can't be targeted by a reserve army's magic. Spells that inflict damage on friendly units or armies cannot be cast.

After the magic results have been chosen and resolved, the action ends. Proceed to the next part of your turn—Second March or Reserves.

Second March

2 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.) Marches are always optional, as are actions.

After your Second March is complete, proceed to the final part of your turn—Reserves.

Reserves

3 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. After this action, you can still *reinforce* or *retreat*, as follows.

Reinforce

If you have any units in reserve, you can move any or all of them to any home terrain or the frontier. 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 (50 points or more), 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 dice 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*—don't travel between locations. This is true even if all the units in an entire army move.

Common 1 health



Uncommon 2 health



Rare 3 health



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.” Dead 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 events or targeted by players using black magic and buried (removed from the game).

Damage is usually targeted at an entire army. If an attack on an army inflicts damage, the army rolls for saves. Save icons for races are as follows.



Amazon
Shield



Coral Elf
Buckler



Dwarf
Towershield



Feral
Shield



Firewalker
Aegis



Goblin
Warshield



Lava Elf
Ward



Swamp Stalker
Guard



Undead
Tombstone

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

Some actions (such as the doubling of black magic) can cause dead units to be *buried*. Buried dice are removed from the game. Put them in your dice bag or wherever you store your dice. They can't be returned to play until a new game begins.

Option: Routing

Routing is an optional rule suggested for the advanced player only. Be sure to play the game several times before opting to add this extra level of complexity.

An army attacked by an enemy army at the same terrain may be forced to run away, or be *routed*. When rolling to save (or when making a charge), if an army rolls more ID icons (number of actual icons, not the icons' total point value) than save icons, it is routed and runs away. Saves provided by spells don't prevent an army from routing. However, saves provided by a special action icon or a racial ability *do* count as normal saves for determining routs (see **Racial Abilities** on page 18).

The opposing army can pursue if it wants. To do this, that player turns the terrain die one number lower. The army then acts again using the newly revealed action icon.

Example: Two armies engage in melee combat at a terrain that's on its fifth face (the number 5 and a melee icon are showing). During a save roll, one army rolls more ID icons than save icons, causing it to rout. The opposing army decides to pursue, so that player turns the terrain die down one to its fourth face (the number 4 and a missile icon are showing). The opposing army can now act again using a missile attack.

This new action doesn't have to be directed at the routing army. For instance, if the new face indicates a missile or magic action, that army can target an army at another terrain. If the new action (regardless of what is indicated) is directed at the routing army *or* at another army *at the same terrain*, however, there's a chance for another rout. If another rout results, the opponent has the choice to pursue again, and so on, until no more routs occur or the terrain die is turned to the first face (the number 1 is showing). No routs can occur when the terrain die is on its first face.

An army that is routed because of a melee skirmish attack can't make the usual counter-attack against its opponent.

In a charge attack, all damage is resolved before any routs take effect. A charging army can be routed if it rolls more ID icons than save icons, even though the saves don't reduce damage. It's possible during a charge for both the attacker and the defender to be routed. If this happens, damage is resolved, the terrain die is automatically turned down one step, and the action ends there. The acting player then proceeds to the next part of his turn—Second March or Reserves.

The Eighth Face

If a terrain is maneuvered to its eighth face (the number 8 is showing), the acting army immediately “captures” that terrain. If a terrain that has been maneuvered to its eighth face is ever abandoned by the capturing army, or if all units in the capturing army are ever killed, the terrain *immediately* turns back to the seventh face (the number 7 is showing), and all eighth face advantages 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 are doubled;
- 2) When rolling for maneuvers, all maneuver results 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 (see **Racial Abilities** on page 18).

Example 1: A dwarf unit rolls three maneuver icons while in an army controlling the eighth face of a highland die. These maneuver results are quadrupled (doubled once for the eighth face advantage and then doubled again for the dwarf's racial ability, which allows him to double maneuvers in highland), resulting in 12 points of maneuvers.

Example 2: While rolling for saves, a coral elf unit rolls three maneuver icons. The unit is part of an army in control of the eighth face of a coastland die. Six saves are generated by this roll. The maneuvers are doubled because of the eighth face, and then count as saves because of the coral elf's racial ability (which allows him to count maneuvers as saves in coastland).

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.


Special 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 you can *recruit* a 1-health unit or *promote* a unit in the controlling army. To recruit a 1-health unit, take a common unit from your dead unit area and place it in the controlling army. (If you have no common units in your dead unit area, you can't recruit.)

To promote a unit, trade it with a unit in your dead unit area. The trade must be with a unit of the same race that's worth 1 health point more than the “live” unit. For example, a common dwarf can be promoted to an uncommon dwarf. Rares (3-health units) can be promoted to monsters (4-health units).

 **Standing Stones:** If your army controls a terrain with this icon, it can cast magic of the terrain's color—even if it consists of units that can't normally cast that color of magic. However, if the unit doesn't match a color in the terrain die, it can't double its magic results when it rolls ID icons.

 **Temple:** If your army controls a terrain with this icon, the army is immune to death (black) magic cast by opposing armies. Also, at the beginning of your turn, you may force another player to bury one of his dead units. The targeted player chooses which of his units to bury.

Note: Since summoning a dragon to a terrain doesn't target a specific army, a black dragon may still be summoned to a terrain with a temple icon.

 **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.



Coastland temple



Flatland missile



Highland magic



Swampland melee


Special Rules


The following rules apply to special circumstances that may come up during the course of a battle.


Racial Abilities


Beyond its particular mix of elements and icons, each race also has a unique special ability when acting in its native terrain. These abilities are outlined in this section. Keep in mind, however, that spells that add automatic maneuver results (such as *Wind Walk*) aren't counted when determining the results of a special ability. Read the following for an example of how this works.


Example: A coral elf army in coastland terrain rolls for saves. It rolls three saves, four maneuver icons (which count as saves for this race in this terrain), and has a *Wind Walk* spell in effect (six automatic maneuver results). The army has generated only seven saves, as the *Wind Walk* results don't count as saves.


 **Coral Elves:** Calling themselves the Selumari, this race counts maneuver results as saves when rolling for saves in coastland terrain. *The lighthearted Selumari love open skies and sea, riding magical ships of coral that sail along the water or soar through the air.*


 **Dwarves:** Also called the Vagha, the dwarves double their maneuver results when in highland terrain. *Dwelling amid the crags and caves of the world's young mountains, the Vagha know every detail of this fiery terrain. When pressed, they can create paths through the very earth.*


 **Goblins:** Calling themselves the Troggs, this race doubles its maneuver results when in swampland terrain. *Filthy creatures who revel in swamps, the Troggs can command the muddy earth of these regions to either firm beneath their feet or carry them along like flotsam in a river.*


 **Lava Elves:** Called the Morehl, these elves count their maneuver results as saves when rolling for saves in highland terrain. *From long familiarity with the fiery lava rivers deep within the mountains, the Morehl can easily find fumaroles to hide within when attacked, or even call up flame to ward off damage.*

 **Amazons:** Composed primarily of warrior women, the amazons count maneuver icons as missile results when making a missile attack in flatland terrain. They can only cast magic based on the colors of the terrain they are in, and they can double those results only when in possession of a standing stones terrain. When in reserve, they may use missile fire to attack their owner's home terrain or the frontier. If in a multiracial army in reserve, the amazons' results are applied toward missile fire, while the other units' results are applied toward magic.


 **Firewalkers:** Swift creatures of fire and air, the Firewalkers may move from any coastland or flatland terrain to any other terrain without moving to reserve first. If in highland or swampland terrain, however, they must move to reserve first like other races.

 **Undead:** The Dreaded Ones can cast only death magic, for black is the only color to which they are attuned. Because they are not truly alive, they can suffer great damage without being destroyed. When an undead unit is "killed," it can be traded in for an undead unit of one health less from the dead unit area. Further, while the undead are horrifically strong, they are much slower than living creatures. Any army containing even one undead unit cannot charge.

 **Feral:** The beast-folk are prolific, and new feral are constantly being created. At the start of a player's turn, every army in his force that contains at least one feral attracts a 1-health feral unit from the dead pool to that army. If no 1-health units are available, no generation occurs. No unit generation occurs in reserve.

 **Swamp Stalkers:** The Snakemen count maneuvers as saves when rolling for saves in their native swampland terrain. They have a more terrifying ability, however, in that they can mutate units. At the beginning of a game, a player using swamp stalkers should set aside half as many health-worth of swamp stalker units as he is including in his armies. These units can be any size up to 3 health and become

a “promotional pool”; they are *not* included in the point cost of the player’s forces and thus are not “in the game” and can’t be affected. Then, at the start of the player’s turn, for each of his armies that contain a swamp stalker unit, he may target up to 3 health-worth of units in an opposing player’s reserve. Those units roll for saves; any that do not are killed and buried. Units from the player’s promotional pool equal to the health of the units buried are brought in. If no units remain in the pool, the player’s armies cannot mutate (and thus cannot kill any units in reserve). The player may target opposing players’ reserves only once per turn and cannot target his own reserve.

 **Dragonkin:** These elemental creatures, akin to the mighty dragons, are brought into play via spells. For every 3 points of other units a player brings to a game, he is allowed (but not required) to bring 1 point of dragonkin. They are not part of an army until brought in by *Summon Dragonkin* spells of the appropriate color. Once summoned, they act as part of an army, though they can make no missile or magic attacks (not even their ID faces count for such results).

Special Action Icons

Rare (3-health) and monster (4-health) units have a number of *special action icons* (SAIs). These special action icons take effect *before* normal action icons. However, special action icons can’t affect the results of dice that have already rolled.

Example: An army attacking during melee rolls a cantrip special action icon. Before the defending army rolls for saves against the melee hits, the attacking player uses the cantrip to cast two Hailstorm spells, which causes 2 points of damage to the defending army. If the army doesn’t roll a save, 2 health worth of units are killed by the spells and are removed from play before they roll saves with the rest of the defending army against the original melee attack.

Note: If the defending army rolls a cantrip, it can’t nullify an attacking unit’s results—they’ve already been rolled. On the other hand, it can buy spells such as *Stoneskin* to protect itself.

Effects of special action icons are explained on the following pages, but first some general notes:

1) Spells that multiply, divide, add, or subtract the number of results obtained on a roll *have no effect on special action icons*. Minuses can’t be applied to them, and they can’t be halved or doubled.


2) Count each special action icon as 1 point of effect. So, if a die face has four cantrip icons, it counts as 4 points of effect.


3) Special action icons *are* subject to modification by a race’s special abilities and the advantages of a terrain’s eighth face.

Example: A dwarf mammoth rider usually inflicts 6 points of damage during a charge when his trample special action icon comes up (since it counts as 3 points of melee and 3 points of maneuver). In highland terrain, the same charge would inflict 9 points of damage (3 points of melee damage, and 6 points of maneuver because maneuvers are doubled for dwarves in highland terrain). In highland while in an army that controls the terrain's eighth face, the same charge by the dwarf mammoth rider inflicts 15 points of damage (3 points of melee damage and 12 points of maneuver, as the maneuvers are quadrupled).


Special Action Icons for Rare Units

Effects of rare units' special action icons are explained below. (Effects of monster special action icons are explained on page 23.)


 **Belly:** Whenever a belly icon is rolled on a dragonkin unit, it loses its automatic saves (which are equal to the unit's health) for its armored skin during this action.

 **Breath:** In melee attacks, dragonkin can breathe clouds of gas like dragon breath, but they have less powerful effects.

- **Gold—Turn to Stone:** One unit from the target army is killed unless it can roll a save individually. The army's owner chooses which die is targeted.
- **Blue—Paralysis:** One unit in the target army can roll only for saves until the end of its next turn. The army's owner chooses which die is targeted.
- **Red—Flame:** One unit from the target army is killed and buried. The army's owner chooses which unit dies.
- **Green—Frost:** One unit in the target army halves its roll results (rounded down) until the end of its next turn. The army's owner chooses which die is targeted.
- **Black—Disease:** One nonmonster unit in the target army must roll its ID icon to avoid being killed and buried. The army's owner chooses which unit is targeted.


 **Bullseye:** During a missile action, the bullseye targets one unit of the acting player's choice. Each bullseye icon inflicts 1 point of damage. Only the target unit rolls for saves. If the resulting damage equals or exceeds the target's health, the unit is immediately killed—it's removed before rolling for saves against any other missile damage. No matter how many bullseye icons are on a single die face, they must all be directed at a single target unit.


During a dragon attack, the bullseye counts as normal missile damage (1 point per icon).



 **Cantrip:** During a magic action, the cantrip counts as normal magic. Its points are combined with any other magic icons to purchase spells.



When rolling for maneuvers, the cantrip is negated and can't be used for anything.



During any other action (including rolling for saves or during a dragon attack), the cantrip can be used to purchase spells immediately.


 **Coil:** When rolled during melee, choose one target. Each coil icon rolled inflicts 1 point of damage. The target unit rolls individually to save; any melee hits on the save roll inflict damage on the coiling unit, which cannot roll saves against this damage. No matter how many coil icons are on a single die face, they must all be targeted at a single unit.



 **Convert:** When rolled during melee, choose a target unit of less health than the number of convert icons rolled. Unless the target saves, it is killed, and an undead unit of equal or lesser health is added to the vampire's army from its dead unit area.


 **Counter:** During a skirmish attack, a skirmish counter-attack, or during a charge attack, a counter acts as a normal melee icon. During a roll  for saves, it counts as a normal save.


 During a roll for saves in melee—including a defender's roll during a charge—it counts as both a save and an immediate hit upon the attacking army, which may not roll saves against it. 

 During a dragon attack, a counter can function as both a save and a normal hit against a dragon. 

 **Double Strike:** During a melee action, this counts as normal hits; roll again and count the new result as well.


 **Fly:** This icon provides either maneuvers or saves (not both), as needed. For example, during a maneuver, three fly icons provide 3 points of maneuver. 





 **Poison:** During a melee action, choose 1 health of opposing units per poison icon rolled. These units must save or be killed. Any that are killed must save again or be buried.



 **Rend:** During a melee attack, the rend counts as normal melee hits. The rending unit may be rolled again immediately, applying the new results as well. If another rend comes up, the unit rolls again. This cycle of roll and apply continues until the unit fails to roll a rend.

During maneuver, rends count as maneuvers but are not rolled again.



During a dragon attack, rends count as normal melee hits and are rolled again as above.


 **Scare:** When rolled during melee, for each scare icon rolled, choose one health worth of target units. Each must roll a non-ID save or immediately flee to its owner's reserves. Targets that roll an ID face are killed (die of fright).


 **Smite:** During a skirmish each smite icon counts as one immediate  melee hit against which no saves (including spells already in play such as *Stoneskin*) are effective. Units killed by a smite are chosen by the unit's owner; the hits can be divided up however that player sees fit.  The units are removed before the army rolls to save against any other damage incurred. 


 During a dragon attack or a charge, smites count as normal melee damage and can be stopped by saves. 

 **Trample:** This icon usually counts as either a maneuver or melee hit as needed. 

 During a charge, however, a trample counts as both a maneuver and a melee hit, thus inflicting double damage. 

 During a dragon attack, a trample counts as either a melee *or* a maneuver result, as the owning player sees fit.

 **Vanish:** When rolling for saves, each icon counts as a save *and* the unit rolling it may immediately move to any other terrain or its reserves.

 **Wither:** When rolled during melee, choose a target unit. The target suffers a penalty of -1 for each wither icon rolled to all its rolls until the beginning of your next turn. If it rolls an adjusted result of 0 or less, it is killed.

Monsters

Monsters—often called “allies”—are simply larger units; they follow the same rules that apply to six-sided dice. However, a few special rules apply to these ten-sided dice.


Monsters are worth 4 health each.


As with six-sided units, the ID icon of a monster die (marked with a triangle for easy recognition) counts as 1 point per health of the die of whatever effect is being rolled for. (In other words, a monster's ID counts for 4 points of whatever you are rolling.)


Unlike six-sided units, each face of a monster die bears only one action icon. But to reflect the monsters' 4-health nature, *each action icon on a monster die counts as 4 points of effect*. A single maneuver icon, for instance, counts as 4 points of maneuver, and a single melee icon counts as 4 points of damage. The exceptions to this rule are the special action icons. See below for full details.


Special Action Icons for Monsters


Like rare units, monster (4-health) units have a number of special action icons. Some of these SAIs are identical to those found on rare units, while some vary slightly, and still others are found exclusively on monsters. Although there is only one of a given special action icon on a monster's face, the icon is worth 4 points of effect unless otherwise noted. In all other respects, though, monster SAIs are treated exactly as the SAIs of rare units.















 **Charm:** During melee, this effect forces 4 health worth of opposing units (your choice) to add their rolls to your side of the conflict.
















 **Coil:** During a melee action, coil inflicts 4 points of damage on the unit of your choice. The target unit rolls to save; any melee hits generated on the save roll inflict damage on the coiling unit, which *cannot* roll saves against this damage.


 **Confuse:** During melee or missile combat, after your opponent rolls, choose 4 health worth of his units and force them to reroll.


 **Create Fireminions:** This ability creates a shadowy being that provides the acting army with 4 points of magic, melee, missiles, maneuver, or save—whichever result it needs.


 **Dispel Magic:** Whenever magic targets this unit, or the army or terrain the unit occupies, you may roll this unit after all spells are declared to immediately dispel any magic. If this icon is rolled, the spells are negated before they take effect.


-  **Double Strike:** During melee action, counts as 4 normal hits; roll again and count the new result as well.
-  **Entangle:** When rolled during melee, 4 health of your choice in the opposing army are paralyzed (cannot make any further rolls) until the beginning of your next turn. Killing the monster negates this effect.
-  **Ferry:** When rolled during any action (except maneuvers), immediately move this monster to another terrain, if desired. It may stay there or immediately return with 4 health of six-sided units.
-  **Firebreath:** During melee, this effect kills 2 health worth of enemy units. Affected units cannot save.
-  **Firecloud:** During missile, your choice of 4 health of opposing dice must each roll at least 1 maneuver or be killed.
-  **Firewalking:** When rolled during any action (except maneuvers), the monster may move itself and up to 3 health of allied units from its present terrain to any other in play. The monster remains with the units at their new location. This power is usable regardless of what face is showing on the terrain.
-  **Flame:** During melee, kill *and* bury one unit of 2 health or less, with no save possible.
-  **Fly:** Serves as either 4 maneuvers *or* saves.
-  **Galeforce:** The target army ignores all its flying results until the end of the monster controller's next turn.
-  **Gore:** During a melee action, counts as 2 hits on a target unit. It may roll saves. If killed, the target is immediately buried.
-  **Hug:** During a melee action, counts as 4 hits on a target unit. The unit gets no saves, but does roll to immediately counter-attack the hugging unit, which cannot roll saves against this damage.
-  **Illusion:** During melee, choose 4 health of the enemy to be attacked by the rest of their army.
-  **Kick:** During melee, inflict 4 damage on a unit of your choice.
-  **Plague:** When this icon is rolled during melee, choose an opposing unit to become a plague bearer. Unless the target unit rolls its ID face as a save, it becomes plagued. Your opponent chooses another unit from the same army to resist the plague. Roll the plague bearer for a melee attack on the defender; the plague bearer then perishes. If the attack kills the defender, that unit becomes a new plague bearer: it makes a melee attack against another defender of the opponent's choice, and then perishes. The plague continues until a bearer fails to kill its target.

-  **Poison:** During a melee action, choose 4 health of opposing units. These units must save or be killed. Any that are killed must save again or be buried.
-  **Regenerate:** When rolled during any action (except maneuvers), count as 4 saves, or bring back four health of units from your dead to this location.
-  **Rend:** During a melee action, rends count as 4 normal hits. Roll that unit again and apply the new results as well. During maneuver, rends count as movement instead but are not rolled again.
-  **Rise from the Ashes:** When rolling for saves, this face counts as 4. If the monster is ever killed or buried, roll the die again, and if this face comes up, the monster instead goes to the reserve area.
-  **Roar:** During a melee action, choose 4 health of opposing units to immediately flee to reserves.
-  **Screech:** During a melee action, subtracts 4 from the opponent's saves.
-  **Seize:** During missile, this effect kills 4 health worth (your choice) of units in the target army, unless they each roll a save individually. Those that save return to the owner's reserves.
-  **Slay:** When rolled during melee, kill the unit of your choice in the opposing army unless that unit rolls its ID face to save.
-  **Smite:** During a skirmish action, no saves can stop these 4 melee hits. Units killed (chosen by their owner) are removed before any saves are rolled against any other damage. During a charge, smites count as normal melee damage and can be stopped by saves.
-  **Smother:** During a melee action, choose 4 health of opposing units. These units must roll a maneuver or are killed.
-  **Stone:** During missile, inflict 4 damage on the target army, with no saves possible.
-  **Stun:** When rolled during a skirmish, choose 4 health worth of opposing units to be stunned, then roll this monster again. Each targeted unit may roll a maneuver result to avoid the stun. Those that do not avoid the stun can make no further rolls for the duration of your turn.
-  **Surprise:** During a melee attack, this icon indicates that the opposing army has been surprised—no return attacks can be made by that army.
-  **Swoop:** During a missile action, inflicts 4 hits on a single unit with no saves possible.
-  **Tail:** During a melee action, the tail icon counts as 2 points of damage against the target army and the die is rolled again, counting the next result as well. Saves are compared to the total damage.

 **Trample:** This icon counts as either 4 maneuvers or melee hits, as needed. During a charge it counts as both, inflicting double damage. During a dragon attack, trample counts as either melee *or* maneuver, as the owning player sees fit.

 **Trumpet:** When rolling for melee hits or saves, rallies all feral at that terrain, doubling their results.

 **Wave:** When any opposing army rolls for saves at a terrain occupied by the swamp beast (which has this icon), you may roll this unit. If the wave icon comes up, subtract 4 save results from the army's roll. If this icon comes up during a maneuver roll, subtract 4 maneuver results from the opposing army.


 **Web:** During melee, unless they immediately roll a save, 4 health of your choice in the opposing army are paralyzed (cannot make any further rolls) until the beginning of your next turn.


Dragon Rules

Dragons are summoned by magic and are sent to a terrain. Combat with a dragon occurs *before* the normal sequence of events. Thus, whenever a single dragon and an army are at the same terrain, a dragon attack occurs. (See Dragon vs. Dragon, page 27, for information on multiple dragons at one terrain.) At the beginning of the acting army's turn, the dragon attacks. The attack happens *after* any spells cast during the previous turn expire, but *before* the army's owning player performs any actions or declares his First March.

Note: In some cases the dragon's owner and the acting army's owner will be the same player. A dragon attacks all armies at its terrain at the start of their respective turns, even an army that belongs to the dragon's summoner.

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

 **Belly:** The dragon's 5 automatic saves don't 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 spells, the effects of any dragon breath are resolved immediately (before the acting army responds to the dragon's attack).

- **Gold—Turn to Stone:** Five units from the target army are killed unless they can generate save results. Each unit must be rolled individually, and each needs to generate a save result. The army's owner chooses which units are targeted.

- **Blue—Paralysis:** The target army can only roll for saves until the beginning of the owning player's next turn. Thus, it cannot roll for missile or melee results against the dragon this turn.

- *Red—Flame*: Five health-worth of units from the target army are killed and buried. The army's owner chooses which units are lost.
- *Green—Frost*: All rolls made by the target army (or any individual units in that army) are halved (rounded down) until the beginning of the owning player's next turn.
- *Black—Disease*: All units in the target army are rolled; any that roll ID icons are killed and buried.



Claws: A dragon's claws inflict 5 points of damage on an army.



Jaws: A dragon's jaws inflict 10 points of damage on an army.



Tail: The dragon's tail inflicts 3 points of damage on an army. Furthermore, the dragon immediately rolls again, applying the new results. This continues until something other than a tail icon comes up. The target army's saves are compared to the total damage generated.



Treasure: After the attack is resolved, one unit in the target army may be promoted. (Trade it in for a dead unit of the same race but worth 1 health more. Rare 3-health units can be promoted to monsters.) 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

After the dragon has rolled and any dragon breaths have been resolved, the acting player rolls his army to determine its effect—if any—on the dragon. The army's owner chooses either melee or missile results (whichever are higher) to inflict on the dragon, and all saves defend against damage inflicted by the dragon's attack. ID icons can be used as melee, missile, or save results, as the army's owner desires.

Each dragon has 5 health and 5 automatic saves (except when its belly icon comes up). Therefore, it takes a total of 10 damage points to slay a dragon (or only 5 when it rolls a belly icon).

If an army slays a dragon, it may promote as many units as possible. (Trade each unit for a dead unit of the same race but worth 1 health more. Rare 3-health units can be promoted to monsters.) All promotions occur simultaneously.

Dragon vs. Dragon

When dragons of *different colors* are in the same terrain, they attack one another rather than the acting player's army. Each dragon's owner chooses another dragon as a target. All dragons are rolled simultaneously and the results are applied. Any breaths rolled negate the 5 automatic saves until the *end* of the acting player's next turn.

If there are multiple dragons of *different colors*, they attack each another. In such cases, dragons of the same color team up against a dragon of a different color.

If multiple dragons of the *same color* are in the same terrain, they attack the acting player's army at the same time. An army attacked by multiple dragons may count its melee results against one and its missile results against another, possibly killing both with the same roll.

Minor Terrain Rules

Minor terrain dice represent lesser objectives for an army to capture at a particular terrain while trying to secure the terrain itself. These dice do not count toward victory, but they can help achieve that goal. The large terrain dice from the basic DRAGON DICE set are called "major terrains" and the smaller terrain dice in the *Magestorm!* expansion set are "minor terrains."

- ◆ Each time an acting army successfully maneuvers (outmaneuvers all opponents or is unopposed at its location), the army's owner may set a minor terrain in the army instead of turning the major terrain a step. Minor terrains must match the major terrain that the army is currently at (flatland to flatland, for example). An army can contain only one minor terrain.
- ◆ Immediately upon adding a minor terrain to an army, roll the minor terrain and modify the army's actions accordingly. (See **Minor Terrain Icon Effects** below.)
- ◆ Each time the army's owner spends a march on an army containing a minor terrain, that minor terrain is rolled before any maneuver or action is attempted and its result is applied to the army. The result stays in effect until another march is spent on the army.
- ◆ If the army containing a minor terrain captures the major terrain or moves to another major terrain, the minor terrain is removed from play.
- ◆ When all of an army's units move to reserves or are destroyed, any minor terrain die in that army is removed from play.
- ◆ A player can bring up to four minor terrain dice to a game. Until brought into play, they are kept near the dead unit area. If minor terrains are removed from play, they may not return.



Bridge



Knoll




Village





Woods


Minor Terrain Icon Effects


ID: The ID icon on each minor terrain allows the owning army to conduct melee, missile, or magic as the owner desires, or it doubles the army's maneuvers and saves. Immediately after the ID icon is rolled, the army's owner decides which effect will remain until the minor terrain is rolled again.


 Magic, Melee, and Missile: These icons on the minor terrain allow the possessing army to conduct magic, melee, or missile actions even when the major terrain is set on another action. For example, the magic icon allows the possessing army to cast spells, even if the major terrain is set to melee. The army can choose to act as either the major or minor terrain dictates.


 Double Maneuvers: This icon allows the possessing army to double its maneuver rolls as long as this face is in effect.

 Double Saves: This icon allows the army to double its save rolls for as long as this face remains in effect.

 Flood: All one-health units in the owning army drown and are sent to the dead unit area. The minor terrain is removed from play.

 Landslide: The owning army instantly takes damage equal to its number of units (not health). Roll the army; each maneuver result negates one point of damage. The minor terrain is removed from play.

 Lost: The owning army loses the remainder of its current march. It may neither maneuver nor take an action. The minor terrain is removed from play.

 Revolt: The owning army must make a roll. All units that roll a maneuver or ID result are immediately sent to reserves. The minor terrain is removed from play.

Magical Item Rules

The four-sided dice introduced in the *Magestorm!* expansion set represent magical items now available to DRAGON DICE armies. In many ways, these four-siders function like six-sided units, but they also have these important differences:

- ◆Magical item dice come in three different sizes, just like the six-siders. The 18mm four-siders are common dice and cost 1 point of health to include in your forces. The 20mm four-siders are uncommon and cost 2 points of health. And the 22mm four-siders are rare and cost 3 points of health.
- ◆Like rare six-siders, the large four-siders also bear a special action icon on one face. Those special actions are defined later.
- ◆Unlike six-sided dice, four-siders do not have an ID icon, and they do not bear a mixture of action icons. Rather, each four-sider specializes in a particular type of action and contains only that type of icon. (By putting such a die in an army, you can guarantee at least one result of that type.)
- ◆Magical items do not gain the benefits of any special racial abilities.
- ◆Magic results rolled on a magical item die must be applied to the color of spells that matches the color of the magical item. However, the spells purchased must

be usable by that army. (For example, an all-coral elf army with a blue magical item could not cast firewalker-only spells.) Magic results rolled on a magical item die cannot be doubled.


- ◆ Magical items cannot be “killed”; that is, they cannot be discarded to account for hits on the army in which they are included.
- ◆ Each unit can only carry one magical item (or artifact) of a color matching the unit. If not enough units in the army match the color of the magical items, the extra four-siders are taken out of play immediately and buried. The owner chooses which items to discard.


Example: A coral elf unit can carry one blue or one green magical item. If he is killed, his magical item is removed if it cannot be carried by another unit.


- ◆ Amazon units can carry magical items (or artifacts) of any color. Undead units can only carry black magical items (or artifacts).
- ◆ Magical items cannot move on their own. Whenever a unit moves from one terrain to another, it may take one magical item of a matching color with it. This also applies for moves to or from the reserves.
- ◆ When in reserves, magical items do not function. When a reserve army is rolled, ignore any results from its magical items (or don't even bother rolling them).


Magical Item Special Action Icons


The large, rare magical item dice have new special action icons. Like other special action icons, these take effect before normal action icons.

 **Attune:** When magic is being rolled, an attune result counts as 1 point of any color desired. It also can convert the magic result (not ID face) of one unit in the same army to that specified color. Regardless of the color chosen, an army cannot cast spells otherwise denied them. (For example, an all-dwarf army could not cast a blue firewalker-only spell.)

 **Bash:** When saves are being rolled during melee, a bash result reflects the normal melee action result of one opposing die (of the basher's choice) back upon that die, which then rolls to save against its own attack.

 **Decapitate:** When a decapitate result is rolled during a skirmish attack or counterattack, the defender rolls to save normally, then the attacker chooses one unit with an ID result to be killed.

 **Impale:** When an impale result is rolled during a missile attack, the defender rolls to save normally, then the attacker chooses one unit with an ID result to be killed.

 **Wayfare:** When rolling to maneuver, a wayfare result allows the “wayfaring” die to be moved immediately to any other terrain or its reserves, taking one unit along with it. This result is not mandatory and is only used at the player's discretion.


Artifact Rules


The ten-sided dice introduced in the *Magestorm!* expansion set are artifacts, which are magical items of immense power.


- ◆ Like monsters, artifacts are worth 4 health each. They bear a single icon on each face, but each action icon counts as 4 points of effect to reflect the artifact's four-point cost. Thus, a single maneuver icon counts as 4 points of maneuver, and a single melee icon counts as 4 points of damage. The exceptions to this rule are the artifact special action icons. See the individual icon descriptions for full details.
- ◆ The ID icon of an artifact (marked with a triangle) counts as 4 points of the effect being rolled for.
- ◆ Artifacts do not gain the benefits of special racial abilities.
- ◆ Magic results rolled on an artifact die can be applied to the color of spells that matches the color of the artifact.
- ◆ If the dragon staff ID icon is rolled, its magic results may be doubled, using the usual rules for doubling magic. These magic results may be used to purchase appropriately colored spells from any of the published DRAGON DICE spell lists—even spells that ordinarily cannot be cast by that army.
- ◆ Artifacts cannot be “killed” or discarded to account for hits on the army to which they belong.
- ◆ An artifact counts as a magical item in that it must be carried by a unit of a color matching the artifact. The unit can only carry one artifact or magical item (not one of each).
- ◆ An artifact counts as a magical item in regard to movement. Thus, when a unit moves from one terrain to another or moves to or from the reserves, it may take one artifact (or magical item) of a matching element with it.
- ◆ When in the reserves, artifacts do not function. When a reserve army is rolled, ignore any results of its artifacts (or don't even roll them).

Artifact Special Action Icons

Effects of special action icons on artifact dice are explained below. Like the SAIs of rare units, these abilities take effect before normal action icons do.

 **Crush:** When rolled during missile attacks, choose 4 health-worth of opposing units to roll maneuvers or be killed. Any that are killed must immediately roll a save or be buried.

 **Elevate:** When rolled during a melee attack, elevate allows one unit's normal missile results to apply in combat.

 **Flurry:** When rolled during a skirmish attack or counterattack, this icon counts as 4 hits and the die is immediately rolled again. When rolled while defending during melee, the icon counts as 4 saves.



Sortie: Sortie counts as either 4 saves or melee results, as needed. When defending against a charge, it counts as both.



Summon Dragon: When rolling for magic, this result brings the dragon of your choice (regardless of color) to the terrain this die occupies. This power is spontaneous and occurs whether the player wishes it or not.

Dice Modifiers

Modifiers to an army's roll (such as the penalty for an *Ash Storm* or the bonus from a *Watery Double* spell) don't apply to an individual unit when it must roll separately.

Example: A unit in an army protected by a *Watery Double* spell is targeted by a *Lightning Strike* spell. The additional saves that the spell provides for the army don't protect the unit.

Whenever a roll is used for more than one effect (for example, when an army is rolling against a charge or 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 1: A -3 penalty from a triple *Ash Storm* spell could be applied to either the saves or melee results of an army being charged—or it could be divided between those effects. It couldn't be applied to the army's missile results, however, because missile results don't count during a charge.

Example 2: An army is being attacked by a dragon, and a -4 penalty from multiple *Palsy* spells could be applied to the save results, or the melee results, or the missile results—or it could be divided among those effects. If the army has neither enough melee nor missile points to kill the dragon outright, it may choose to apply the penalty to one of those results (and thus preserve the benefit of its save results). It must apply all 4 penalty points, however.

Applying Dice Modifiers

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

- 1 MODIFIERS THAT SUBTRACT,
- 2 MODIFIERS THAT DIVIDE,
- 3 MODIFIERS THAT MULTIPLY,
- 4 MODIFIERS THAT CONVERT, and finally,
- 5 MODIFIERS THAT ADD.

Results can never be negative at the end; zero is as low as a result can go.

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 turn in the following order:

- 1 FIRST MARCH
 - ✪ Maneuver
 - ✪ Action
- 2 SECOND MARCH
 - ✪ Maneuver
 - ✪ Action
- 3 RESERVES
 - ✪ Reinforce
 - ✪ Retreat

Dragon Dice Comprehensive Spell List

Earth:Gold

Cost	Spell	
2	STONESKIN:	Add 1 automatic save result to the target army until the beginning of your next turn. These saves remain in effect for the duration and aren't used up. Multiple castings increase the effect, or may target another army.
2	EARTHEN ARMOR: (Dwarf)	Choose one unit to receive an automatic save. This save does not count towards any saves the army must make, only saves by the individual unit. This save lasts until used by the unit. Multiple castings target multiple units, or increase the effect.
2	HIDE: (Feral)	Hide 1 health of your units until the beginning of your next turn. Hidden units make no rolls and can't be affected by melee, missile, or magic until the spell ends. Multiple castings target multiple units, larger units, or both.
2	SUMMON GOLD DRAGONKIN:	Add 1 health worth of your gold dragonkin to the casting army. Multiple castings can summon multiple units, larger units, or both.
2	CAMOUFLAGE: (Treefolk)	Renders 1 health of target units temporarily invisible. Until the start of this player's next turn, each camouflaged unit cannot be targeted by magic or missile from another terrain. Multiple castings target multiple units, larger units, or both.
3	DUST TO DUST:	Choose 1 health-worth of any player's dead units to be buried (removed from the game). Multiple castings can affect multiple units, larger units, or both, as the casting player decides. Multiple castings can target more than one player's units.
3	SAVAGE: (Feral)	Target any army. One health of the target army's units (your choice) makes an immediate attack on its own forces. The remaining units may roll saves. Multiple castings allow the caster to choose multiple units, larger units, or both to attack the rest of the army.
3	REGROWTH: (Treefolk)	Restore 1 health worth of Treefolk from the dead unit area to the casting army. Multiple castings affect multiple units, larger units, or both.
4	PATH:	Immediately move one of your units (any size) from one terrain to another. If the unit moves to another terrain where there are no friendly units, it forms a new army. Multiple castings affect multiple units.

- 4 BACKLASH:**
(Feral) Target any terrain. Until the beginning of your next turn, if an army at that terrain takes a magic action and casts magic, after the spells are resolved the army must save against an amount of damage equal to the number of magic points spent.
- 5 TRANSMUTE
ROCK TO MUD:** Subtract 6 from the maneuver results of the target army until the beginning of your next turn. This spell *does* affect special racial abilities (such as maneuvers as saves for coral elves in coastland terrain) and the additional damage done during charges. Multiple castings increase the effect, or may target another army.
- 6 EXPLODE STONE:**
(Dwarf) This spell targets an opponent's gold magical item or artifact. The item is immediately assigned by the owning player to a unit in its army and that unit must roll a save or the unit and the item are both removed from play. The unit is placed in the dead unit area and the magical item or artifact is buried. Multiple castings affect multiple items.
- 7 SUMMON GOLD
DRAGON:** Send any gold dragon to any terrain, regardless of ownership or location.
- 8 MUCK MONSTER:**
(Goblin) This spell can only be cast at swampland terrains, and only when the caster is in possession of a minor terrain. The spell causes the minor terrain to become an elemental monster with 4 points of health. This muck monster is rolled each turn as a normal minor terrain, but now it can travel between terrains like a normal unit. If the monster is targeted by spells or SAIs that force it to save, its ID face and its disaster face both count as saves. The muck monster is not killed when it takes 4 or more points of damage, it merely reverts back into a normal minor terrain. If the terrain the former monster is at cannot support the minor terrain (in other words, if the terrain is not a swampland) the minor terrain is removed from play. This spell cannot be multiplied.
- 8 LEAVING:**
(Trefolk) Until the beginning of your next turn, all units killed in the target army go to another of your armies at any terrain, rather than the dead unit area. If you have no armies at other terrains, the spell has no effect. Multiple castings affect multiple armies.
- 9 CREATE
MOUNTAIN:**
(Dwarf) This spell is only castable in flatland or swampland. Until the end of this player's next turn, this terrain is considered to be a highland in addition to its normal terrain type. Multiple castings affect multiple terrains. This allows lava elves to count their maneuvers as saves here, as well as dwarves being able to double their maneuvers and double both red and gold magic while at the target terrain.

Air: Blue

Cost	Spell	
2	HAILSTORM:	Inflict 1 hit on the target army. It may roll saves. Multiple castings increase the damage inflicted on a single army, or may target another army. Each target army only rolls once to save, regardless of how many <i>Hailstorms</i> are cast at it.
2	DUST DEVIL: (Firewalker)	Target any terrain. Halve (rounding down) all missile fire into or out of the target terrain until the end of your next turn. This spell cannot be multiplied.
2	SCENT OF FEAR: (Feral)	Target one enemy army at a terrain. One health of units in the target must flee to its reserve. Multiple castings increase the effect or target another army. The targeted army's owner chooses which units flee.
2	SUMMON BLUE DRAGONKIN:	Add 1 health worth of your blue dragonkin to the casting army. Multiple castings can summon multiple units, larger units, or both.
3	BREATH OF LIFE:	Restore 1 health-worth of units from the dead unit area to the casting army. Multiple castings can revive multiple units, larger units, or both, as the casting player decides.
3	CALL OF THE WILD: (Feral)	Immediately summon one of your Feral units (any size) from any other terrain or the reserve to the casting army. Multiple castings affect multiple units.
3	WIND WALL: (Frostwing)	Give an army 3 automatic saves until the end of your next turn. Multiple castings affect multiple armies.
4	BLIZZARD: (Coral Elf)	All armies at the target terrain have their melee results halved until the start of this player's next turn. Multiple castings affect multiple terrains.
4	WIND WALK:	Target army gains 6 automatic maneuver results until the beginning of your next turn. These maneuvers remain in effect for the duration and aren't used up. Multiple castings increase the effect, or may target another army.
4	ELEMENTAL BLAST: (Firewalker)	Negate up to 2 points of non-blue spells already in play. The points of a spell are equal to its casting cost. Spells cannot be partially negated, but spells which are cast more than once can have one of their castings negated. Multiple castings negate another spell, or increase the effect, allowing spells of higher cost to be negated.

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| 4 | WILDING:
(Feral) | Target any army. During each roll made by the target army until the beginning of your next turn, one unit of your choice may double either its melee or save results. Select the affected unit after the army's roll is made. Multiple castings target another army, or increase the effect, allowing more units' results to be doubled. |
| 5 | LIGHTNING STRIKE: | Instantly kills a target unit unless the unit rolls a save or ID icon. Multiple castings target multiple units. |
| 5 | MIRAGE:
(Firewalker) | Target any terrain. All 1-health units at the target terrain must each roll a save or flee to their reserve areas. |
| 5 | CONE OF COLD:
(Frostwing) | Inflict 1 point of damage to a target unit. If the unit saves, all its rolls are halved until the end of its owner's next turn. Multiple castings affect multiple units, increase the damage, or both. |
| 6 | FIELDS OF ICE:
(Frostwing) | Subtract 6 from the maneuver rolls of all armies at a terrain until the start of your next turn. While this spell is in effect, the results of ties at that terrain during the maneuver phase go to the non-active player. Multiple castings effect multiple terrains. |
| 7 | SUMMON BLUE DRAGON: | Send any blue dragon to any terrain, regardless of ownership or location. |
| 9 | DEGENERATE DRAGONKIN:
(Coral Elf) | All dragonkin in the target army must roll an ID icon to save or shrink to the next lower health-size. One health dragonkin dissipate and are buried. All dragonkin in the casting army are instantly dissipated and buried. If a dragonkin cannot be reduced to the next lower size, it is killed and buried. This spell cannot be multiplied. |

Fire:Red

Cost	Spell	
2	ASH STORM:	Subtract 1 from the results of all armies at the target terrain (including the caster's army if present) until the beginning of your next turn. Multiple castings increase the negative modifier. If rolling units for multiple effects (such as rolling for saves and hits during a charge or dragon attack), the penalty applies as the army's owner sees fit.
2	FIREBOLT: (Firewalker)	Inflict 1 hit on a target unit. It may roll to save. Multiple castings increase the damage inflicted on a single unit, or may target another unit. Each target unit makes only one roll to save, regardless of how many <i>Firebolt</i> spells are cast at it.
2	SUMMON RED DRAGONKIN:	Add 1 health worth of your red dragonkin to the casting army. Multiple castings can summon multiple units, larger units, or both.
3	REFORGE ITEM: (Dwarf)	Restore 1 health-worth of magical items or artifacts to the casting army from the buried unit area. Multiple castings can restore multiple items, larger items, or both, as the casting player decides.
3	SPARK OF LIFE:	Restore 1 health-worth of units from the dead unit area to the casting army. Multiple castings can revive multiple units, larger units, or both, as the casting player decides.
3	FLASHFIRE: (Firewalker)	Target any army. Until the beginning of your next turn, one unit in the target army may be rerolled during any action—melee, missile, magic, save, but not maneuver. Rerolled units ignore their original roll and count their new roll instead. Multiple castings target another army, or increase the effect, allowing more units to be rerolled.
3	FEARFUL FLAMES: (Lava Elf)	Inflict 1 hit on a target unit. It may roll to save. If it makes its save against the damage, it must roll a second save or immediately flee to the reserves. Multiple castings increase the damage inflicted on a single unit, or may target another unit. Each target makes only one roll to save against the damage, and one against the fear effect, no matter how many <i>Fearful Flames</i> spells are cast at it.
3	FIRESTORM: (Scalder)	Inflict 1 hit on all armies at a terrain. The armies may roll for saves. Multiple castings increase the effect.
4	BURNING HANDS:	Select one unit. The target unit's melee hits are doubled until the beginning of your next turn. Multiple castings affect multiple units.

- 4 **ELEMENTAL BLAST:** (Firewalker) Negate up to 2 points of non-red spells already in play. The points of a spell are equal to its casting cost. Spells cannot be partially negated, but spells which are cast more than once can have one of their castings negated. Multiple castings negate another spell, or increase the effect, allowing spells of higher cost to be negated.
- 4 **FLAMING ARMOR:** (Lava Elf) Select one unit. The target unit's saves are doubled until the beginning of your next turn. In a charge attack, it causes 1 point of damage to the opposing side for each save generated.
- 5 **DANCING LIGHTS:** The target army's missile and magic results are halved (rounded down) until the beginning of your next turn. Multiple castings affect multiple armies.
- 6 **VOLCANIC ERUPTION:** (Scalder) Can only be cast on a highland terrain. Reduces the target terrain die one step and causes 6 damage to all armies at that terrain. All armies must roll for saves. If any army generates 8 or more maneuvers in its roll, the terrain die is not reduced. This spell may not be multiplied.
- 7 **SUMMON RED DRAGON:** Send any red dragon to any terrain, regardless of ownership or location.

Water:Green

Cost	Spell	
2	WATERY DOUBLE:	Add 1 automatic save result to the target army until the end of your next turn. These saves remain in effect for the duration and aren't used up. Because the spell doesn't expire until the end of your next turn, it is in effect during a dragon attack in your next turn. Multiple castings increase the effect, or may target another army.
2	FOUL WATER: (Swamp Stalker)	Inflict 1 hit on the target army. Only 1-health units roll for saves, and only 1-health units can be removed because of this damage. Multiple castings increase the effect, or may target another army. Each target army rolls only once, regardless of how many <i>Foul Water</i> spells are cast at it.
2	SUMMON GREEN DRAGONKIN:	Add 1 health worth of your green dragonkin to the casting army. Multiple castings can summon multiple units, larger units, or both.
2	GROWTH: (Treefolk)	Adds 1 point of temporary health to the target unit. Lasts until the end of your next turn. A single unit cannot have more than double its starting health through the use of this spell. Spells cast by this player on his units under the effect of a <i>Growth</i> spell are treated as if they were their normal health when determining the cost of spells, promoting units, etc. Multiple castings affect multiple units, increase the effect, or both.
3	BLOAT CORPSES: (Coral Elf)	Choose 1 health worth of any player's dead units to be buried (removed from the game). Multiple castings can affect multiple units, larger units, or both.
3	WALL OF ICE:	Add 3 automatic save results to the target army until the beginning of your next turn. These saves remain in effect for the duration and aren't used up. Multiple castings affect multiple armies.
4	WALL OF FOG:	Halve (rounding down) all maneuver results at the target terrain, and all missile attacks in, into, or out of it, until the beginning of your next turn. This spell does affect racial abilities (such as maneuvers as saves for coral elves in coastland terrain) and the additional damage done by charges. Multiple castings affect multiple terrains.
4	WATER WALKING: (Scalder)	Target army gains 4 automatic maneuver results in coastland or swampland terrain until the start of its next turn. Multiple castings affect multiple armies.
5	FLASH FLOOD:	Reduce the target terrain die one face (from face 4 to face 3, for example) unless any army at the terrain can immediately roll at least 8 maneuver results. Multiple castings affect multiple terrains.

- 5 **MIRE:** (Swamp Stalker) Target terrain die may not be maneuvered until the end of your next turn. This spell cannot target a terrain die currently at the eighth face.
- 5 **PART WATER:** (Coral Elf) Removes the water (green) element from the target terrain for all but the caster's units until the end of this player's next turn. No green magic can be cast at this terrain by other players while the spell is in effect. Multiple castings affect multiple terrains.
- 6 **TIDAL WAVE:** (Scalder) Can only be cast on a coastland terrain. Reduces the target terrain die one step and causes 6 damage to all armies at the terrain. All armies at the terrain roll for saves. If any army generates 8 or more maneuvers in this roll, the terrain die is not reduced. This spell may not be multiplied.
- 7 **SUMMON GREEN DRAGON:** Send any green dragon to any terrain, regardless of ownership or location.
- 7 **BLACK RAIN:** (Swamp Stalker) Target one watery terrain (coastland or swampland). Halve (rounding down) all save results at that terrain until the end of your next turn. Multiple castings affect multiple terrains. This spell does affect special racial abilities (such as maneuvers counting as saves).

Death:Black

Cost	Spell	
2	REANIMATE DEAD: (Undead)	Return a dead 1-health unit to the casting army. Multiple castings reanimate multiple 1-health units only.
2	EVIL EYE: (Undead)	Target any army. Until the end of your turn, the target army subtracts 1 from each save roll it makes. Multiple castings increase the negative modifier or target another army. This spell does affect special racial abilities (such as maneuvers as saves in coastland).
2	DECAY: (Swamp Stalker)	Target any army. Subtract 1 from the melee hit results of the target army until the beginning of your next turn. Multiple castings increase the effect.
2	SUMMON BLACK DRAGONKIN:	Add 1 health worth of your black dragonkin to the casting army. Multiple castings can summon multiple units, larger units, or both.
2	MAGIC DRAIN: (Frostwing)	All armies at the target terrain suffer a penalty of -1 to magic rolls until the beginning of your next turn. Multiple castings affect multiple terrains, increase the penalty, or both.
3	PALSY:	The target army suffers a -1 penalty to all its results until the beginning of your next turn. <i>Example:</i> 12 hits reduce to 11, 7 saves become 6. Multiple castings increase the effect, or may target another army. If rolling units for multiple effect (such as rolling for saves and hits during a charge or dragon attack), the penalty applies as the army's owner sees fit.
3	FADE: (Undead)	Target any undead unit to become incorporeal. Until the end of your next turn, that unit does not roll during melee attacks, nor can it be attacked by missile or melee attacks. Multiple castings affect multiple units.
3	CHILL TOUCH: (Frostwing)	One health of the target army (your choice) has all of its rolls halved until the end of the owner's next turn. Multiple castings affect multiple targets, allow larger units to be affected, or both.
4	FINGER OF DEATH:	Inflict 1 hit on a target unit. The target may not roll saves. Multiple castings can affect multiple units, larger units, or both as the casting player decides.
4	DEADLANDS: (Goblin)	This spell causes the target terrain to gain the black (death) aspect. At that terrain, black magic can be doubled normally, without burying dead units. Amazon units may cast black magic while at a terrain with the <i>Deadlands</i> spell in effect. This spell lasts until the terrain's face is changed (either up or down). Multiple castings affect multiple terrains.

- 4 **SPIRIT FURNACE:** When this spell is cast, all the units currently in the caster's dead unit area are immediately buried and converted into a number of points of black (death) magic equal to their total health value. This spell may not be multiplied.
 (Goblin)
- 4 **DISEASE:** Target 3 health of units in any army; the unit(s) immediately roll. Any that roll an ID icon are sent to the owning player's dead unit area and then rolled again. Any that roll an ID icon are buried. Multiple castings increase the effect, allowing more health in the army to be targeted.
 (Swamp Stalker)
- 5 **BLOODLUST:** Target any army. The target army rolls. All melee results (excluding ID icons) rolled by the army inflict damage on itself, but any save results (including ID icons) may be used to reduce the damage. Only special action icons that count as melee hits or saves take effect; all others (including cantrips) have no effect. Multiple castings affect multiple armies.
 (Swamp Stalker)
- 6 **OPEN GRAVE:** Until the beginning of your next turn, all units killed in the target army go to your reserve rather than to the dead unit area. If this spell is cast on the reserve, any units killed in the reserve while the spell is in effect remain in the reserve area. Multiple castings affect multiple armies.
- 6 **RESTLESS DEAD:** Target any army. Until the start of your next turn, the army targeted by this spell can charge in melee, even though it contains undead units.
 (Undead)
- 6 **NECROMANTIC WAVE:** Target any army. Until the end of your next turn, all normal magic results can instead be counted as normal melee damage. Multiple castings affect multiple armies.
 (Lava Elf)
- 7 **SUMMON BLACK DRAGON:** Send any black dragon to any terrain, regardless of ownership or location.
- 8 **HAUNT:** Immediately roll your dead units in a skirmish attack against the enemy army of your choice. Bury any dead units killed by the army's counterattack. This spell cannot be multiplied.
 (Undead)
- 9 **NIGHT MOVES:** Target any army at a terrain where at least one undead unit is present. The army may immediately maneuver to turn the terrain die one step, outside the normal turn sequence. Opponents at the terrain may counter-manuever as usual. This spell cannot be multiplied.
 (Undead)

Percentages and Graphs

There are a number of percentages referred to in this book. You will be faced with graphs, fractions, probabilities, and other things that you hoped you'd never have to deal with again once you left high school. Don't worry. It's not too difficult. These mathematical torture devices are here for your benefit and are actually easy to use.

The percentages you'll find in this book are usually the average number of times you'll get the specified result when you roll the die one hundred times. That's easy. But it can also be confusing when you look at all the percentages for a single die and notice that they don't add up to one hundred. This is because of the ID icon. The ID icon on a DRAGON DICE die is wild, so it counts as whatever you need. So when looking at percentages, this "wild card" is going to throw things off. Just remember that the percentage chance noted for each unit's rolls is correct. If it looks strange it's most likely because of the ID icon.

When we graphed each die, we found that the special action icons that rare and monster units have could be difficult to deal with. After all, we're most concerned with the standard actions (melee, missile, magic, and save) and maneuvers, and how many of each a unit has. Since the special action icon Fly counts for either maneuver or saves (as needed), how should that be listed? And how should SAIs like Web, which paralyzes opposing units, be mathematically factored in?

We decided that all SAIs that count as a normal action should be counted as that. All SAIs that count as more than one action icons, were counted as all the normal icons they could be (for example, Rend can count as melee or maneuver, so we counted it as both). Any SAIs that defied being placed in a category are listed on the graphs as "special" which is a catch all phrase for the truly unusual DRAGON DICE special powers. Below is a complete list of special actions icons and how they were counted in the graphing.

SAI	Counts As	SAI	Counts As
Attune	.Magic	Counter	.Melee and Save
Bash	.Melee and Save	Create Fireminions	.Melee, Missile, Magic, Maneuver, and Save
Belly	.Special	Crush	.Missile
Breath (Black)	.Melee	Decapitate	.Melee
Breath (Blue)	.Special	Dispel Magic	.Special
Breath (Gold)	.Melee	Double Strike	.Melee
Breath (Green)	.Special	Elevate	.Special
Breath (Red)	.Melee	Entangle	.Special
Bullseye	.Missile	Ferry	.Special
Cantrip	.Magic	Firebreath	.Melee
Coil	.Melee	Firecloud	.Missile
Charm	.Special	Firewalking	.Special
Confuse	.Special		
Convert	.Melee		

SAI	Counts As	SAI	Counts As
Flame	Melee	Slay	Melee
Flurry	Melee and Save	Smite	Melee
Fly	Maneuver and Save	Smother	Melee
Galeforce	Special	Sortie	Melee and Save
Gore	Melee	Stone	Missile
Hug	Melee	Stun	Special
Illusion	Special	Summon Dragon	Special
Impale	Missile	Surprise	Special
Kick	Melee	Swoop	Missile
Plague	Special	Tail	Melee
Poison	Melee	Trample	Melee and Maneuver
Regenerate	Save	Trumpet	Special
Rend	Melee and Maneuver	Vanish	Save
Rise from the Ashes	Save	Wave	Special
Roar	Special	Wayfare	Special
Scare	Special	Web	Special
Screech	Special	Wither	Special
Seize	Missile		

Each normal unit's SAIs were counted as points of effect for inclusion on the graph. For example: a rare coral elf archer has four bullseye symbols, which were counted as 4 points of missile. A rare goblin cavalry, on the other hand, has 6 points of rend, which were counted both as 6 points of melee and 6 points of maneuver.

Monster SAIs are normally counted as being worth 4 points of whatever effect they generate. The exceptions to this are when an SAI's description states that it does less than 4 points of an effect. An example of this is the lava elves' hell hound, whose flame SAI kills and buries 2-health worth of opposing units in melee. This is only counted as 2 points of melee on the graph.

The Coral Elves

The First Race

Ailuril and Aguarahl, the second and fourth children of Nature (she who is Mother of All), brought forth the first of the Elder Monsters: the winged gryphon, the tiny sprite, the intelligent sea creature called the tako, and the mighty coral giant. (Legends whisper fearfully of a fifth Elder Monster. Some say it is a denizen of the deep, an inhabitant of the sunless waters of a remote sea. They call this creature *leviathan*.)

Ailuril and Aguarahl were pleased with their efforts, for the sprite was a comely little thing, and the giant a powerful guardian force. But the children of Nature took a closer look at their creation, and they saw that the Elder Monsters were imperfect, that they lacked true beauty and grace. Ailuril and Aguarahl redoubled their efforts and brought forth the Selumari, the First Race.

Crafted of air and water, the Selumari were beings of splendor and light. They were a noble race, filled with wisdom and guided by joy and compassion.

But the mercurial nature of Air and Water bred true in the Selumari, and after many generations the coral elves lost some of their dignity and virtue. They embraced warlike pursuits, and learned spells of destruction.

They fell from grace as the favored First Race.

— Excerpted from
The Book of the Land

The Selumari are masters of the coastlands and lords of the sky, for they are creatures of Water and Air. These elements grant them access to some of the most powerful magic in the game, making them the finest magicians in Esfah.

As far as magic goes, coral elves have it all: damage spells (*Hailstorm*, *Lightning Strike*); protective magic (*Watery Double*, *Wall of Ice*); magic that improves their maneuverability (*Wind Walk*); healing magic (*Breath of Life*); magic that penalizes an opponent (*Wall of Fog*); and even a spell that can reduce a terrain die, useful for preventing an opponent from winning or for moving their own terrain quickly into missile or magic (*Flash Flood*). Of course, they also have the normal dragon summoning spells.

The Selumari have only one disadvantage as magicians, and that is that their coastland terrain makes it difficult to stay in magic, which is only available at 1 or 8. For this reason, a player may want to put a swampland on the table because it doubles green magic and has magic on 1, 2, and 8 (or the swampland temple, which has magic on 1, 2, 3, and 8). The coral elves' native coastland is more suited to fighting a missile war, and Selumari archers backed by a sufficient number of magicians can be an extremely deadly force.




















If you look at one complete set of coral elf units (excluding monsters), you'll find that they have 54 melee results spread fairly evenly over their sides, not counting ID icons or special action icons (SAIs). When compared to magic results (19) and missile icons (33), it's obvious that coral elves really are built for both melee and missile combat. They also have a large number of maneuver icons (33). However, what they are sadly lacking are saves. When outside their home terrain (where maneuvers counts as saves), these elves have only 9 saves.

So what do all these number mean when putting together an army of coral elves?

- ◆ **Mix your troop rarity.** Coral elves are more or less equally balanced between common, uncommon, and rare dice. Each has its place. Coral elves have the advantage of resurrection magic (*Breath of Life*), so lost troops can be restored.
- ◆ **Stay on the coast.** Unless you've created and tuned an army that can survive in other terrains, stay in the coastland. Go anywhere else and you're likely to be slaughtered. Only venture out if you have an army of magicians using green magic to provide you with some much needed saves. This seems a harsh disadvantage, but none of the other races are any good in the coastland, so their lives will be miserable if you force them to come to you (or if they become involved in either a magic or missile brawl with your coral elves).
- ◆ **Everyone hates *Lightning Strike*.** Show your opponent why. Use it to decimate opposing magicians. Magic is much more powerful when you're the only one using it. Likewise, use your coral elf sharpshooters and their bullseye icons to snipe away at troublesome units opposing your army.

Coral Elf Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
<i>Heavy</i>	 Trooper	 Hero	 Champion	 Coral Giant
<i>Light</i>	 Sentinel	 Courier	 Herald	 Gryphon
<i>Missile</i>	 Bowman	 Archer	 Sharpshooter	 Sprite Swarm
<i>Cavalry</i>	 Horseman	 Knight	 Eagle Knight	 Tako
<i>Magic</i>	 Evoker	 Conjurer	 Enchanter	








Normal Action Icons

 Melee	 Missile	 Magic	 Maneuver	 Save
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Special Action Icons

 Bullseye	 Cantrip	 Counter	 Fly	 Smite
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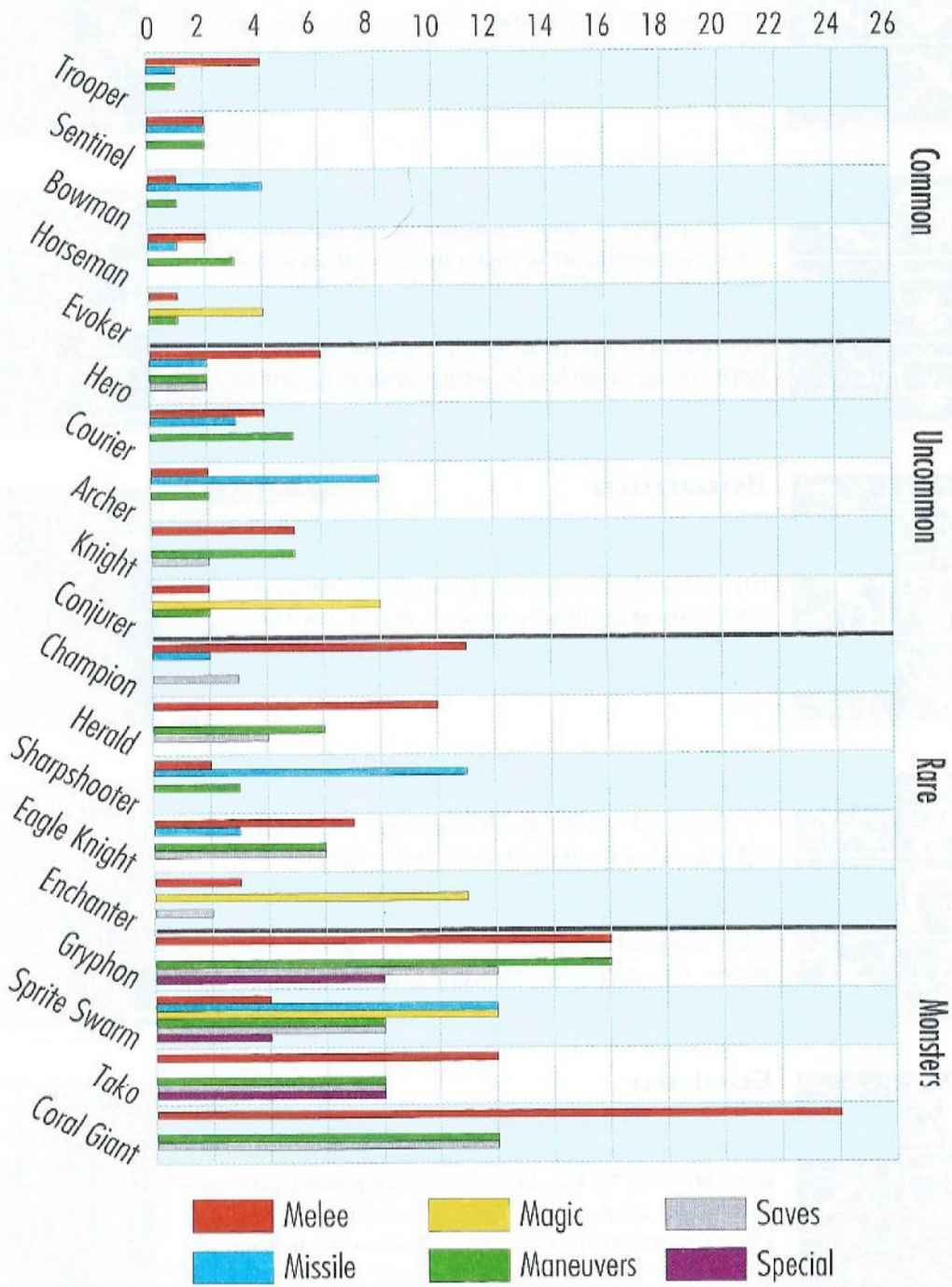
Monster Special Action Icons

 Counter	 Entangle	 Ferry	 Fly	 Rend
 Smite	 Trample			

Coastland Icons



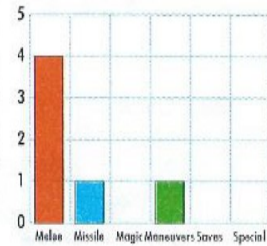
Coral Elf Statistical Overview





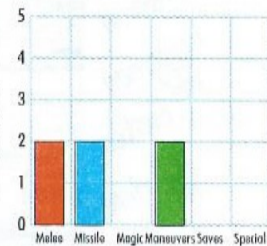
Trooper

The most common of all heavy infantry troops, the trooper is a good melee unit because it has 4 points of melee damage spread over three sides. The trooper also has one movement and one missile icon. Like most coral elf troops, it lacks any save icons.



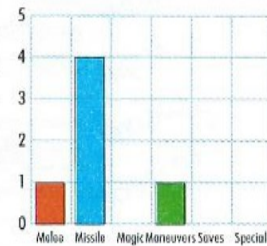
Sentinel

This common light infantry troop combines melee, missile, and movement into a compact package. The sentinel has 2 points of melee on two sides and 2 points each of maneuvers and missiles. This unit is best if kept in the coastlands, where moves count as saves.



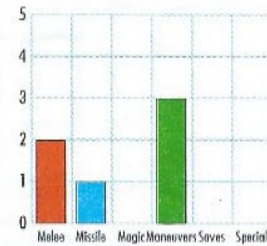
Bowman

This troop focuses on what the Selumari do best: archery. Only the amazons come close to the coral elves' prowess with missile weapons. As the most common coral elf archer, the bowman isn't exciting on his own, but when combined with other archer units, he yields results.



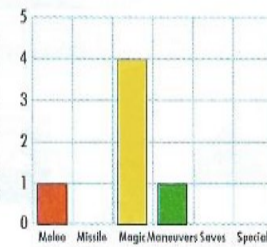
Horseman

A coral elf army would do well to recruit plenty of cavalry, since their maneuvers count as saves in the coastland. Speed and missiles make this troop particularly useful. The horseman also has just enough melee power to make him dangerous in a fight.



Evoker

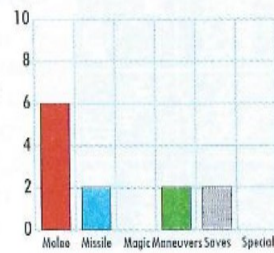
Blue and green are powerful colors of magic, and the evoker can be counted on to generate plenty of both. The evoker also has both maneuver and melee icons, making it flexible in many situations. The maneuver point can be vital to stopping another army's maneuver, or act as saves in coastland.





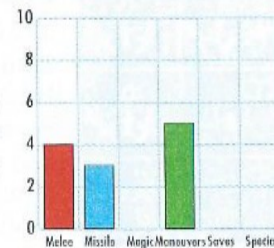
Hero

This uncommon unit packs a lot of punch for its size. It can inflict tremendous melee damage, move well, and yield 2 points each of missiles and saves. Since so few coral elves have any saves at all, the hero's two can mean the difference between defeat and victory.



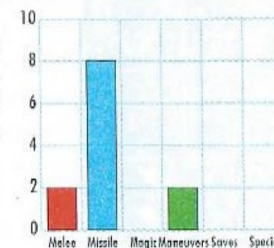
Courier

The courier moves as well as the knight cavalry unit, but it inflicts slightly less damage. However, it also has 3 points of missiles; combined with its movement, the courier makes an excellent addition to a missile army. Overall, the knight is a superior unit.



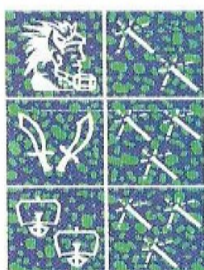
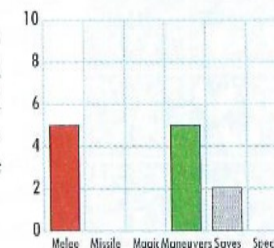
Archer

With a whopping 8 points of missile damage, this uncommon archer can really dish it out. It also has 2 points of maneuvers, allowing it to save in coastlands, and 2 points of melee for when it's overrun by infantry.



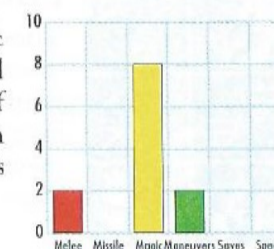
Knight

The knight is a vital unit for a coral elf army. It has 5 points of movement for saves in coastlands *and* it has 2 points of normal saves. This alone makes the knight a worthwhile troop. The 5 points of melee damage almost seem an afterthought.



Conjurer

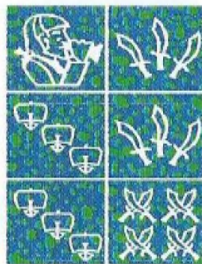
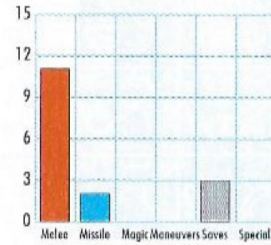
The conjurer's focus is its 8 points of magic icons, but it also has decent melee and maneuver potential, with 2 points of each. If you've the room, though, include an enchanter instead. The rare magic troop has both real saves and cantrips.





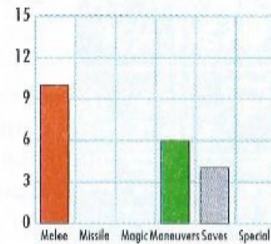
Champion

A great unit! Besides having 3 saves, the champion has 4 smites, 7 normal melees icons, and 2 points of missile. If you want a coral elf unit that can go out and wreak damage, this is it. Its only weakness is that it has no maneuver icons.



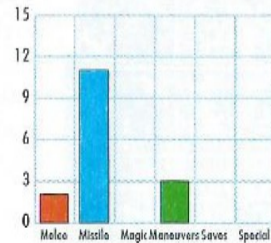
Herald

This rare light infantry troop is the best coral elf unit for generating saves in the coastland. It has 6 points of maneuvers, which count as saves there, plus a 4-point counter icon that can count as saves as well. The herald causes almost as much melee damage as the champion.



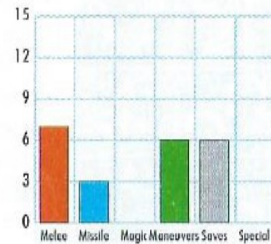
Sharpshooter

A deadly archer, the sharpshooter has 7 points of missile damage, plus an additional 4 points of bullseyes. It's great for playing sniper and destroying an opposing army's magicians or other troublesome units. Flexible because of its melee and movement, it has no saves.



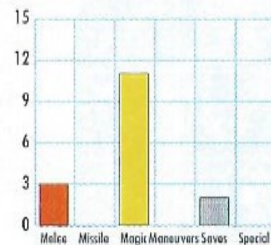
Eagle Knight

This is the most important unit your army can have, especially if it's operating in terrain other than coastland. With 6 fly icons, the eagle knight is great at saving and maneuvering. It can also be crushing in melee combat, with its 7 points of melee damage.



Enchanter

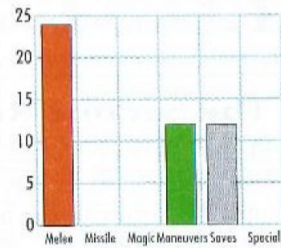
The enchanter is the most powerful coral elf magician. It not only generates more magic points more consistently than other coral elf magicians, but it also has 2 much needed saves. The unit has 3 melees icons, giving it some usefulness in skirmishes and charges.





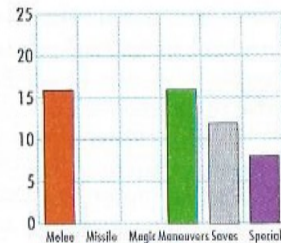
Coral Giant

The most dangerous melee monster with whom the coral elves are allied, this titan has smites, counters, and tramples in addition to saves and a maneuver icon. When rolled in melee, the coral giant can be counted on to generate melee damage 70% of the time.



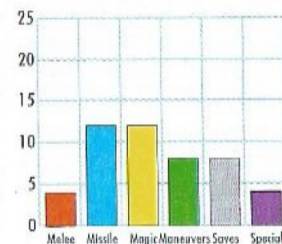
Gryphon

An all-purpose monster, the gryphon generates saves, is loaded with melee icons (including a rend), and can dash off to other terrains when things look bad (via its ferry icons). With ferry, you can bring back a unit from another terrain and have it roll immediately, giving you another chance for a save.



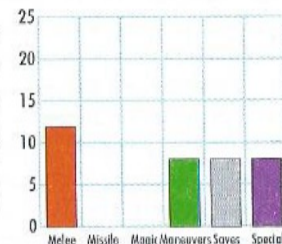
Sprite Swarm

The sprite swarm works equally well as either a magician or an archer unit. Besides the many magic and missile icons, this monster also has 2 fly icons, which count as maneuvers or saves. The sprite swarm's ID icon counts as 4 of whatever is needed and is rerolled immediately.



Tako

The tako is a dangerous opponent in melee combat. It not only has 3 melee icons (counting 4 points each) and 2 entangle special action icons (which paralyze 4 health of opposing units), it also has 2 each of saves and maneuvers. The tako can be counted on to generate 4 saves about half the time in coastlands.



The Dwarves

The Second Race

Eldest child of Nature, Eldurim fashioned beasts of clay and rock and the bones of earth, and his sister Firiël scorched them with her fiery embrace—tempering them with heat and passion. And so were born the mysterious androsphinx, the hideous gargoyle, the two-headed roc, and the misshapen umber hulk.

Eldurim loved his children, thinking them perfect in every way, but Firiël despised them, thinking them clumsy and wooden. So Eldurim challenged his sister to create her own child, and he gave Firiël his own unformed bones of earth to shape.

Firiël took the earth and molded it, imbuing more and more of her strength into this child of hers. It grew to monstrous size, its temper matching the heat of its body. It defied its mother and escaped the confines of its father, fleeing to the deepest bowels of the earth. They called it *behemoth*, and now it rules the underworld with terror.

Firiël bowed her head in shame at her mistake, and she asked her brother's pardon. Eldurim, as always, gave it, and together they brought forth the Vagha.

—Excerpted from
The Book of the Land

The Vagha are carved of Earth and tempered by Fire, and there is no race hardier or stronger than the dwarves. Their ability to cast both red and gold magic supplements their exceptional melee skills, making this a race to fear. Like all races, of course, they can summon dragons of their elements (red and gold, in this instance). Dwarf magicians can throw a wide range of spells, including ones that improve their battle prowess (*Burning Hands*); protect their forces (*Stoneskin*); slow their opponents (*Transmute Rock to Mud*); heal their troops (*Spark of Life*); hinder opponents (*Ash Storm*, *Dancing Lights*); and even one that buries an opponent's dead dice, removing them from the game forever (*Dust to Dust*). But the most important spell dwarves can cast is *Path*, a spell that allows them to jump quickly from terrain to terrain.

The Vagha's home terrain, the highlands, offers several advantages, too. Dwarves excel at melee combat, and highland terrain puts them into melee on a 6, 7, or 8. Since the dwarves' red and gold magic results are both doubled in highlands, magic is extremely valuable to the race in their home terrain—even more so when you consider that magic appears on a highland die on a 1, 2, and 3. Only on a 4 or 5 is a dwarf army at a disadvantage, and then usually only for a short time since they can quickly maneuver out of missile range.




















To illustrate the Vagha's capabilities more clearly, take a look at one complete set of dwarf units (excluding monsters). You'll find that they have 63 melee results spread evenly over their sides (not counting ID icons or SAIs). When compared to magic results (19) and missile icons (20), you can see why dwarves are the melee kings of Esfah. Dwarves are also maneuverable (21 icons), and they save extremely well (25 icons).

So what do all these numbers mean when putting an army of dwarves together?

- ◆ **Mix your troop rarity.** Dwarves are balanced between common, uncommon, and rare dice—that is, each has its place and advantages. Dwarf units have the ability to cast resurrection magic (*Spark of Life*), so lost uncommons and rares can be restored.
- ◆ **Go where the action is.** Dwarves save well, can dish out scads of damage, and have decent spells. Why aren't you out there making your opponent hate you? Take the fight to your opponent! If he's playing coral elves or lava elves, he wants to sit back and kill you with spells from a distance. Don't let him. Push the enemy; make him fight! Go into your opponent's territory and push the terrain toward melee. Laugh at the losses you take, for they'll be less than his if you can engage his army in melee. Keep a group of magicians in reserve or defended at home to cast protective spells, *Transmute Rock to Mud*, and *Spark of Life*.
- ◆ **Path to victory.** Many, many games have been won when someone gets wiped out at an eighth face and the dwarves suddenly appear, grab it, and announce that they've won. *What!!!* Yes, it happens all the time. Make it happen for you by watching for your opportunity and remembering that you and the goblins have the only spell that allows instant transport between terrains.
- ◆ **Ash doesn't hurt dragons.** A nasty thing to do to your opponents is to cover a terrain with as many *Ash Storms* as possible. Then, while they're trying to find their swords in the smog, drop a dragon or two on them. The dragon isn't slowed down by the *Ash Storm* at all—it just ignores it! This, sadly, is not the case for your opponents, who must suffer through the attack with substantial penalties.

Dwarf Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
Heavy	 Footman	 Sergeant	 Warlord	 Androsphinx
Light	 Sentry	 Patroller	 Skirmisher	 Gargoyle
Missile	 Crossbowman	 Marksman	 Crack-Shot	 Roc
Cavalry	 Pony Rider	 Lizard Rider	 Mammoth Rider	 Umber Hulk
Magic	 Theurgist	 Thaumaturgist	 Wizard	

Normal Action Icons

 Melee	 Missile	 Magic	 Maneuver	 Save
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Special Action Icons

 Bullseye	 Cantrip	 Counter	 Smite	 Trample
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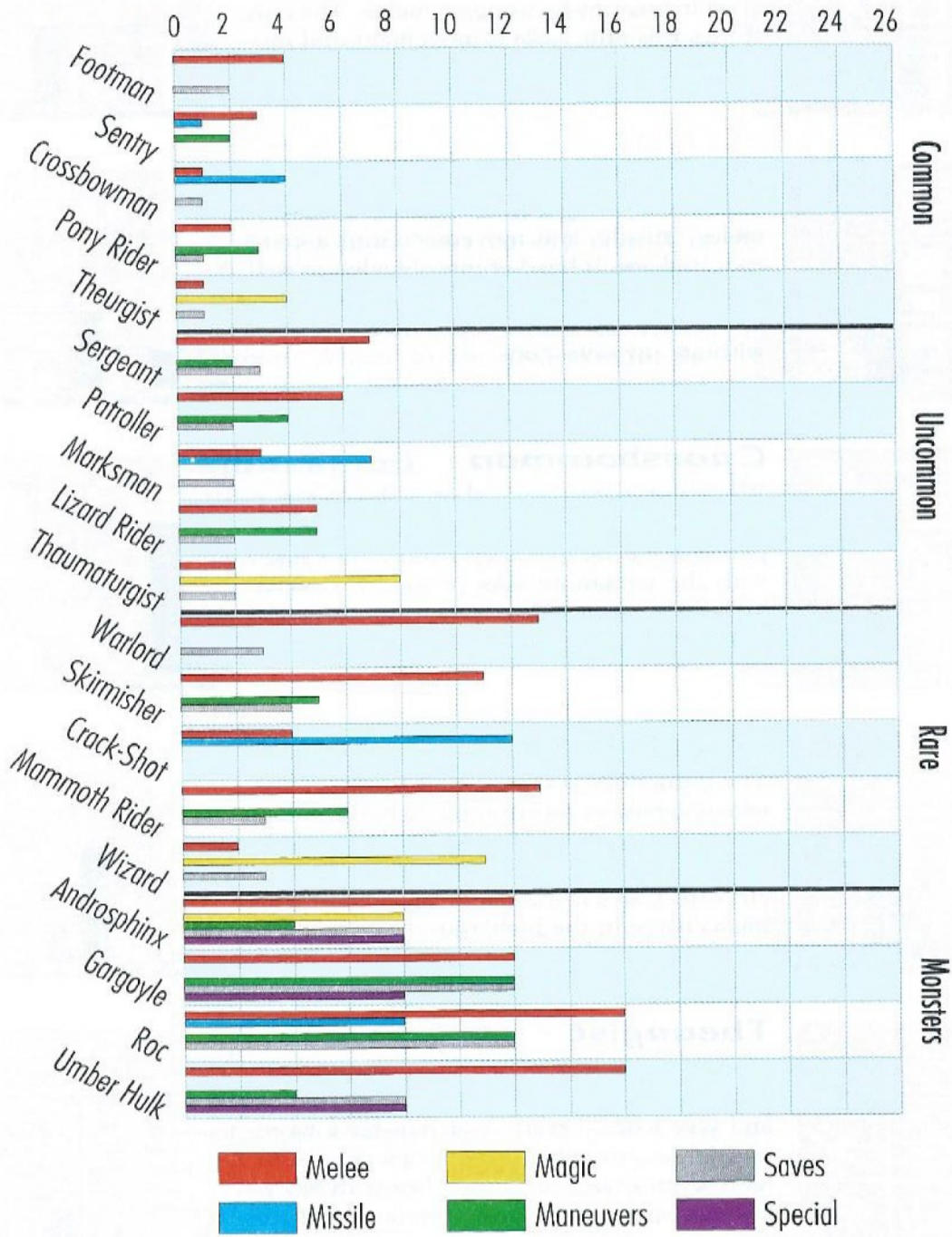
Monster Special Action Icons

 Confuse	 Dispel Magic	 Fly	 Rend	 Roar
 Smite	 Swoop			

Highland Icons



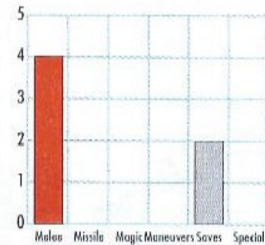
Dwarf Statistical Overview





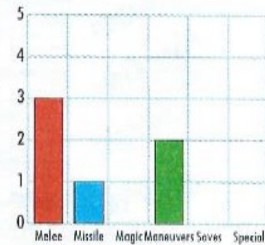
Footman

The footman is the common dwarf heavy cavalry troop. It is well suited to any army because it has 2 saves, and is particularly good in an army focusing on melee. The only things this unit lacks is movement and missiles; it must rely on its ID icon for those.



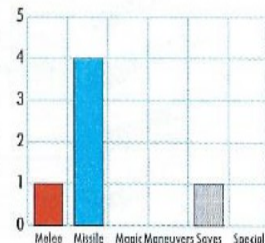
Sentry

This common light infantry troop combines melee, missile, and movement into a compact package. It has 3 points of melee, as well as 2 points of maneuver and 1 point of missile. This troop is one of the few dwarf units without any save icons.



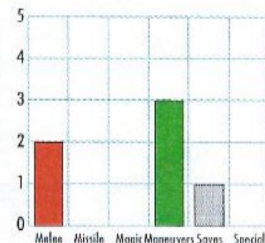
Crossbowman

While not as good an archer as the common coral elf, this dwarf unit isn't bad. It has 4 points of missile spread over three of its sides, with the remaining sides providing 1 melee and 1 save icon. This unit's greatest weakness is its lack of movement.



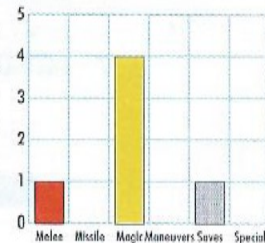
Pony Rider

The pony rider is a great unit for providing maneuverability to an army. It has 3 points of movement over two sides and one side with 2 points of melee. The die is rounded out with 1 save icon. This is a great unit during a charge in the highlands.



Theurgist

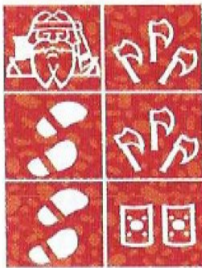
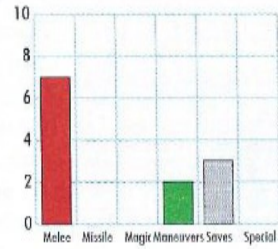
The theurgist is a wonderful magician unit because it has a good deal of magic and melee and save icons. Dwarf magicians have more saves than any other race's magicians—and more even than some races' heavy infantry. Dwarf magicians are great all-around units.





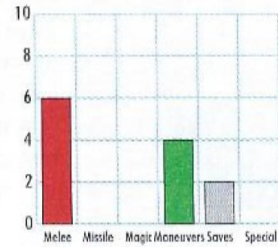
Sergeant

This uncommon troop is an excellent unit for hand-to-hand combat; it moves fairly well and has large number of saves. Moreover, it packs a mean punch with 7 melee icons spread across three of its sides. There aren't many better than the sergeant when it comes to combat.



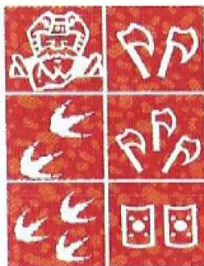
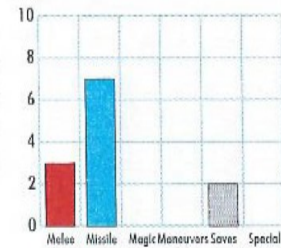
Patroller

The patroller is nearly identical to the uncommon lizard rider cavalry unit. The only difference between the two is that this unit has one more melee icon and one fewer maneuvers. The question obviously becomes: Which do you need more in the army you're building?



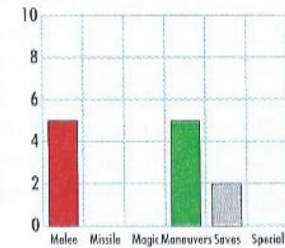
Marksman

A fine missile unit, the marksman has 7 missile icons, and is rounded out by 3 melee icons and 2 save icons. The marksman's lack of maneuvers means it needs some cavalry support in battle, or it will find itself in melee too quickly and be of little use.



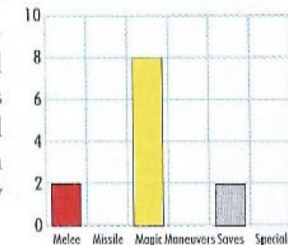
Lizard Rider

A great unit for charging—especially in the highlands! During charges, the lizard rider causes damage on five of its six sides. It fights well in skirmish combat, too. However, like most nonmissile dwarf units, it has no missile icons—making it of little value at that range.



Thaumaturgist

The thaumaturgist is an all-around magician. Along with its 8 magic results spread across three sides, it also has 2 melee icons and 2 save icons. A thaumaturgist should never lead a charge, but if a handful of them get caught in a skirmish, at least they know which end of an axe to hold.



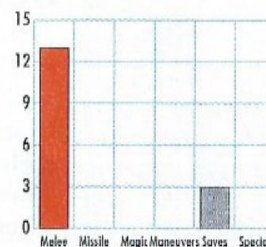
Uncommon

Rare



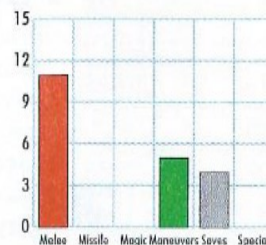
Warlord

There is no better dwarf warrior—and if it can get your army into a skirmish, *look out!* The unit has 9 points of melee spread evenly over three sides, plus 4 points of smites. The last face has 3 save icons, which help it to survive return attacks—assuming anyone's left to attack.



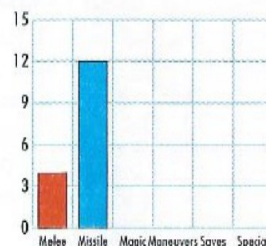
Skirmisher

The skirmisher is best suited to charge attacks since, like the patroller, it is almost as fast as its cavalry counterpart. This unit has 4 points of counter, which gives it saves during most encounters.



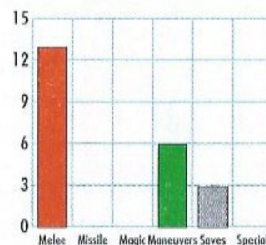
Crack-Shot

The dwarf crack-shot actually *outshoots* the coral elf sharpshooter! This troop has a whopping 8 missile icons plus 4 bullseyes, compared to the sharpshooter's 7 missile and 4 bullseyes. This useful unit also has 4 melee hits. The only thing it's lacking are saves.



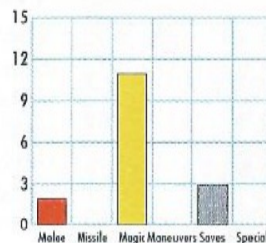
Mammoth Rider

Nothing is quite as frightening as a horde of mammoth riders charging from a highland eighth face. The mammoth rider has 6 points of trample, 7 normal melee hits, and 3 saves, making it a well-rounded unit. On a charge . . . well, you do the math.



Wizard

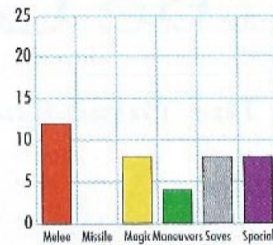
The wizard is the most powerful dwarf magician. It generates consistent magic, including that most useful of all special action icons, the cantrip. The wizard also manages to handle itself well in combat because of its 2 melee icons and 3 save icons.





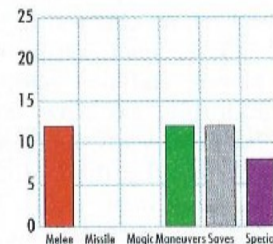
Androsphinx

A dependable monster, the androsphinx can generate saves, is loaded with melee icons (including a rend), and can roar to send opposing units fleeing to reserve. It even has a few magic icons. This monster really typifies what dwarves are all about.



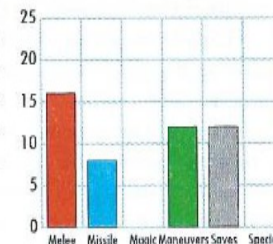
Gargoyle

What can you say about a monster that negates magic? Everyone playing a dwarf army should think about including the gargoyle. It has dispel, fly, melee, smite, and movement icons. You can't count on the dispel, but it's nice when it comes up.



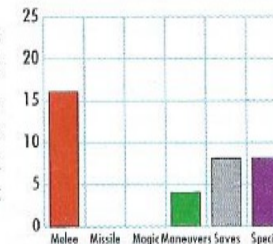
Roc

This is the only dwarf monster that has icons that are useful at missile range. The roc's swoop icons inflict 4 points of damage at missile range, with no saves possible. Other than the swoop ability, the roc is best suited to melee combat.



Umber Hulk

The umber hulk is a ferocious opponent. It can deal plenty of melee damage (including smites), saves well, and has the confuse SAI, which forces 4 health of opposing champions to reroll. Confuse can change a nasty attack into a rout for your opponent. Talk about turning the tables!



The Goblins

The Third Race

In the dark fastness of night, Death watched his siblings play with their fledgling creations, and hatred burned bright in his heart. He saw his brother Eldurim bid the others a good night and wander off, seeking rest.

The mad child, born of Nature and the Void, fell upon Eldurim, striking him from behind. Death ripped away great chunks of earth, defiling them as he flung them aside. Tiny creatures sprang from the scattered pebbles of blackened earth, and they grew into the twisted, vicious race known as the Trog.

Death laughed at the sight of his offspring, delighted with their vile spirit and corrupt nature. Five there were who showed particular malevolence of spirit, and these Death showered with his especial attention. And so the loathsome Younger Monsters were created: the poisonous death naga, dissonant harpy, repulsive shambler, and cunning troll.

Of the fifth goblin to receive Death's attention there remains only the darkest rumors. Some say it remains inside Death's stronghold, feeding still on its creator's malevolent spirit. Others say it haunts the dark regions of Troglund, where whisperers name it *cannibal*.

—Excerpted from
The Book of the Land

The Trog are creatures of Earth corrupted by Death; they are foul, misshapen things who swarm across the face of Esfah. Their ability to access both black and gold magic allows them to cast some very useful spells—ones that supplement their great melee and missile abilities. Yet, they are hampered by the fact that they are the only Elder Race that cannot restore uncommon and rare dice to life.

Goblin magicians can cast several different types of spells, including protective magic (*Stoneskin*); terrain-affecting magic (*Transmute Rock to Mud*); healing magic (*Reanimate Dead*); hindering magic (*Palsy*); death magic (*Finger of Death*); and even a spell that sends dead units to reserve instead of removing them from play (*Open Grave*). Like all races, they can summon dragons of their elements, and like dwarves, goblins can cast *Path*, allowing them to jump quickly from one terrain to another.

The Trog's home terrain is the swamplands, which offers several advantages to this twisted race. Like dwarves, goblins are good at melee combat, and swampland terrain puts them in melee on a 5, 6, 7, or 8. Goblins also have the advantage of doubled maneuvers in swampland, making their many maneuver icons extremely effective there. The Trog suffer no significant disadvantages in any terrain.




















Take a look at one complete set of goblins (not counting monsters), and you'll find that they have 45 melee results spread fairly evenly over their sides (excluding ID icons and SAIs). When you add in the magic icons (19) and missile icons (21), you can see why goblins are considered good all-around units. Trog are also surprisingly quick, having 34 maneuver results. Moreover, they have a total of 29 saves, making them one of the most damage-resistant races out there.

So what do all these numbers mean when putting together an army of goblins?

- ◆ **Unless you have trolls, use common goblins.** It's disheartening not to use larger dice, but unless you have some way of restoring uncommon and rare units to life, you should stick to common troops. With a common goblin horde, you can count on getting at least a few of anything for which you're rolling. You won't get to see any snazzy special action icons come up, but who needs them when you're winning with overwhelming numbers?
- ◆ **Go where the action is.** Goblins save better than any race in the game. Your troops are well balanced for melee, missile, and magic combat. Why not take the fight to your opponent? Other than losing the double maneuvers you gain in swampland, you're not suffering much. Like the dwarves, goblins should forge ahead into the enemy's homeland and drag them into war. Don't allow your opponent the luxury of sitting back and casting damage spells at his leisure! The moment you stop pushing is the moment you've lost the war.
- ◆ **Path to victory.** Use the *Path* spell to transport your troops into weakly defended terrains. The goblins' motto should be "Kick 'em when they're down, then kick 'em again to make sure they stay down."
- ◆ **Give 'em the finger.** *Finger of Death*, that is. Add insult to injury by first burying an opponent's dead units to double your black magic, then use the points to kill one of his favorite units, with no save. Do this as often as possible and you'll incur the wrath of every player in the game.

Goblin Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
Heavy	 Thug	 Cutthroat	 Marauder	 Death Naga
Light	 Mugger	 Ambusher	 Filcher	 Harpy
Missile	 Pelter	 Slingman	 Deadeye	 Shambler
Cavalry	 Wardog Rider	 Wolf Rider	 Leopard Rider	 Troll
Magic	 Trickster	 Hedge Wizard	 Death Mage	

Normal Action Icons

 Melee	 Missile	 Magic	 Maneuver	 Save
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Special Action Icons

 Bullseye	 Cantrip	 Counter	 Rend	 Smite
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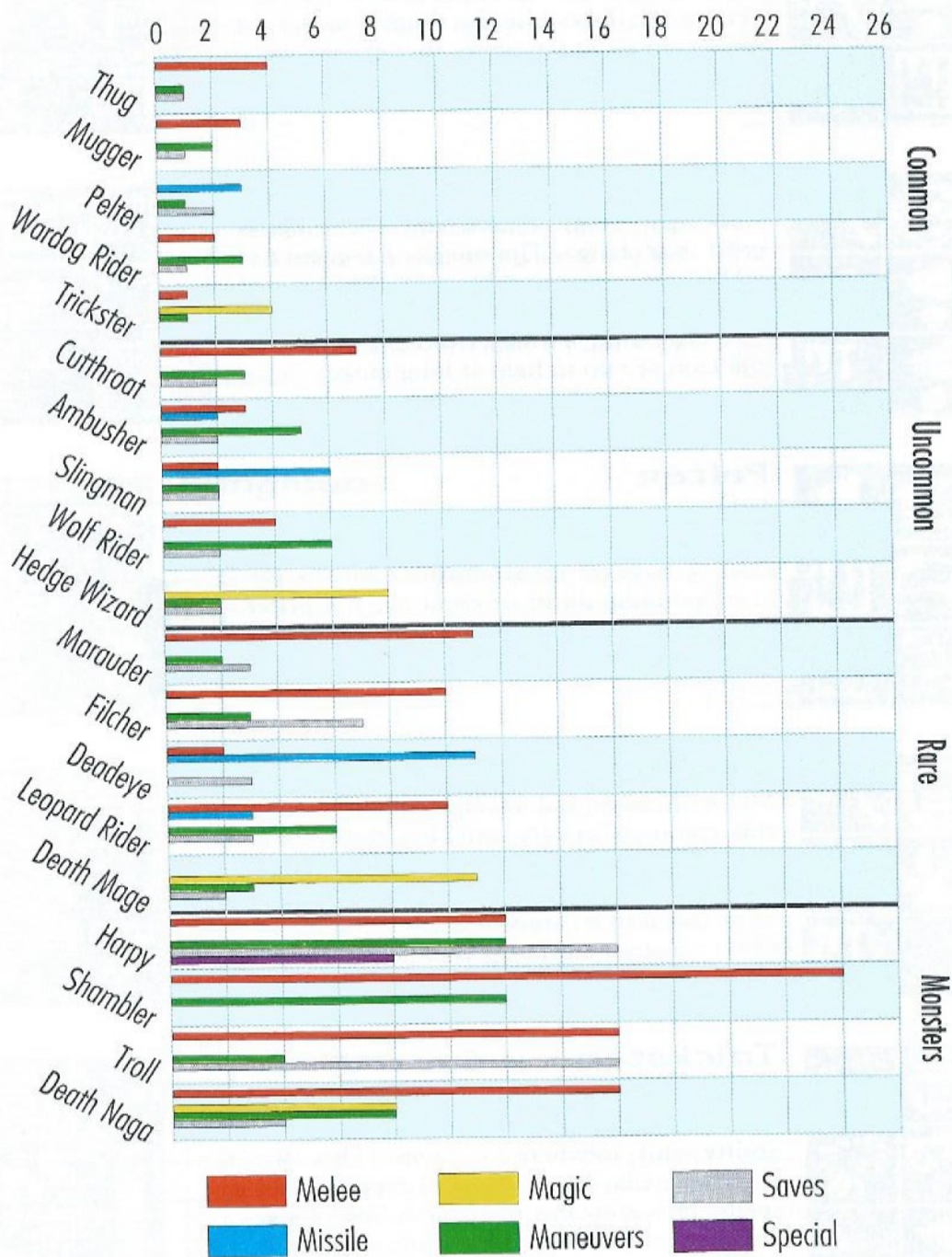
Monster Special Action Icons

 Fly	 Poison	 Regenerate	 Screech	 Smite
 Smother				

Swampland Icons



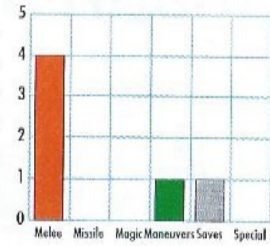
Goblin Statistical Overview





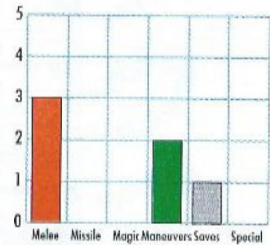
Thug

With plenty of melee damage as well as a move and a save, what more could you want in a common unit? This heavy infantry troop gets its job done. Use the thug to round out melee armies or for armies that charge, since it's good in that situation, too.



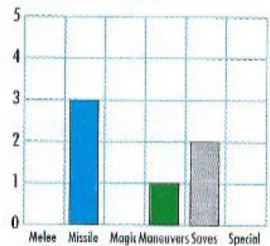
Mugger

This light infantry unit, like the thug, is great in a charge. The mugger has plenty of melee, movement, and a save. An army of these units are devastating in swampland. The only thing a mugger could use is a missile icon or two to help at long range.



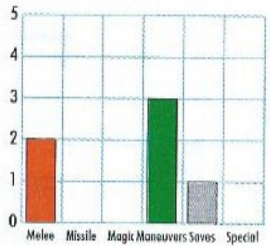
Pelter

If you want common missile troops that can save, the pelter is the unit for you. While it doesn't have as many missile icons as the corresponding dwarf or coral elf, the pelter has 2 saves and 1 maneuver icon, making it more broadly useful to an army.



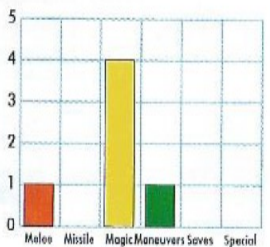
Wardog Rider

Melee damage and maneuverability typify this common cavalry unit, but the wardog rider encompasses more than that, since it has a save icon as well. Like the pelter, it's more useful to an army as a whole than most other cavalry units of the same rarity.



Trickster

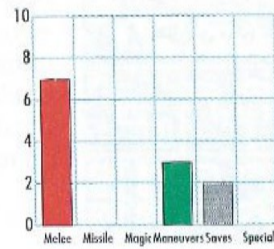
Black magic lets you bury opponents' dead, and gold magic provides you with maneuverability and inexpensive saves. The two together make for a powerful repertoire of spells. However, the trickster is one of the few goblins that doesn't have any saves, so it may need backup from other units.





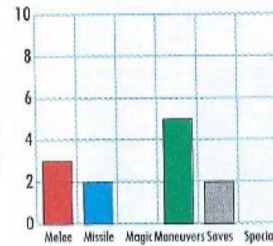
Cutthroat

The cutthroat is another unit that delivers a lot of what you need, despite being merely an uncommon unit. The cutthroat has 7 melee icons over three sides, 3 maneuver icons, and 2 saves. This great icon mix makes it a terrific unit in either a skirmish or a charge.



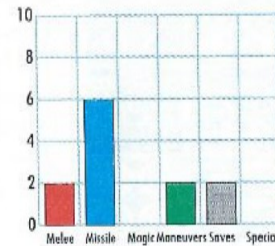
Ambusher

The ambusher is a double-duty unit. It fits well into either a meleec or missile army, having 3 melee icons, 2 missile icons, 5 maneuvers, and 2 saves. It's a quick unit, able to maneuver well and turn the terrain to its advantage.



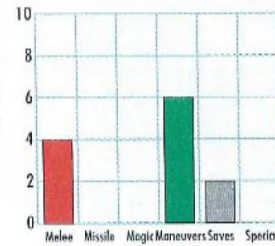
Slingman

Having only 6 points of missile damage makes the slingman a fair unit at missile range, but its other icons make up for its shortcomings. The slingman is an archer that can maneuver well and save when it has to.



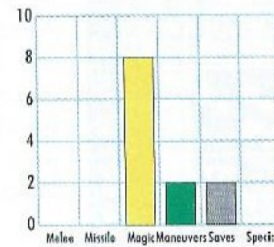
Wolf Rider

This cavalry unit is vital for a goblin army. The wolf rider has plenty of movement in and out of swampland *and* it has 2 points of saves. Its 4 points of melee damage almost seem superfluous. As has been said before, goblin cavalry troops are great for charges!



Hedge Wizard

In addition to plenty of magic icons, the hedge wizard has decent maneuvers and saves—2 of each. However, if you've got the space, include a death mage instead. It has more maneuvers and the cantrip SAI.



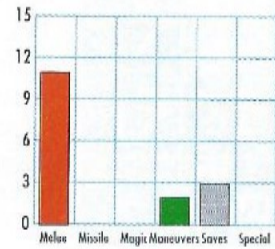
Uncommon

Rare



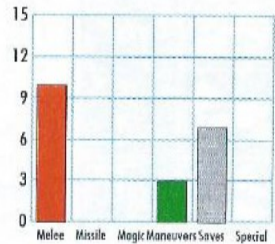
Marauder

A terrific unit! Besides having 3 saves, the marauder has 4 smites and 7 melee icons. It also has 2 points of maneuver, allowing it to be a help during maneuver rolls or charge attacks.



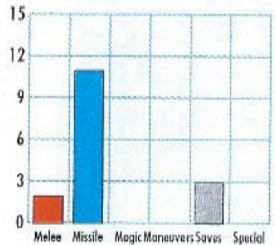
Filcher

This rare light infantry troop is a great, quick unit. It has plenty of melee damage icons, as well as being loaded with counters, saves, and maneuvers. This is a unit that belongs in every charging army. Its only weakness is its lack of ranged attack.



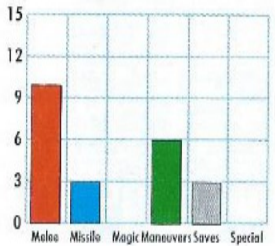
Deadeye

This rare goblin has 7 missile icons, making it a danger at long range. In addition to its missile power, it also has 4 bullseye icons—letting you pick off individual enemies with ease. The deadeye is rounded off with 3 save and 2 melee icons.



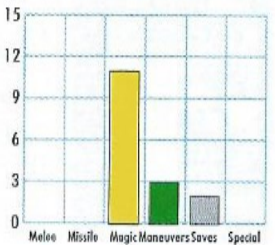
Leopard Rider

Of all the units in the DRAGON DICE game, the leopard rider has the potential to deliver the most damage in a single round of combat. The unit has 6 rend icons, which do damage *and* allow the unit to be rolled again. In theory, you might never stop rolling.



Death Mage

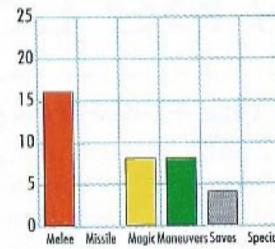
As the rare goblin magician, the death mage has lots of magical power, including the cantrip SAI, which allows instantaneous spells. The unit also has 3 maneuver icons as well as 2 saves, making it the best all-around magician to bring into battle.



Death Naga



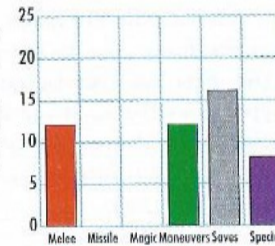
Rarest of all goblin monsters, the death naga is good at both magic and melee ranges. It also has a wonderful SAI: poison. This icon forces 4 health-worth of opposing units (your choice) to save or die. Any that die are forced to save again or be buried. This powerful monster shouldn't be overlooked.



Harpy



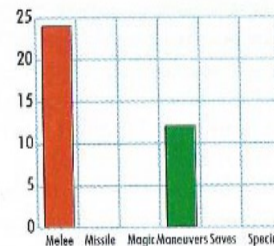
This is a good monster to include in a melee army. The harpy's screech SAI makes it very likely that an opposing army will route, allowing you another attack. The rest of the harpy's sides are taken up by melee, save, and fly icons, which make it useful in any army.



Shambler



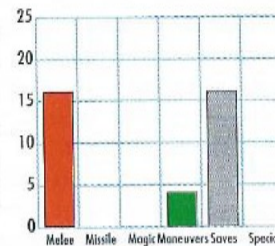
The shambler's smother SAI allows it to kill 4 health-worth of opposing units of its player's choice, providing they fail to roll maneuver results. This is a great SAI against slow-moving creatures (such as the undead). It also has several melee results and plenty of saves.



Troll



The troll is *vital* to any goblin army. Its regenerate SAI allows the player to restore 4 health-worth of dead units to life. Since goblins can't restore units other than commons to life via magic, this is a wonderful power! The troll also saves well and has a lots of melee icons.



The Lava Elves

The Fourth Race

Death laughed at the sight of his Troggs, created from his corruption of Eldurim's bones. "What else might I beget?" thought he, and his wicked eye fell upon his sister Firiell.

He ravished her, but the spirit of fire fought back. Firiell charred the flesh of Death, and he fell away, writhing in pain at her cleansing power. Frantically he scraped his limbs, seeking only to escape his pain.

The brittle bits of flesh fell to the ground, then slowly grew as the life spirit within them took hold. They sprang from the soil beneath Death's feet, fully formed as the Morehl. They looked up at their father, who looked down at them and laughed, well pleased, his burns forgotten.

As Death had done with his Troggs, so did he with the Morehl. A favored few he imbued with more of his bitter spirit, corrupting nearly all that remained of Firiell in these children. And so the dreaded beholder was born, as were the evil drider, the snarling hell hound, and the ferocious rakshasa.

A fifth Morehl showed an exceptional aptitude for malevolence, and Death fostered it with special care. Now the *lurker in the deep* guards the inner sanctum of the Morehl homeland, and none save lava elves have ever seen it.

—Excerpted from
The Book of the Land

The Morehl are creatures of Fire corrupted by Death. Made of these elements, they can cast both red and black magic. Access to such powerful spells makes the lava elves arguably the mightiest spellcasting race in the game.

Morehl magicians can use many different types of spells, including ones that improve their battle prowess (*Burning Hands*); protect their troops (*Open Grave*); heal units (*Spark of Life*, *Reanimate Dead*); penalize opponents (*Ash Storm*, *Dancing Lights*, *Palsy*); and kill with no hope of saving (*Finger of Death*). Like all other races, of course, they can summon appropriately colored dragons.

The Morehl's home terrain of the highlands offers several advantages to this race. Lava elves are good at magic, and highland terrain allows them to use magic on a 1, 2, 3, or 8. Since red magic results are doubled in highland (black can be doubled anywhere), it's important for this race to stay in the highlands. Lava elves are more than magicians, however, being highly competent with melee and missile weapons as well.

If you look at one complete set of lava elf units, you'll notice something right off the bat. Unlike the other races, lava elf results aren't balanced. Many of them have 5 results on one side and only 1 result on another—all on the same die. Thus, attacks with lava elf armies can result in feast or famine. Your rolls *should* average out, but occasionally you will get into great winning or losing streaks with these elves.




















Morehl (excluding monsters) have 54 melee results (not counting ID icons or SAIs), making them third overall in melee (tied with coral elves). After taking into account their magic results (19) and missile icons (33), you can see why lava elves are many players' favorite DRAGON DICE race. Moreover, lava elves are also maneuverable (29), which is important since their maneuvers count as saves in the highlands. This race has a total of 12 saves spread over the various units, making them only slightly less vulnerable than the coral elves.

So what do all these numbers mean when putting together an army of Morehl?

- ◆ **Mix your troop rarity.** Lava elves are equally balanced between common, uncommon, and rare dice. Each has its place and advantages. Lava elf units have the advantage of resurrection magic (*Spark of Life* and *Reanimate Dead*), so lost uncommons and rares can be restored.
- ◆ **Stay in the hills.** Unless you've created and tuned an army that can survive in other terrains, stay in the highlands. You can't save anywhere else. You don't have any protective spells to help you weather the storms of combat at other terrains, so you really have to stay put if at all possible.
- ◆ **If things look bad, shut things down.** You can drop so many *Ash Storms* on a terrain that melee, missile, and magic actions basically come to a screeching halt. This strategy can also work if someone is in your home terrain and pressing you. Assuming that there's no one in a tower or at the frontier to missile you, drop scads of *Ash Storms* on your own terrain. The spells will keep damage down and they'll wear off at the start of your turn, allowing you to cast more spells before shutting everything down again. Keep this tactic up long enough and your attackers may get bored and go home.
- ◆ **Ash doesn't hurt dragons.** A nasty thing to do to your opponents is to cover a terrain with as many *Ash Storms* as possible. Then, while they're trying to find their swords in the smog, drop a dragon or two on them. The dragon isn't slowed down by the *Ash Storm* at all. This, sadly, is not the case for your opponents, who must suffer through the dragon's attack with substantial minuses.

Lava Elf Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
<i>Heavy</i>	 Bladesman	 Duelist	 Conqueror	 Beholder
<i>Light</i>	 Scout	 Spy	 Infiltrator	 Drider
<i>Missile</i>	 Fusilier	 Dead-Shot	 Assassin	 Hell Hound
<i>Cavalry</i>	 Spider Rider	 Scorpion Knight	 Wyvern Rider	 Rakshasa
<i>Magic</i>	 Adept	 Warlock	 Necromancer	

Normal Action Icons

 Melee	 Missile	 Magic	 Maneuver	 Save
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Special Action Icons

 Bullseye	 Cantrip	 Counter	 Fly	 Smite
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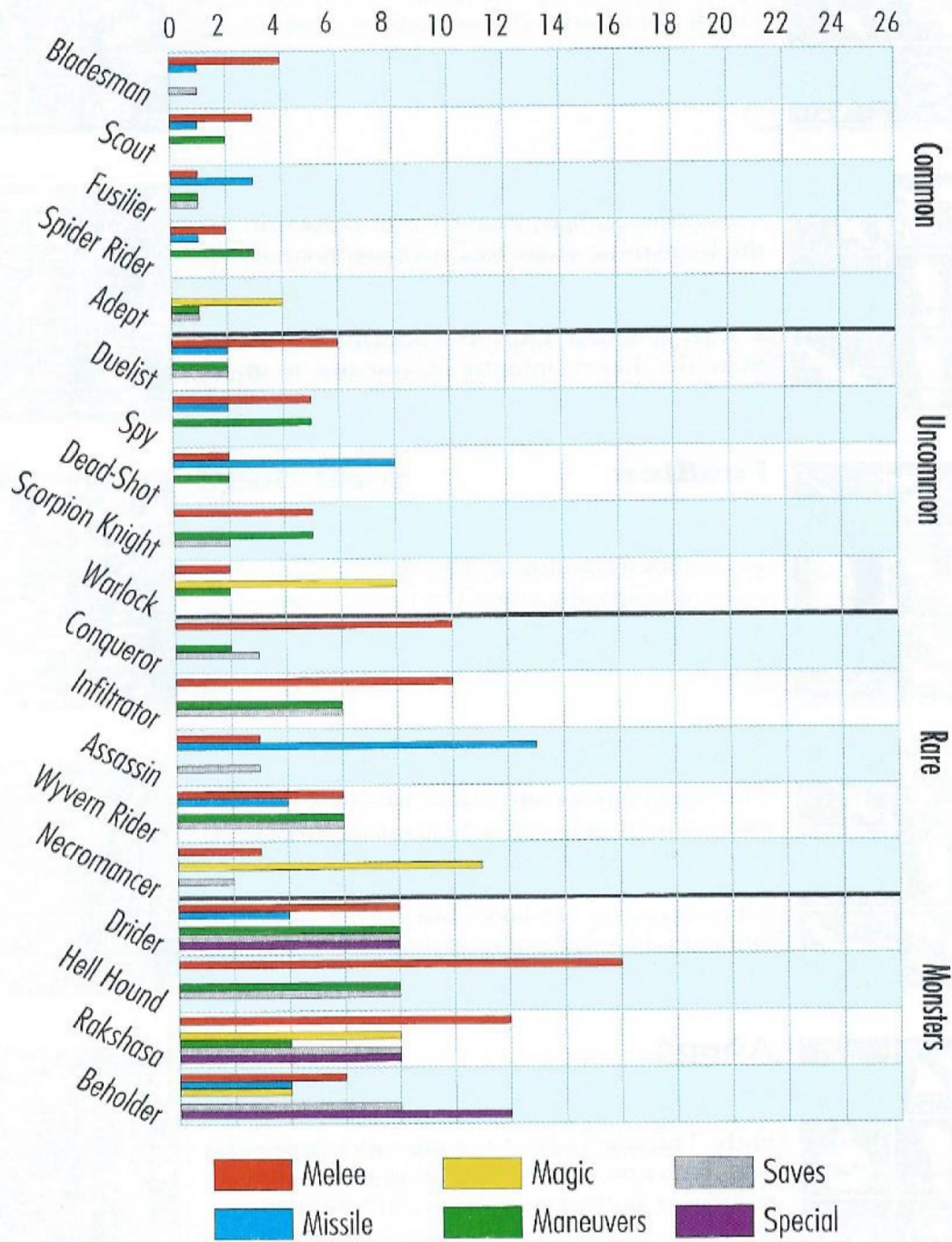
Monster Special Action Icons

 Flame	 Charm	 Confuse	 Counter	 Illusion
 Stone	 Web			

Highland Icons



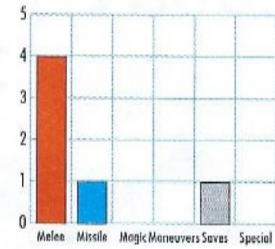
Lava Elf Statistical Overview





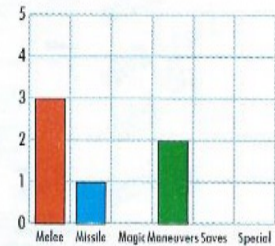
Bladesman

The most common of all heavy infantry troops, the bladesman has a standard mix of icons, including 4 points of melee, 1 point of missile, and 1 save. Although there is only 1 save, it may be the most important icon on the die, since it works outside the highlands.



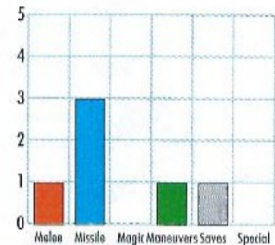
Scout

This common light infantry unit is great in the highlands, where its 2 maneuvers count as saves. The scout is quick, has good melee potential, and some missiles. All in all, it's a fine common unit. It's actually better than the heavy infantry if you use it in highland terrain.



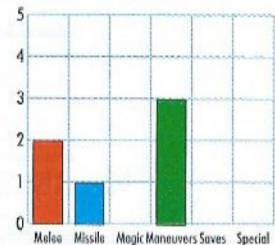
Fusilier

A terrific missile unit, the fusilier has a maneuver icon, a save, a melee result, and several points of missile. This unit can find a place in nearly any army. The fusilier is especially good in the highlands, where its movement counts as a save.



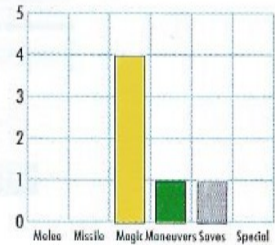
Spider Rider

This common cavalry unit has only fair melee might and just a tiny bit of missile power. What it does have is movement—a strength when you consider that movement counts as saves for lava elves in the highlands. Include this unit in lava elf armies because of its save potential.



Adept

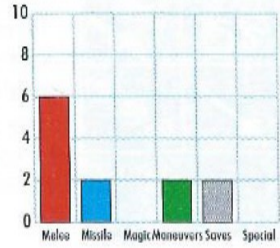
Red and black are powerful colors of magic, and this unit can generate plenty of both. The adept also has a maneuver and a save icon, making it a flexible unit. The maneuver point can help to stop another army's maneuver, as well as count for saves in the highlands.





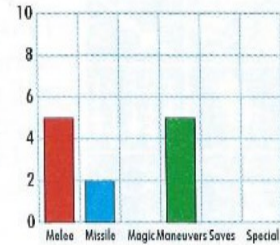
Duelist

This uncommon infantry unit has lots of melee punch as well as 2 missile icons, 2 maneuvers, and 2 saves. By combining both maneuvers and saves (and counting its ID icon), this unit can generate saves 50% of the time in the highlands.



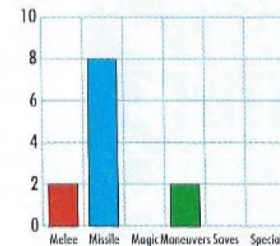
Spy

The spy has as many maneuver icons than the scorpion knight cavalry unit, but they're not arranged as evenly. It's an all or nothing proposition with this unit. However, it does have a good number of melee icons and a couple of missile icons as well.



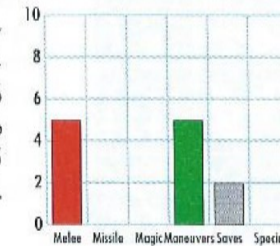
Dead-Shot

This uncommon missile specialist has 8 points of missiles to blast its opponents from a distance. The dead-shot also has 2 melee icons and 2 points of maneuver, which it can use as saves in the highlands. This unit needs protection, so combine it with save-heavy units.



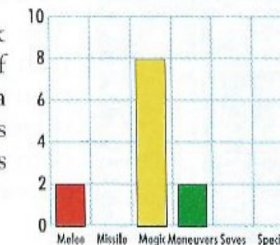
Scorpion Knight

The knight has what lava elves need: plenty of maneuvers and a couple saves. In highland terrain, it generates saves with 4 of its 6 sides (including the ID icon). In addition to movement and saves, this unit generates 5 melee hits split unevenly between two sides.



Warlock

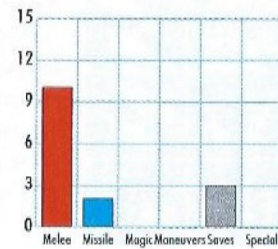
Besides plenty of magic icons, the warlock has decent melee and maneuver potential. If you've got the space, though, include a necromancer instead. It has both real saves and cantrips. Interestingly, the warlock is identical to the coral elf enchanter.





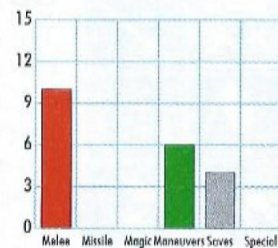
Conqueror

This unit actually has an error on it. If you add the number of icons on all rare dice, you'll find that each has 16 icons—except this unit. The conqueror is the forgotten hero, having only 15 points of icons on it. However, it's still a fine unit.



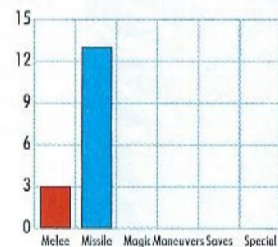
Infiltrator

This light infantry unit is a speed demon compared to most other troops. It has a total of 6 maneuver icons split between two of its sides, as well as another 6 points of melee and 4 points of counter. This unit should be stationed in the highlands to generate saves.



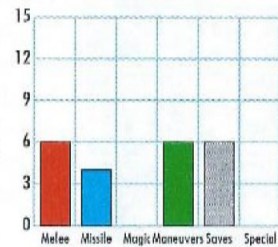
Assassin

One of the most powerful missile units in the game, the assassin has 9 points of missile icons *plus* 4 points of bullseye. The unit also has 3 melee icons, though no saves or maneuvers. It should be protected by more hearty units, such as the scorpion knight.



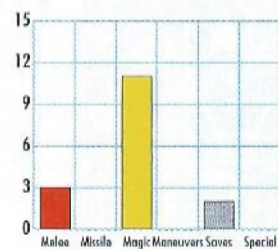
Wyvern Rider

The wyvern rider is the most important unit your army can have, especially if it's operating in terrain other than highland. With 6 fly icons, the wyvern rider is great at saving and maneuvering. It also has 6 points of melee and 4 points of missile.



Necromancer

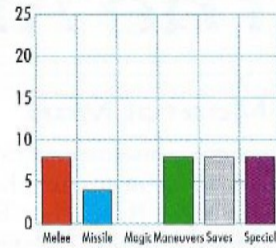
The necromancer is a standard rare magician. It has 7 points of magic in addition to 4 points of cantrip. Its 3 points of melee make it useful in a skirmish or charge, and it has 2 points of saves, which are vital when resisting opponent's spells (such as *Lightning Strike*).





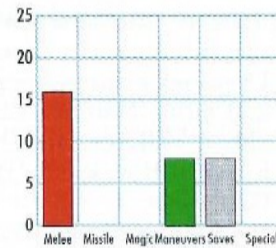
Drider

The drider is great in melee combat or can serve as a cavalry unit. It has a large number of saves, movement, and melee (8 of each). It also has 4 points of missile, which won't come up often, but can be helpful when they do. The 2 web SAIs help in melee by paralyzing victims.



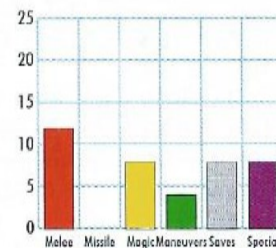
Hell Hound

Almost identical to the drider, the hell hound has 8 points of both maneuvers and saves, causing it to generate 4 saves 50% of the time in highland terrain. It also has 12 points of melee and 2 flame SAIs, which kill and bury 1- and 2-health units.



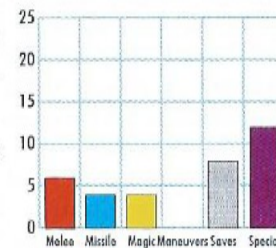
Rakshasa

The rakshasa combines melee and magic, making it suitable for inclusion in almost any army. Compared to most monsters, the rakshasa is loaded with SAIs, having 2 illusions and 1 counter. It saves fairly well for a monster, since it has 4 points of normal saves.



Beholder

This is one of the rarest monsters in the game. The beholder has many more special action icons than any other monster: illusion, confuse, stone, flame, and charm. Moreover, it has 8 points of saves, 4 points of melee, and 4 points of magic. Wow!



The Amazons

Mortal Man

In the timeline of Esfah there arose a schism after the birth of the Elder Races, but before the issuance of the Younger Ones. What caused this discordance, none can say. Speculation has it that, in the aftermath of the fiendish atrocities committed by Death upon his siblings, Eldurim and Firiell, Nature took her four eldest children and hid them from Esfah to soothe their troubled spirits.

Death was too distracted with his new creations to notice Nature's withdrawal. But there was one who did not fail to notice: Tarvanehl, the Father, He Who Is All.

Tarvanehl has ever been distant, reluctant to interfere with the affairs of others. What prompted him to descend to Esfah is beyond all knowing. Suffice it to say that he did. He looked about him, saw the Elder Races already engaging in the ruthless sport of war, and shook his head. He splayed out his hands, and from them dropped the amazons, fully formed.

The amazons were nomadic herders, and they bred monsters to fend off predators. The half-human centaur, the fearsome chimera, the many-headed hydra, and the snake-haired medusa all guard and protect the amazon lands.

Of the *nightmare*, the fifth Amazon monster, there persists only rumors.

—Excerpted from
The Book of the Land

Mortal creatures composed of neither Air nor Earth, Fire nor Water, the amazons are true anomalies in Esfah. Alone of all the races, they belong neither to the Elder Races, nor to the Younger Races. They are true mortals, and in the DRAGON DICE game this is indicated by their ivory composition.

Because they are creatures without elements, they do not have access to just one or two colors of magic, as do the other races. Instead, they can cast all colors of magic; the only restriction is that the colors of their magic must match the colors of the terrain at which they are located. As of this guide's printing, the black (Death) element isn't a part of any of the terrain mixes; thus, the one type of magic amazons cannot cast is black magic.

The special tie that amazons have with the land is one of their greatest strengths, since it gives them access to twice as many spell lists as most other races. This tie is also a weakness for, since amazons bring no "color" of magic with them, they are at the mercy of the land to determine what they can cast at a given time. Moreover, amazons may not double their ID icons when generating magic, unless they are in possession of a standing stones.

Like most of the other races, however, the amazons do have a native terrain: the flatlands. Amazons are excellent at missile combat, and flatland terrain puts them into missile on a 2, 3, 4, or 8. Amazons' maneuver results count as missiles when the race is in the flatlands, so it's beneficial for them to remain there. A player using an amazon army should try to set up a flatland terrain as the frontier, since this will allow him to reach any terrain in the game with his missiles.

Take a look at one complete set of amazon units (excluding monsters). You'll notice several things. Amazons have 43 melee results (not counting ID icons or SAIs), making them a force to be reckoned with. When compared to magic results (22) and missile icons (22), you might think that amazons are a melee race. That's

belied the moment you look at their maneuver icons. Their 34 points of maneuver become pretty important, especially since their maneuvers count as missiles in the flatlands. Suddenly, in the flatlands, the amazons have an unsurpassed 56 missile results (not counting ID icons or SAIs). Lastly, amazons have a total of 28 saves spread over the various units, putting them just below goblins.

So what do all these numbers mean when putting together an army of amazons?

- ◆ **Speed kills—the enemy, that is.** Consistently high maneuver rolls allow you to choose the frontier (making it flatlands, of course). They also allow you to move your terrains up or down into missile at will. Finally, they'll count as missile hits in combat. How can you beat all that? Choose plenty of fast-moving units to put with your archers.
- ◆ **Stay on the fields.** Unless you've created and tuned an army that can survive in other terrains, stay in the flatlands. This is where you're the most powerful. You have access to blue and gold magic (the spell lists of which are filled with protection spells and damage spells, such as *Lightning Strike*). There is nothing more dangerous than a group of amazon cavalry in the flatlands at missile range.
- ◆ **If you want to use magic, mix races.** You have great flexibility, but you don't have great power when using magic. You can't double except at standing stones, and even then you've got to be the one that controls them. If you want to make a magic-strong army with amazons, you have to mix them with other races. Mixing amazons with lava elves, undead, swamp stalkers, or goblins allows you access to deadly black magic, as well as giving you one other color. Mixing with dwarves, coral elves, firewalkers, or feral gives you two colors of magic that you'll be strong in (though you still won't have access to black magic).
- ◆ **Don't forget that you can't use magic in reserve!** That's a handicap, yes, but you're compensated by being the only race that can make a missile attack from reserve. Don't forget to use this special power whenever you have the chance. It may not come into play often, and you won't get any bonuses from maneuvers rolled, but it beats just letting your reserve troops sit there. You've got a chance to cause serious damage—so take it.

Amazon Units

ID Icons

TROOP TYPE

	COMMON	UNCOMMON	RARE	MONSTER
Heavy	 Soldier	 Warrior	 War Chief	 Centaur
Light	 Runner	 Envoy	 Harbinger	 Chimera
Missile	 Darter	 Javelineer	 Spearer	 Hydra
Cavalry	 Charioteer	 Battle Rider	 War Driver	 Medusa
Magic	 Seer	 Visionary	 Oracle	

Normal Action Icons



Melee



Missile



Magic



Maneuver



Save

Special Action Icons



Bullseye



Cantrip



Counter



Smite



Trample

Monster Special Action Icons



Double Strike



Flame



Fly



Kick



Rend



Smite



Stone

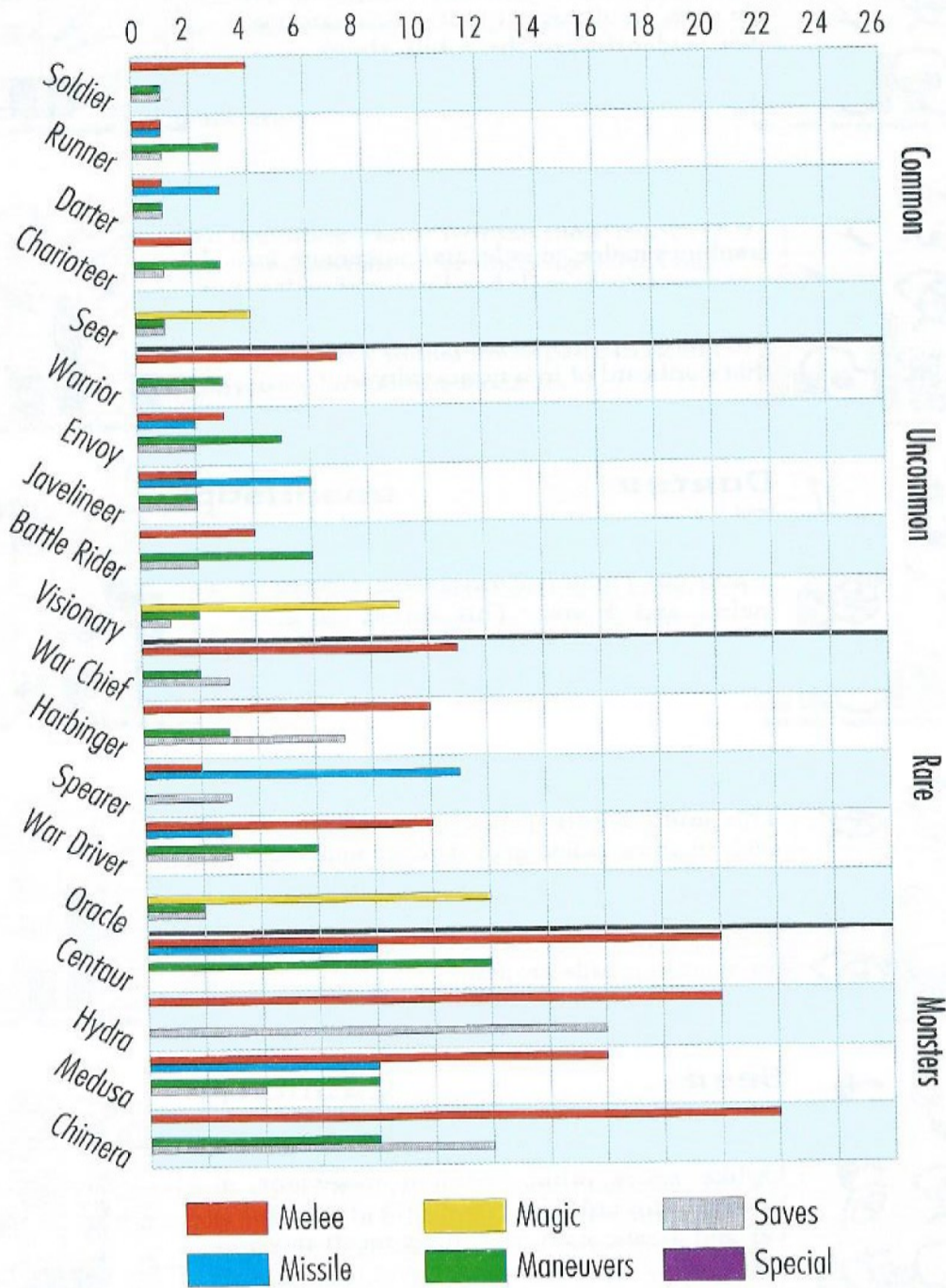


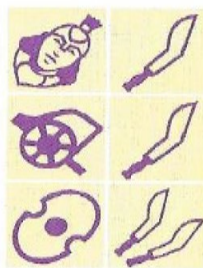
Trample

Flatland Icons



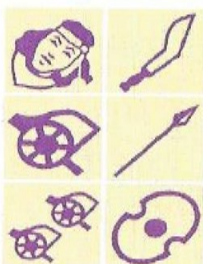
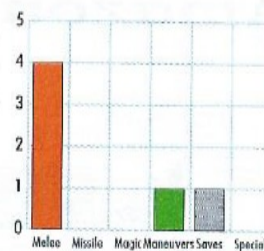
Amazon Statistical Overview





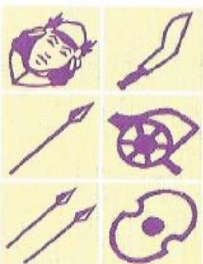
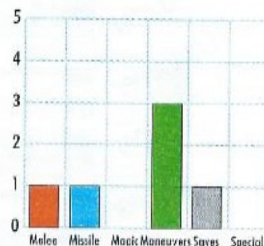
Soldier

This common heavy infantry troop contains no surprises: 4 points of melee over three sides, 1 point of maneuver, and a single save. In all except race, the amazon soldier is identical to the goblin thug.



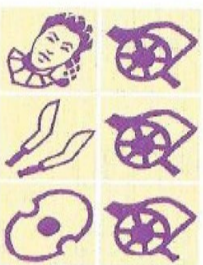
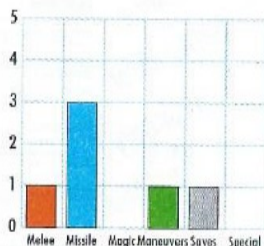
Runner

As a common light infantry troop, the runner combines melee, missile, and movement into a compact package. It has 1 point of melee, 1 of missile, and 1 save. However, it has a whopping 3 points of maneuver—something that's unheard of in a noncavalry unit.



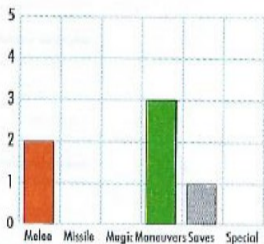
Darter

The darter is the common missile troop. While it only has 3 points of missile attack, it also has 1 point of maneuver, 1 point of melee, and 1 save. This variety of icons makes it a flexible unit and a benefit to any army its in.



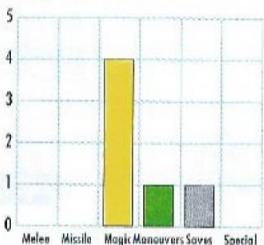
Charioteer

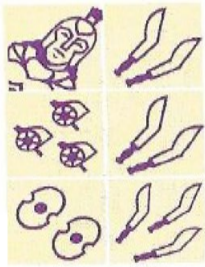
This unit's 3 points of maneuver (one on each of three sides) give it movement two-thirds of the time (counting the ID icon). The charioteer also has 2 points of melee on one face and a single save. The unit is a must for amazon missile armies.



Seer

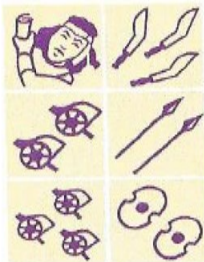
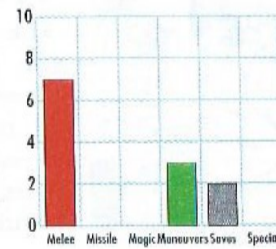
The seer, like most other common magicians, has 4 points of magic on three sides. Unlike many other common magicians, however, this unit also has 1 point of maneuver and 1 save icon, making it much more useful in a variety of army types.





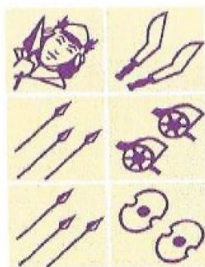
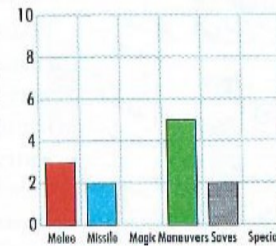
Warrior

Not even the dwarf sergeant can compete with this unit for sheer number of melee icons on an uncommon die. The warrior has 7 melee points over three sides, as well as 3 points of movement and 2 saves. Don't forget to include this unit in an amazon melee army!



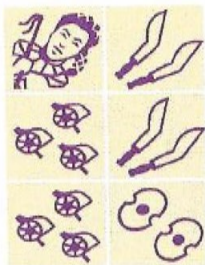
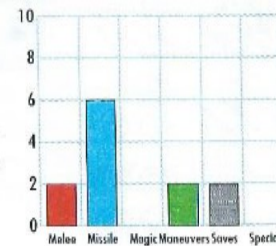
Envoy

Like the runner, the envoy has more maneuver icons than most other races' cavalry. This light infantry troop has 5 points of maneuver on top of 3 points of melee, 2 missile, and 2 saves. The envoy should find a place in nearly any army containing amazons.



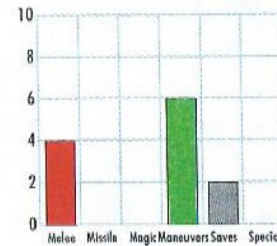
Javelineer

This unit only has 6 points of missile damage on two of its sides, but it's a dangerous opponent in the flatlands. In its homeland it gains an additional 2 points of missile (from maneuver icons) and generates 2 or more points of missiles two-thirds of the time.



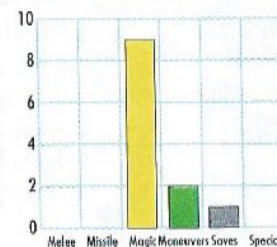
Battle Rider

This cavalry unit is identical to the goblin wolf rider in all aspects except race. It has 6 points of maneuver, making it one of the fastest units in the game—and absolutely deadly in the flatlands. Four points of melee damage and 2 saves round out the unit.



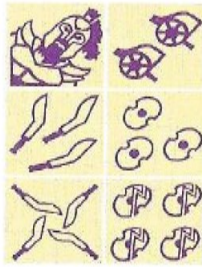
Visionary

Taking into account the fact that amazons cannot double magic, the visionary is the best choice for an uncommon magician. It has 9 magic icons on three sides and on average will generate magic two-thirds of the time. It also has 2 maneuver icons and 1 save icon.



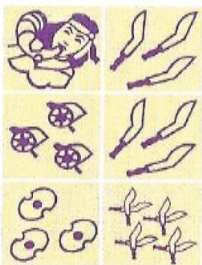
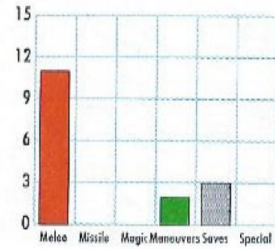
Uncommon

Rare



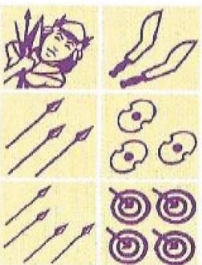
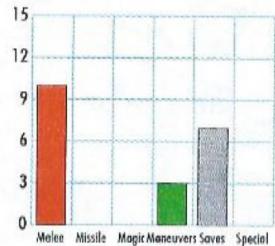
War Chief

The war chief is the token male in the Amazon Kicker Pack (more will appear in the *Champions!* expansion set). The war chief has 11 points of melee (4 of which cannot be saved against) as well as 3 saves and 2 maneuvers. This is a tough unit in hand-to-hand combat.



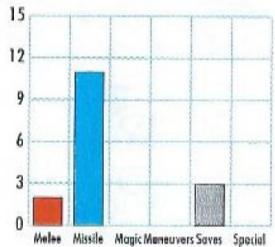
Harbinger

This rare light infantry unit is wonderful in a melee army or as a general source of saves. The harbinger has 10 points of melee damage, 4 of which come in the form of counter SAIs. It has 3 normal saves and another 4 from the counter icons, plus 3 points of maneuver.



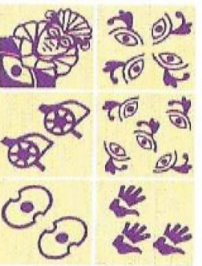
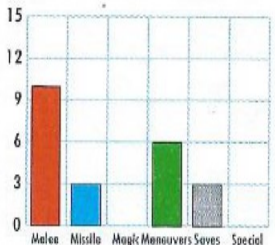
Spearer

The spearer delivers a total of 11 points of missile damage (including 4 points of bullseye), allowing the unit to generate missile results two-thirds of the time. It also has 3 saves and 2 melee icons but no maneuvers, which lessens its usefulness.



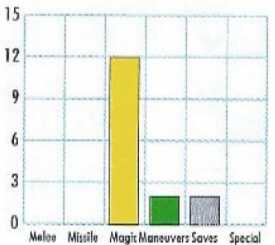
War Driver

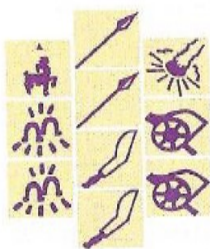
The war driver makes a great addition to Amazon melee and missile armies. The unit has 6 trample icons, which count as melee or maneuver, giving it either 10 points of melee or 9 points of missile, depending on how you count it and in what terrain the unit is located.



Oracle

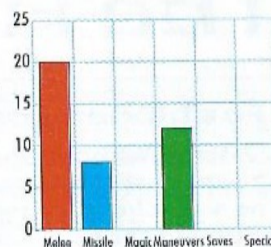
With 12 magic icons, the oracle is one of the best magician units, if you overlook its inability to double. Another minus for the oracle is that it's the only rare magician that doesn't have a 4-point cantrip. On the other hand, it does have 2 maneuver icons and 2 saves.





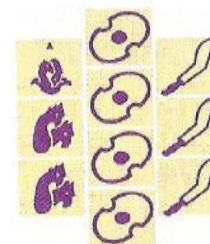
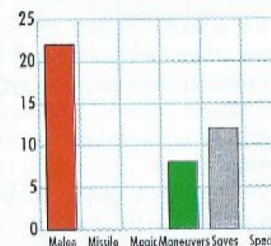
Centaur

The big advantage the centaur boasts in melee is its deadly kick attack, which inflicts 4 points of damage to the target of the centaur's choice. (In other words, the kick acts like a bullseye that works in melee.) The targeted unit gets to save.



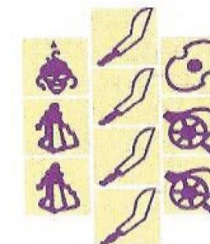
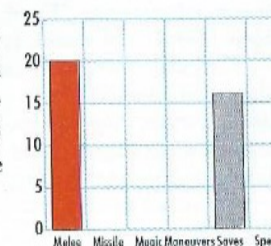
Chimera

The chimera has a good assortment of special action icons useful in melee combat: fly, rend, flame, and smite—all of which count for 4 points. It also has 3 normal melee icons and 2 normal save icons (each counting for 4 points).



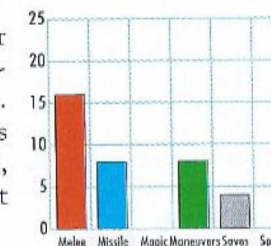
Hydra

This monster is dedicated to saving and generating melee hits. It has 4 save icons (worth 4 saves apiece) and, with its ID face, generates 4 saves 50% of the time. It also has 3 normal melee faces and 2 double strike icons. The hydra is a melee powerhouse!



Medusa

The medusa is a nice addition to a melee or missile army. It has 4 melee icons and a single save icon, which all count for 4 points. Its 2 maneuver icons also count as missiles in the flatlands. Lastly, it has 2 stone SAIs, which do 4 points of damage to the target army with no saves possible.



The Firewalkers

Forbidden Love

Davian Whisperwynd was a Selumari of great renown, but he was solitary by nature, and often shunned the company of his fellows.

One day, Davian answered the call of the sun and the wind, and he wandered farther afield than he ever had before. He crossed moor and mountain and came to a land where nothing existed save the desolate rock and the forlorn sky.

Davian had unknowingly journeyed to the lands of the Morehl. He walked about the stricken land, tripping down screes of obsidian, eking out a meager existence. Then, one day, by a tiny slip of water, he saw her.

She was the Enchantress, and she had watched Davian from afar. Struck by his beauty, she had fallen helplessly in love. For Davian, too, it was the same.

For a while the pair hid from the prying eyes of others, knowing their union would be abhorred by many. But the Enchantress conceived a child, and Davian feared for her. They set out for home, but were caught in the open without shelter, and she gave birth in a fearsome windstorm.

Five there were in this litter. They flitted away, fully formed upon birth, the forerunners of firewalkers.

The Enchantress blamed Davian for the loss of her children, and she left him.

—Excerpted from
The Book of the Land

Composed of Fire and Air, firewalkers can cast red and blue spells. Because of the powerful spells contained in these two types of magic, the firewalkers are arguably the most powerful spellcasting race in the game. They can use Air spells such as *Hailstorm* and *Lightning Strike*, as well as the Fire spell *Burning Hands*. In addition to the basic list of red and blue spells, the firewalkers also have a few spells which they alone can cast. These new spells change the balance of the game tremendously and make the firewalkers a force with which to be reckoned. (The comprehensive spell list on pages 34–43 contains the firewalker-only spells.)

The firewalkers are the first race to have a special power which is not tied to a home terrain: They can travel directly between terrains, skipping the reserve step. This ability allows the player with firewalkers to shore up his defenses quickly, letting him move troops where they can be of the most use. There's a stipulation, of course, and it's that this speedy maneuvering only works with terrains that contain the Air (blue) element—coastland and flatland. You may want to include at least one of those two terrains.

A full set of firewalker units (excluding monsters) has some unique strengths and weaknesses. By looking at this race as a whole and at the individual unit level, you can develop some interesting strategies for their use.





















Firewalkers have a total of only 40 melee icons (not including SAIs or ID icons). This puts them at the bottom of the races for melee damage. However, they have 34 missile icons, which makes them number one as far as raw icons are concerned. Firewalkers also have 22 magic and 37 maneuver icons, putting them near the top of both of those categories as well. Firewalkers fall apart when you get to saves, however, as they have only 18—only slightly more than the coral elves and lava elves.

So how can you use this information to build winning firewalker armies?

- ◆ **Use your racial spells.** These are spells that no one else in the game can use, and they're quite powerful. So why aren't you casting more magic? *Firebolt* is the cheapest spell in the game that kills the units of your choice; *Flashfire* can be used to reroll at least one of your units in every action; and *Elemental Blast* (red) can be cast to negate nonred magic. As to blue spells at your command, *Dust Devil* is an inexpensive way to halve all missile fire into or out of a target terrain, *Elemental Blast* (blue) can negate nonblue magic, and *Mirage* sends all 1-health units in the target army to their reserves, if they fail to make a save.
- ◆ **Stay in the air.** Whenever possible, stay at terrains that have the Air (blue) element. This allows you to use your special power to move directly to other terrains without going into reserve. If an army begins to break through, you can instantly send troops to bolster your defenses. If a terrain becomes free, fly over and claim it before others can. You can use this power to shift melee, missile, and magic troops to where they're needed the most.
- ◆ **Mix with a race that has saves.** An all-firewalker army is a possibility, but considering how few saves they have, you may want to mix them with another race, say undead or dwarves. Both of those races have scads of saves and melee strength, too. Mix them with amazons and you'll have one of the most maneuverable and deadly missile armies ever built. For a heavy magic-using army, firewalkers work well with both lava elves and coral elves.
- ◆ **Ash doesn't hurt dragons.** A nasty thing to do to your opponents is to cover a terrain with as many *Ash Storms* as possible. Then, while they're trying to find their swords in the smog, drop a dragon or two on them. The dragon isn't slowed by the *Ash Storm* at all—it just ignores it. This, sadly, is not the case for your opponents, who must suffer through the attack with substantial penalties.

Firewalker Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
Heavy	 Guardian	 Watcher	 Sentinel	 Fireshadow
Light	 Explorer	 Adventurer	 Expeditioner	 Genie
Missile	 Firestarter	 Firemaster	 Firestormer	 Gorgon
Cavalry	 Shadowchaser	 Nightsbane	 Daybringer	 Phoenix
Magic	 Sunburst	 Sunflare	 Ashbringer	 Salamander

Normal Action Icons

 Melee	 Missile	 Magic	 Maneuver/Fly	 Save
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Special Action Icons

 Bullseye	 Cantrip	 Counter	 Smite
----------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------

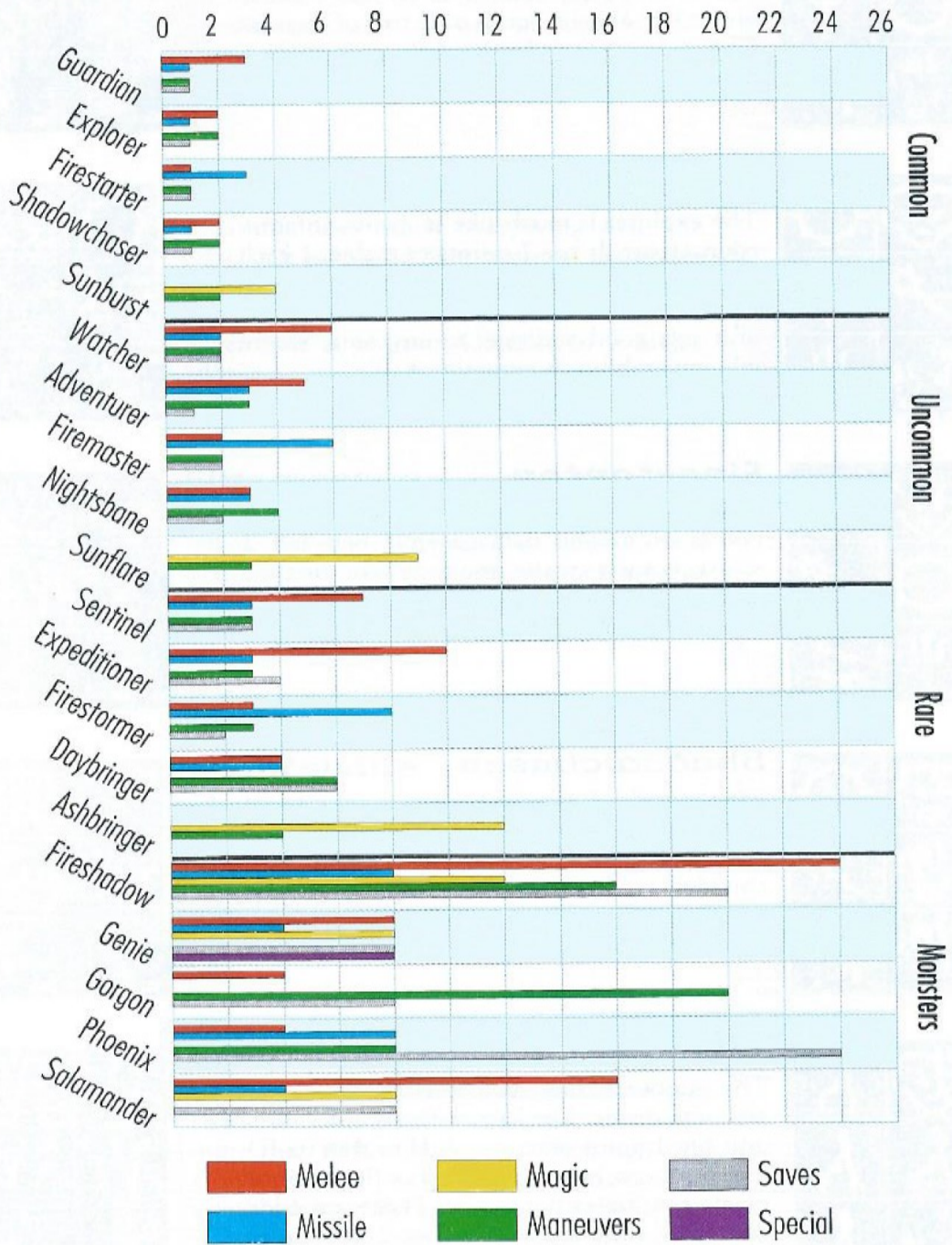
Monster Special Action Icons

 Cantrip	 Create Fireminions	 Firebreath	 Firecloud	 Firewalking
 Galeforce	 Rise from Ashes	 Seize		

Flatland Icons/Coastland Icons

For Flatland and Coastland icons see page 128.

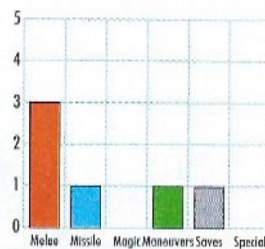
Firewalker Statistical Overview





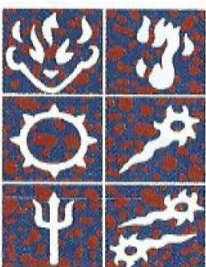
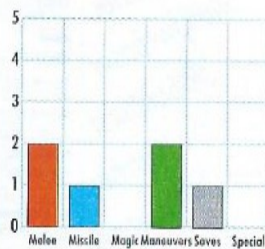
Guardian

This common heavy infantry troop has a nice mix of everything, giving it many possibilities. Its main thrust is toward combat, and it has 3 melee icons over two of its sides. The remaining sides have 1 icon of save, maneuver, and missile respectively.



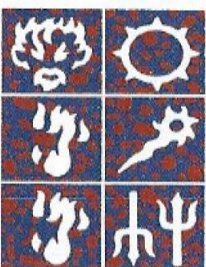
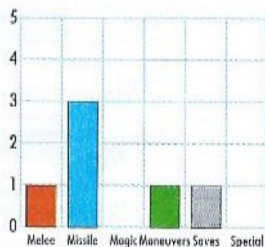
Explorer

The explorer is much like its heavy infantry counterpart. It has 2 points of melee, 1 each on two sides. It also has 1 point of missile, 1 point of save, and 2 points of maneuver. This unit is a good addition to any army where maneuverability is paramount.



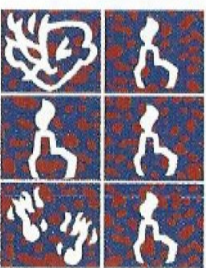
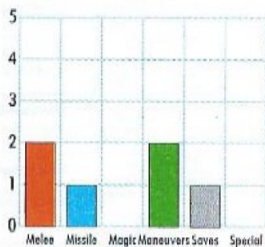
Firestarter

The firewalkers' common missile unit has 3 points of missile damage split between 2 sides, giving it missile results 50% of the time (counting the ID icon). The troop also has a single melee hit, a maneuver, and a save.



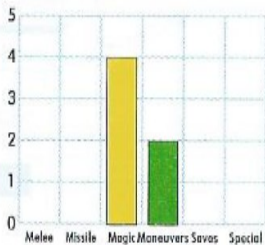
Shadowchaser

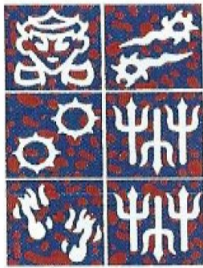
This cavalry unit has only 2 points of maneuver, making it one of the *sloooowest* cavalry units in the game. It makes up for this deficiency by having 2 melee icons, 1 missile icon, and 1 save—not bad for a common unit!



Sunburst

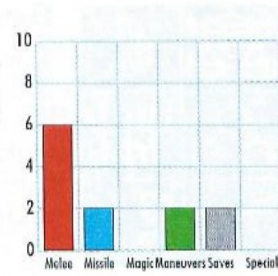
The sunburst does almost nothing except generate magic. On four of its six sides, this unit has 1 point of magic. Add to that its ID icon and you have a unit that will generate magic five times out of six. Those are odds you can count on! It also has 2 maneuver icons for speed.





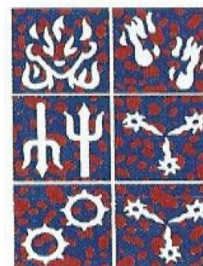
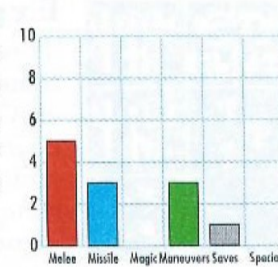
Watcher

The watcher has lots of combat power for an uncommon unit. It has 6 melee icons, 3 on each of two sides. In addition, it does a bit of everything else: 2 points of maneuver, 2 points of missile, and 2 saves round it out.



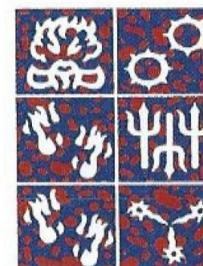
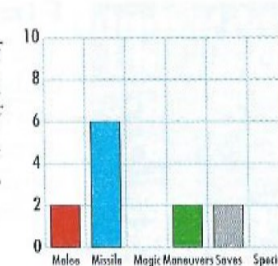
Adventurer

This unit does nearly everything well; the drawback is that it does nothing extremely well. It has 5 melee icons, 3 points of missile, 3 maneuver icons, and 1 point of saves. The adventurer is a good addition to a melee army because it adds some movement.



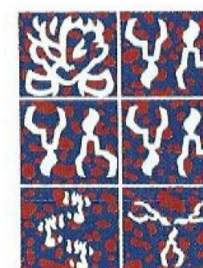
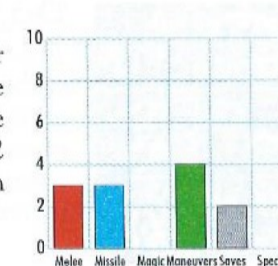
Firemaster

Although the firemaster only has 6 points of missile damage over two of its sides, it's still a dangerous opponent. It has 2 points of melee, 2 saves (making it one of the few missile units with decent saves), and 2 maneuver icons.



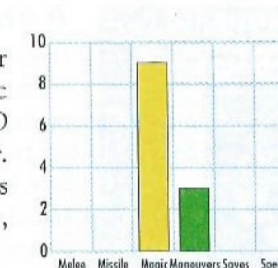
Nightsbane

This cavalry unit will give your firewalker army 2 points of maneuver 50% of the time (counting the ID icon). It can also generate 3 points of missiles, 3 points of melee, or 2 saves. It's well rounded and has a place in any firewalker army.



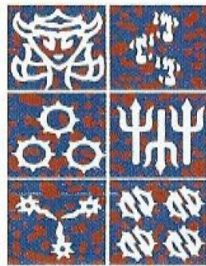
Sunflare

Uncommon magicians don't get any better than the sunflare! It will give you magic more than 83% of the time (counting its ID icon). It also has 3 points of maneuver. Don't ask it to do anything else though, as it has nothing but its ID face for saves, melee, and missiles.



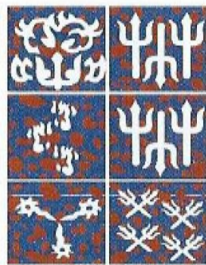
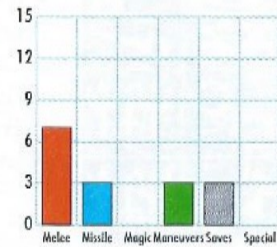
Uncommon

Rare



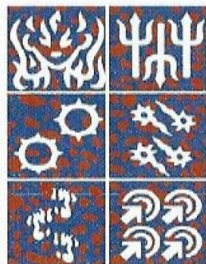
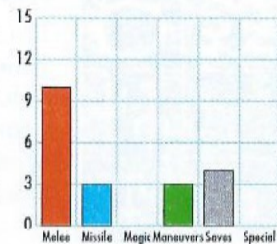
Sentinel

The sentinel will give you melee damage 50% of the time (counting the ID icon), but has even more to offer. It saves (3 saves), is mobile (3 maneuvers), and can even contribute to a missile fight (also 3), but it does each of these things only 33% of the time.



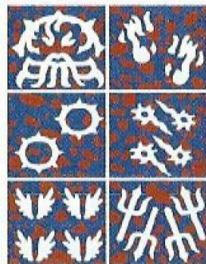
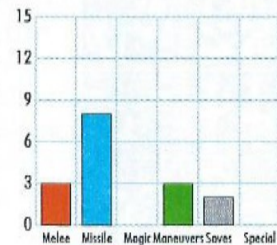
Expeditioner

This rare light infantry actually delivers more melee damage than any other firewalker. Counting its ID icon and its 4 points of counter, the expeditioner does between 3 and 4 points of damage nearly 67% of the time. It's supplemented by 3 points of maneuver and 3 of missile.



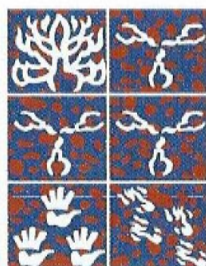
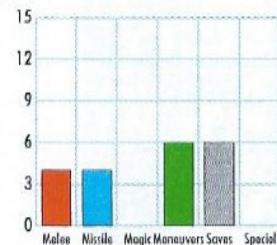
Firestormer

The firestormer has 4 points of missile and 4 bullseye icons. In addition, it also has 3 points of melee, 2 saves, and 3 points of maneuver. Like most firewalkers, it loses some power by being more of a jack-of-all-trades—not a bad choice for a multiuse army.



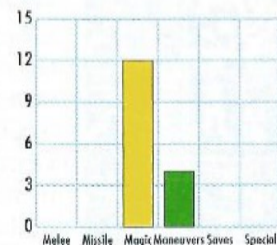
Daybringer

This is another slow cavalry unit. It has a fair number of both melee and missile icons (4 each) and 2 saves. Its 2 maneuvers are supplemented by 4 points of fly icons, which count as either maneuvers or saves, whichever you need.



Ashbringer

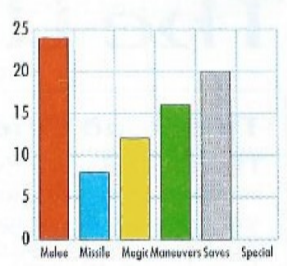
If you want a magician, you can't go wrong with the ashbringer. It has a total of 15 points of magic (counting cantrip and ID icons). The only nonmagic face on this unit has 4 points of maneuver, which can come in handy when trying to keep a terrain in the magic range.





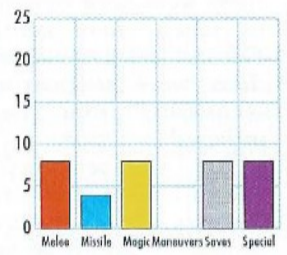
Fireshadow

This is the most useful of all the firewalker monsters because of its create fireminions SAI, which gives the acting army 4 points of magic, melee, missile, maneuver, or save as needed. It also has cantrips, smites, counters, and flies—giving it an SAI 70% of the time.



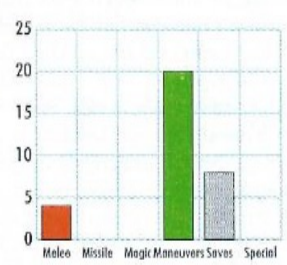
Genie

The genie is an all-around monster, with several good SAIs, including firecloud, gale-force, firewalking, and cantrip. The genie's firecloud SAI is especially good against slow-moving troops, like undead.



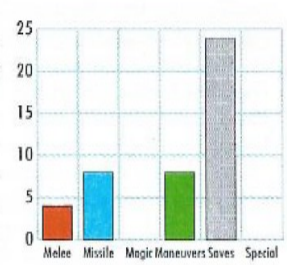
Gorgon

Unless you want a lot of movement, don't add this unit to your army. Five of its ten sides are taken up by maneuver icons worth 4 points each. Apart from those, 2 save icons worth 4 points each and 2 firebreath SAIs are all this unit offers.



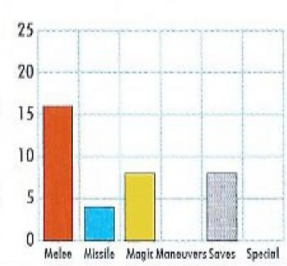
Phoenix

The phoenix saves better than nearly any other unit in the game. Of its ten sides, 7 of them (counting its ID icon) count as saves. Its rise from the ashes SAI makes it hard to kill and bury. However, its melee faces only come up 20%, and its missile 30%, of the time.



Salamander

The salamander is like the rest of the firewalkers, it has a little bit of everything. Three melee icons, 1 smite icon, and its ID face provide melee damage 50% of the time. It also has a nice mix of magic, cantrips, saves, and missiles to make it useful under any circumstances.



The Undead

The Dead Ones

The Elder Races, the mortal amazons, and the hostile fire-walkers were all engaged in war, squabbling over territories and imagined slights. The races of Esfah were out of control, and there were none to temper them, to teach them gentler ways. Nature and her elemental children were still in seclusion, recovering from the wounds inflicted by Death.

But Death remained on Esfah, and at last he tired of torturing his pets and let them loose. He turned his attention to the face of the world, and saw that the races had destroyed much of the once beautiful land. Mountains lay scarred by spells, fields were trampled by cavalry, and streams flowed red with the blood of the dead.

Death laughed, a great booming sound filled with malicious mirth. He leapt into the air, his form sprouting huge batlike wings, and he wended his way across the land. His sharp eyes espied the bodies of the forlorn dead, and again he laughed joyously.

And in his wake, the bones of the dead, the decaying corpses of the dead, rose with trembling hatred to follow their master.

It was the dawn of the dead, and never had a day looked so grim.

—Excerpted from
The Book of the Land

Creatures of the night, the undead have a special racial ability that makes them unique and extraordinarily powerful. This dark talent is called *stepped damage*. Because they are not truly alive, undead can suffer great damage before being physically destroyed. When an undead is "killed," instead of being sent to the dead unit area, it can be traded in for an undead unit of one health less. (The replacement unit must come from the dead unit area; if there are no undead units there, the die takes full damage and is killed.) This swapping of the dice represents the unit converting into a smaller self.

The stepped damage ability works especially well with another of the undead's talents: Undead units are notoriously fierce hand-to-hand combatants. Perhaps this is to compensate for the fact that, unlike other races in the DRAGON DICE game, the undead don't have the power to use missiles or ride mounts. Thus, they have no missile or cavalry units, as other races do.

Instead, the undead have three types of melee units and two types of magical units. Zombies, wights, and mummies make up the heavy melee troops; skeletons, revenants, and death knights compose the light melee force; and wraiths, spectres, and ghosts tow the line as skirmishers. These melee units have tremendous combat skills, which, when combined with several new special action icons, make them the ideal race to recruit if you like to attack your opponent directly rather than sitting back being cagey.

Not only are the undead formidable fighters, they're mighty magicians as well. Even though they can only cast black magic, having *two* levels of magicians in their ranks easily compensates for that limitation. Light magic troops consist of ghouls, ghasts, and vampires, while heavy magic troops are made up of apparitions, heucuvras, and the fearsome liches. The light magicians combine melee and magic skills, and the heavy magicians are everything a DRAGON DICE player dreams of: lots of magical power in dangerous and compact packages. To help ensure that the magic-wielding troops get off their spells, the fen-





















hound (an undead monster) can dispel magic—a useful ally to have in battles against magic-heavy armies.

So how can you use this information to build an undead army?

- ◆ **Concentrate on your home terrain.** Pick one that you think won't help anyone else, since your special abilities aren't tied to a terrain. Move it quickly into either melee or magic. Missile range does you virtually no good.
- ◆ **Make them come to you.** Move your home terrain to the eighth face and then go stomping. With your magic ability and melee might (not to mention the stepped damage), you can take anything your opponents dish out, but only if you force them to fight on your terms.
- ◆ **It's no fun without dice.** Bury your opponents' dead whenever possible. Your troops are extremely difficult to kill (again, the stepped damage ability), and if you bury dead whenever possible, soon you'll have a vast numerical superiority. Never, *never* bury your own dice, no matter how tempting a tactic that may seem. The tides of war often change dramatically in a DRAGON DICE game.
- ◆ **There's strength in diversity.** For an all-undead army to succeed, you must bring to the table as many different types of dice as possible. If you have no two-health dice, your three-health dice can't take advantage of the stepped damage racial ability. Of course, you must also have something in your dead unit area for this power to be effective.
- ◆ **Fight your fight.** Each race has its own strengths and weaknesses. You have no missile capacity and almost no movement. In exchange, you do have a melee strength second to none and powerful new spells only you can cast (see the comprehensive spell list on pages 34–43 for details). At the start of the game, move your spellcasters to your reserve area and the rest of your dice to your home terrain. Use magic generated in the reserve area to cast protective spells on your home army while they move the terrain to the eighth face. Once they've done that, move the spellcasters to your home terrain and send the rest of your army to the highest terrain on the board. Use spells to soften up any defenders and melee them out of the terrain. In no time you'll have the second eighth face—and the win!

Undead Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
<i>Heavy infantry</i>	 Zombie	 Wight	 Mummy	 Carrion Crawler
<i>Light infantry</i>	 Skeleton	 Revenant	 Death Knight	 Dracolich
<i>Skirmisher</i>	 Wraith	 Spectre	 Ghost	 Fenhound
<i>Light magic</i>	 Ghoul	 Ghast	 Vampire	 Minor Death
<i>Heavy magic</i>	 Apparition	 Heucuva	 Lich	 Skeletal Steed

Normal Action Icons



Melee



Magic



Maneuver



Save

Special Action Icons



Cantrip



Convert



Scare



Vanish



Wither

Monster Special Action Icons



Cantrip



Dispel Magic



Fly



Plague



Rend



Slay



Smite

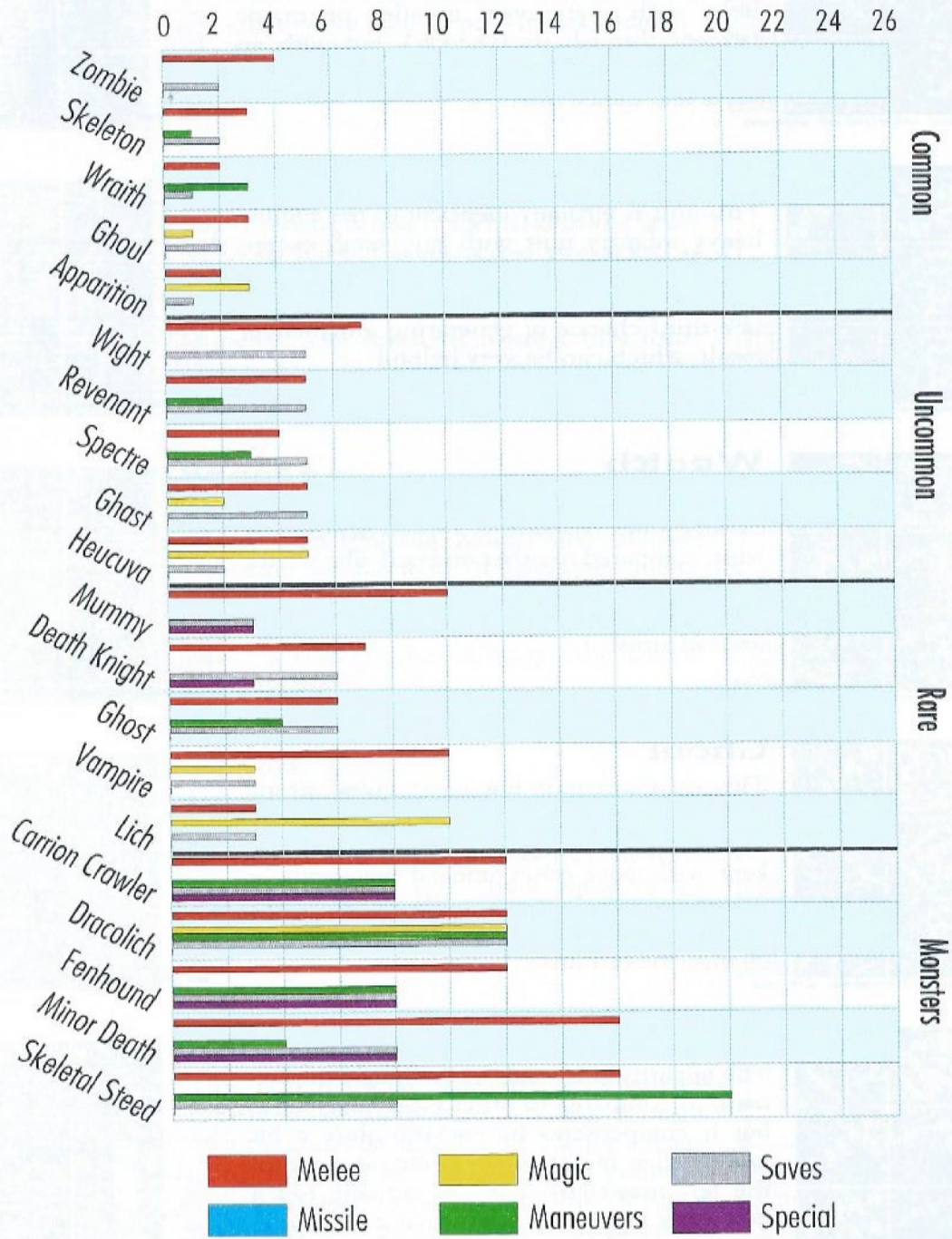


Stun



Trample

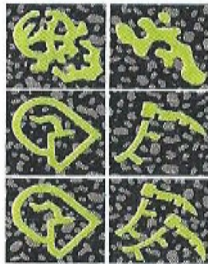
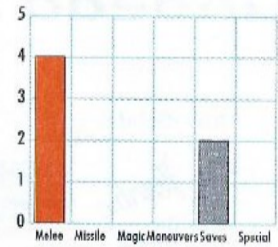
Undead Statistical Overview





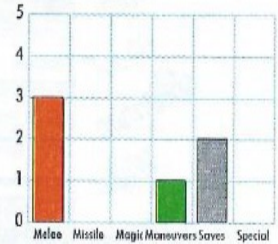
Zombie

The zombie is built to inflict damage, with its 4 points of melee covering three sides and a save on each of the other two. It doesn't help with maneuver, missile, or magic (except through its ID icon), but with an undead army, who needs anything more than saves and melee hits?



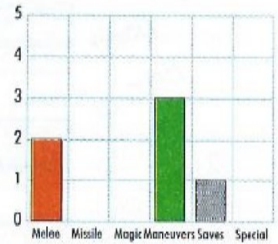
Skeleton

This unit is virtually identical to the zombie heavy infantry unit with one small exception: It replaces one of its melee hits with a maneuver icon. This gives the skeleton a one-third chance of generating a maneuver result, which can be very helpful.



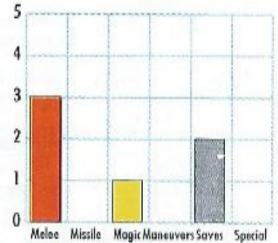
Wraith

The wraith is the undead equivalent to the cavalry unit. This unit is a speed demon—at least, compared to other undead! The wraith has 3 maneuver icons split between two sides, which makes it a vital addition to an undead army.



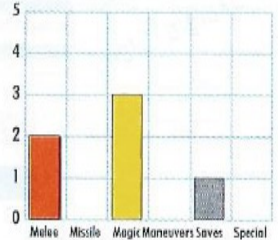
Ghoul

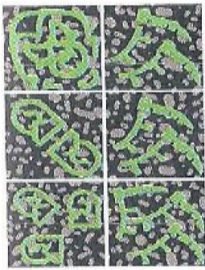
This common unit has great saves, strong melee potential, and just enough magic to make it interesting. The ghoul should be kept with your other undead magicians as “cannon fodder” or sent with a melee army to provide magical support until you can change the terrain.



Apparition

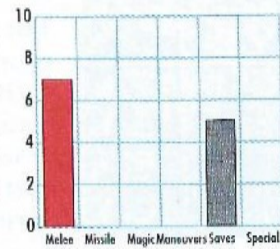
The apparition is weak in the magic department as compared to other races' magicians, but it compensates by packing quite a bit more melee might. In addition, it's one of the few magicians that can actually roll a save with something other than its ID icon.





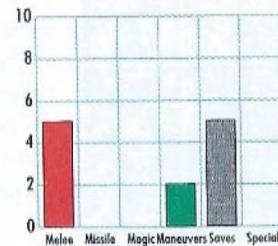
Wight

This uncommon unit inflicts more damage and saves better than most rare units. The wight has 7 points of melee damage and 5 saves, but—like all undead—it lacks maneuver and missile icons. In a well-constructed undead army, though, it shouldn't need them.



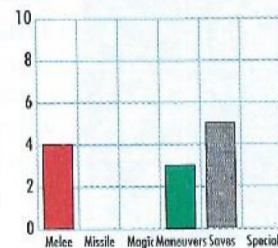
Revenant

The revenant is nearly identical to the spectre: both have 5 saves across two sides, as well as melee and maneuver icons. The difference is that the spectre has 1 more point of melee. The revenant is great in a force where damage is more important than maneuverability.



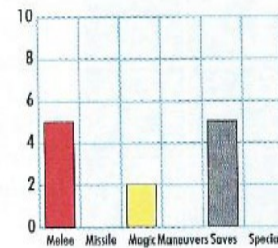
Spectre

This uncommon unit is one of the best all-around units that the undead have to offer. Counting its ID icon, it generates melee damage 50% of the time, saves 50% of the time, and maneuvers on one-third of all rolls. As with all undead troops, the spectre saves extremely well.



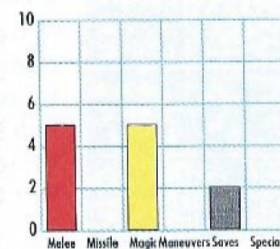
Ghast

The ghast will give your undead army melee damage, saves, and even a little magic. It's the perfect unit to throw in with your regular magicians to give them some melee strength and saves for those instances when they're needed.



Heavoda

This is a magician that has some muscle behind it! In addition to 5 points of magic over two sides (which is a bit low for a magician), this unit has 2 saves and 5 points of melee, making it a multiclassed unit. While it will never be a great warrior or magician, it has the advantage of being good at both jobs.

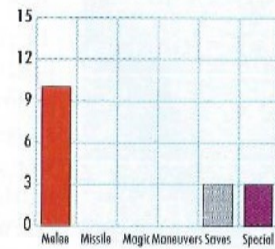


Uncommon



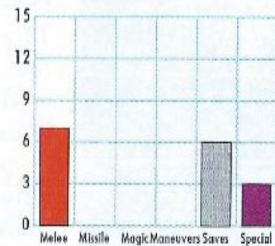
Mummy

The mummy can cause a single unit (of your choice) to suffer a -3 penalty (-1 per wither icon) until the start of your next turn. If the unit rolls an adjusted result of 0 or less, it dies. Target an opponent's favorite unit with wither, and you may sabotage his entire game.



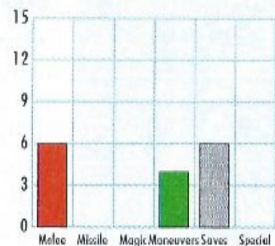
Death Knight

The death knight has an interesting SAI. Its scare icon can send units back to their reserve or kill them outright. While it's not as powerful as some SAIs, it does have its uses. Other than that, the death knight is a tough fighter with lots of melee and saves.



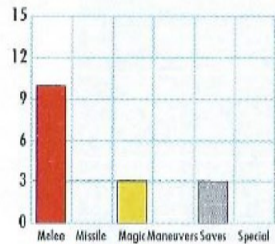
Ghost

This rare unit has good maneuver potential (for an undead, that is), lots of melee, and even more saves. It also has the SAI vanish, which counts as saves and lets the ghost move to any other terrain or its reserve.



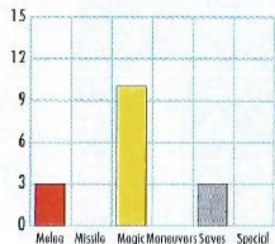
Vampire

The vampire offers a little magical power, some saves, and lots of melee. It also has an SAI called convert. During melee, convert lets you kill the target of your choice (it may save); if it dies, you can bring back to life an undead unit of equal or lesser health.



Lich

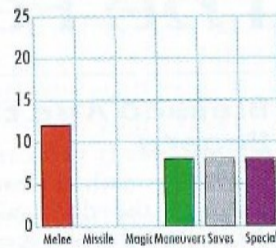
While this rare magician has only 10 points of magic (counting its cantrips), it is decent in melee combat and can save, too. The lich's best power is its cantrips. They allow it to instantly cast 4 points of black magic when rolling for anything except maneuvers.





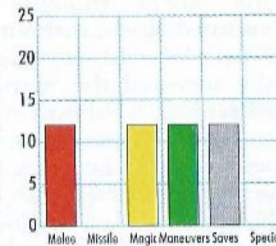
Carrion Crawler

Like all undead, the crawler is best in melee combat. It has numerous melee icons, including 1 smite and 2 stuns (which let the monster be rerolled if the stun is not avoided). It has some movement for outflanking opponents, but not enough to count on.



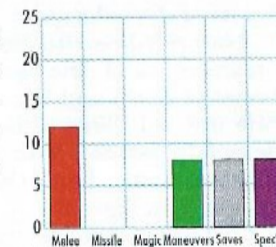
Dracolich

The dracolich has many good SAIs, including fly, rend, smite, and cantrip. The remaining faces are 2 magic icons, 1 melee icon, and 1 save icon (all each worth 4 points). This is the best of all undead magicians, generating magic 40% of the time and saves four times in ten.



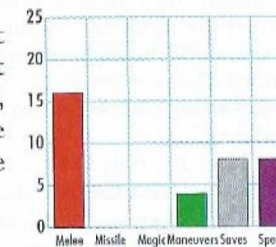
Fenhound

The fenhound is best included when you're fighting a powerful magic army, since it has several dispel SAIs. These allow it to neutralize incoming magic while your undead magicians make things unpleasant for your enemy.



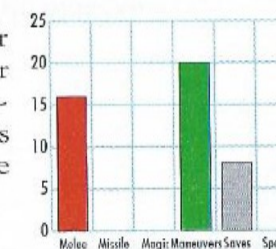
Minor Death

This is a monster killer! Its slay SAI allows it to kill the unit of its choice, unless the target can roll its ID face. This is fine against units, but deadly against monsters, which only have a 10% chance to save. It also has the plague SAI, which can kill an entire army.



Skeletal Steed

If you want a fast undead army, put two or three of these movement specialists into your mix. The steed generates 4 points of maneuver 60% of the time (counting its ID face). Its weaknesses are saving and dealing melee damage, both of which it does only fairly.



Monsters

The Feral

Blessed Are the Beasts

In the aftermath of Death's awakening of the dead, all seemed doomed for the fair races of Esfah, for Nature and her children had abandoned their creations—or so the world thought. Nature returned alone, without Eldurim, Firiél, Ailurehl, or Agquarehl, and she surveyed the burning lands with tears in her eyes.

Nature's sorrow grew, but it was soon replaced by a rage that grew until she trembled with its might. Nature roared, a ringing blast of anger and anguish, and from the forests, the mountains, the valleys and the plains, they came: the beasts of the wilderness.

Nature turned to these mute creatures, and she gave them bones of Earth and hearts of Air. She imbued them with her own desperate ferocity and her own great courage, and the beasts became intelligent.

In respect for the other children who walked the land, the beast-folk took the shape of man, though their skins remained true to their origins. Some say the beast-folk took the man-shape to allay the other races' fears, for who would not be frightened of a talking bear?

The children of Nature sought out the Dead Ones. Though the race was young and untested, their hearts were true, and their loyalty to Nature absolute.

—Excerpted from
The Book of the Land

The feral are Nature's children, composed of Earth and Air. She has imbued this race with some remarkable powers—making them one of the most unique and formidable races in the DRAGON DICE game. This race of beast-folk are so strongly tied to the forces of Life that new feral are constantly being created. Since feral young mature faster than the young of other races, new members of the race are also produced faster.

In game terms, this fecundity is put into play as follows: At the start of a player's turn, every terrain occupied by an army that contains at least one feral unit attracts a 1-health feral unit from the dead unit area. If no 1-health units are available, no generation occurs.

This ability works extremely well in either all 1-health feral armies or armies with a large percentage of 1-health units. Whenever an army containing feral suffers casualties, be sure to remove common feral units first.

Feral units are extremely flexible. Unlike some races where you either have feast or famine when rolling (for example, the lava elves), feral have their icons spread evenly across the dice faces. What this means is that, when you roll a handful of feral melee troops, you can count on getting about the same number of melee hits, saves, or moves each time. For players who prefer to run on statistical averages, this is a big advantage.

The feral are a well-rounded race. They have units that are good at melee, missile, maneuver, and saves. This makes them an excellent race to play against almost any opponent.

Not only are the feral good at missile and melee attacks, they're powerful spellcasters as well. Their mix of blue (Air) and gold (Earth) magic gives them a great selection of basic spells. A feral magician with enough points of magic can virtually guarantee an army a successful maneuver by using either *Transmute Rock to Mud* or *Windwalk*. The feral also have access to a strong defensive spell (*Stoneskin*) and deadly offensive spells (*Hailstorm* and *Lightning Strike*).

Their magical repertoire is reason enough to want to play the feral, *but wait, there's more!* The feral have several new spells that only they can use. The *Hide* spell allows the owner to hide 1 health of the target army until the end of his next turn. Hidden units cannot be affected by spells and cannot make any rolls until the spell ends. Even better is the *Savage* spell, which causes 1 health of the target army (your choice) to make a melee attack on its own forces. It's just the thing to throw at those annoying goblin leopard riders or undead that have been plaguing you.





















But wait, it gets even better! Cast enough *Wilding* spells to affect all the units in a single army, and you can effectively take a second attack that turn! (Your units' melee and save results are doubled until the beginning of your next turn.) So cast *Wilding* and charge into battle!

So, how do you turn the feral loose on a hapless army? Here are a few strategies to get you started:

- ◆ **Spread out and conquer.** Large armies composed of 1-health feral units are best when you have an army at every terrain in the game. It will take several turns of jumping in and out of reserves to achieve this, but when you're done you'll be able to recruit a new feral at every terrain. In a four-player game, this is 5 health of feral each turn for free.
- ◆ **Go to the enemy.** Your special ability isn't tied to a terrain, and you're good at just about everything. The feral are one of the few races that can take the fight to any terrain and thrive. They can even match magic with the coral elves since they too use blue magic.
- ◆ **Maneuver early and often.** The feral are a quick race, good at maneuvering. You can't keep up with the dwarves or goblins in their home terrains, but you can outpace anyone else. You should be able to *own* the terrain dice, wherever you are. Up against archers? Move the terrain quickly up to melee and crush them, or down to into magic and *Lightning Strike* them back into the stone age. Melee problems? Jump the die up to the eighth face and start charging them, or drop it into missile range and feather them with arrows.
- ◆ **When all else fails, charge!** Use your magicians to cast *Stoneskin* spells on one of your armies. Once they're pumped up enough, have them charge an opposing army. The resulting damage should mash them into the ground while your forces will escape relatively unharmed.
- ◆ **Fear black magic.** Do not stand by while the death magicians bury your dead! Being able to bring new feral into the game each turn is the race's main strength. Protect those 1-pointers! Go after the black magic users whenever possible. And after they're dead, cast *Dust to Dust* on them to ensure they don't come back. Anything that buries dice is a threat to you. Take that threat seriously.

Feral Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
<i>Heavy (Hunters)</i>	 Lynx-folk	 Leopard-folk	 Tiger-folk	 Bear-folk
<i>Light (Stalkers)</i>	 Hound-folk	 Fox-folk	 Wolf-folk	 Elephant-folk
<i>Missile (Fliers)</i>	 Falcon-folk	 Hawk-folk	 Vulture-folk	 Owl-folk
<i>Cavalry (Racers)</i>	 Antelope-folk	 Horse-folk	 Buffalo-folk	 Lion-folk
<i>Magic (Shamans)</i>	 Weasel-folk	 Badger-folk	 Wolverine-folk	 Rhino-folk

Normal Action Icons



Melee



Missile



Magic



Maneuver



Save

Special Action Icons



Bullseye



Cantrip



Counter



Double Strike



Rend

Monster Special Action Icons



Dispel Magic



Double Strike



Fly



Gore



Hug



Roar



Screech



Swoop

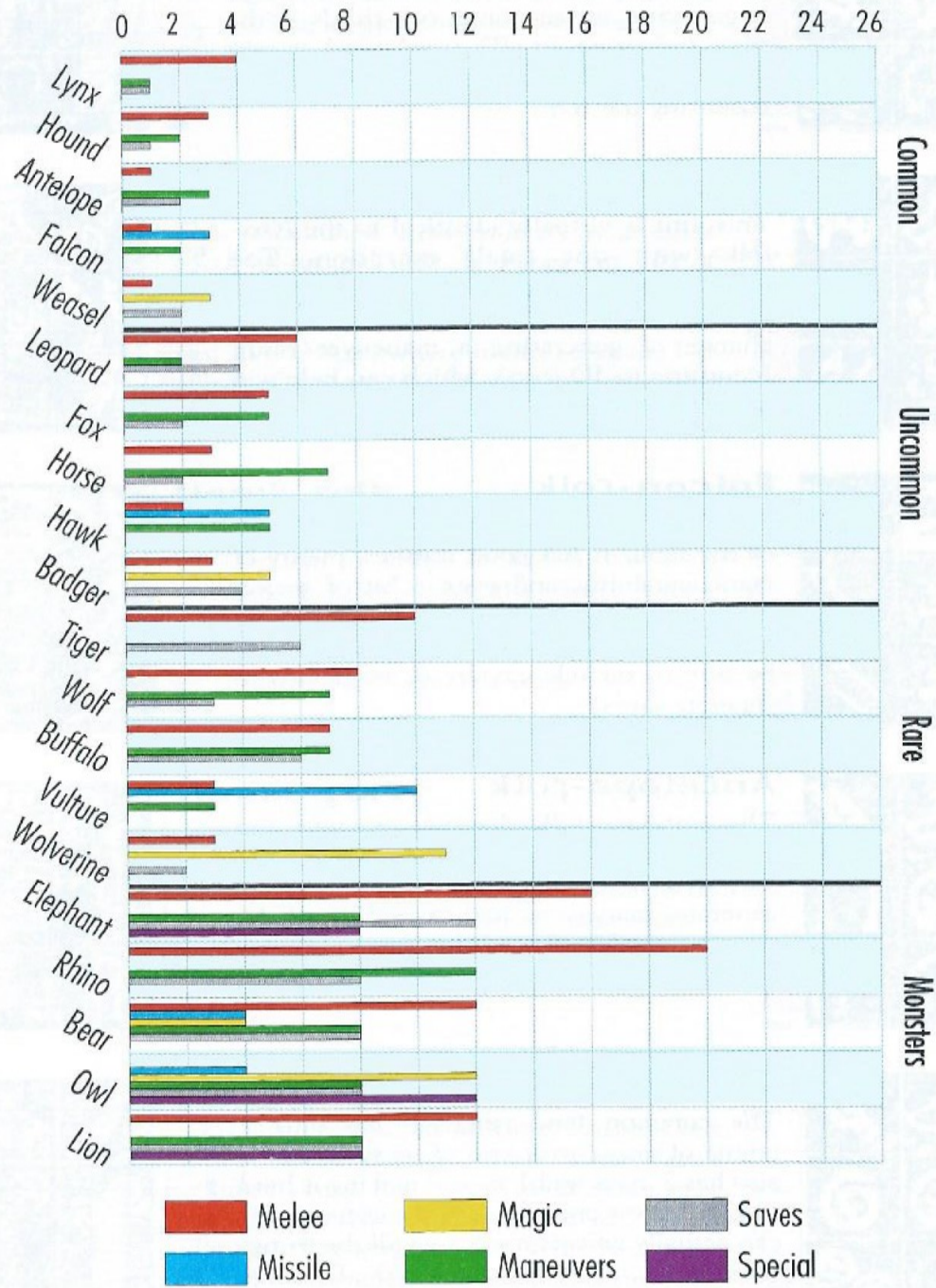


Trample



Trumpet

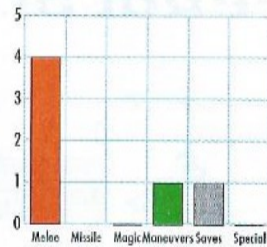
Feral Statistical Overview





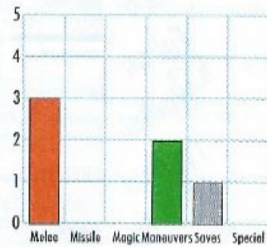
Lynx-folk

The lynx has melee punch, a save, and a maneuver. Of all the common feral units, this one can deliver the most melee damage. It generates melee points two-thirds of the time (counting its ID icon), and it gets maneuvers and saves one-third of the time (counting the ID).



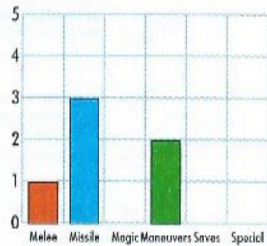
Hound-folk

This unit is virtually identical to the lynx-folk—with one small exception. The hound-folk replaces one of its melee hits with a maneuver, giving the unit a 50% chance of generating a maneuver result (counting its ID icon), which can help win maneuver contests.



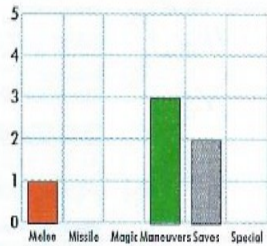
Falcon-folk

The falcon-folk is the common missile unit of the feral. It has good missiles, plenty of maneuverability, and even a bit of melee. However, the feral missile units have no saves. If you're going to build a missile army, be sure to include cavalry or magicians to generate saves.



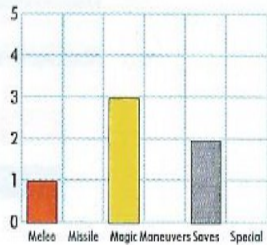
Antelope-folk

The antelope-folk doesn't generate too much damage, but it does save and move very well. If you count its ID icon, the unit generates maneuvers and saves 50% of the time and melee 33% of the time. This mix makes it great for charges, since it has saves.

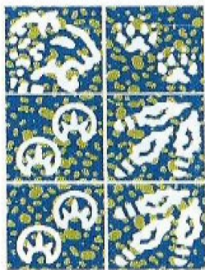


Weasel-folk

The common feral magician has only 3 points of magic over two of its sides, but it also has 2 saves and 1 melee, making it hard to kill. This is one of the few magicians that can actually protect itself from all the things that tend to target magicians in the DRAGON DICE game.

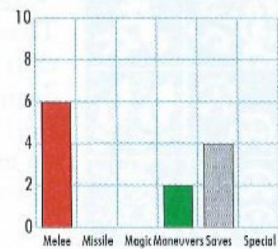


T



Leopard-folk

The leopard-folk has lots of saves (a total of 6 if you count its ID icon), and it has maneuver icons and many melee icons for a unit of its size. The leopard-folk unit isn't very flexible, but that isn't necessarily a weakness—plus, it's great for charge attacks.

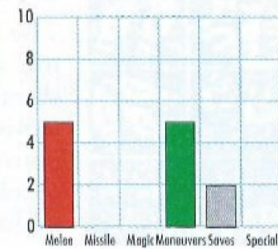


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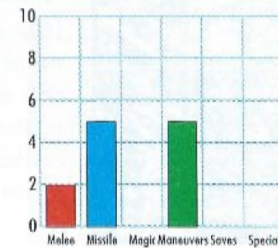
Fox-folk

This uncommon light infantry is another good, all-around unit. It dishes out lots of melee damage and has a fine number of maneuvers and saves. The fox-folk works best in a charge, where it can generate 2–3 points of damage five times in six (counting its ID icon).



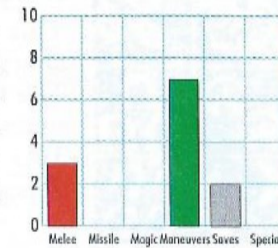
Hawk-folk

This uncommon missile unit delivers what it's supposed to. It has several missile icons (though missiles aren't the feral's strong suit). It also has 2 melee icons and 5 maneuver icons, making it one of the quickest and most maneuverable missile units out there.



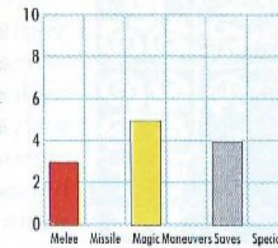
Horse-folk

To win a game of DRAGON DICE, you have to be able to move the terrain to your best advantage, and you need maneuvers to do this. The horse-folk has those maneuvers—and more. The unit has a whopping 7 maneuvers, giving you speed when you need it most.



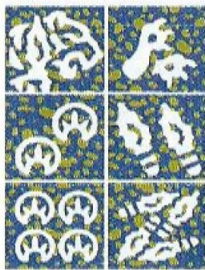
Badger-folk

This magician has an attitude! It dishes out more melee damage than some race's infantry units, has better saves than most rare units, and can *still* generate 2 or 3 points of magic. The feral may not be the best magicians in the game, but their mages can handle punishment!



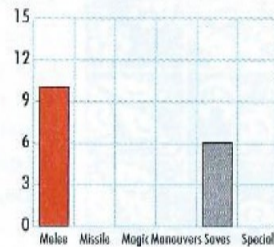
Uncommon

Rare



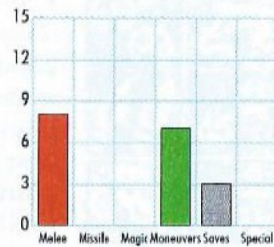
Tiger-folk

This is one of the few DRAGON DICE units that has an error. The way the tiger-folk is designed, it appears that its double strike SAI causes only 1 point of damage. This is an error: The icon inflicts 4 points of damage and is then rerolled.



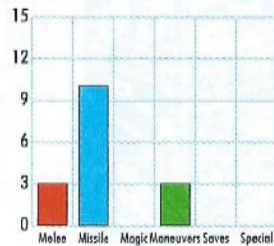
Wolf-folk

The wolf-folk also has a tiny error. It's missing a point on one of its sides. Rare dice should have total of 16 points (excluding ID icons). The wolf-folk only adds up to 15 points. This doesn't really weaken the unit much because it has so many good icons, including rend.



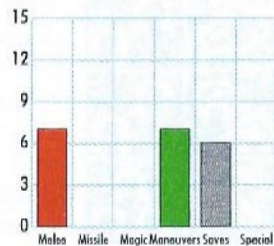
Vulture-folk

If you want to build a feral missile army, you need to have vulture-folk. This unit carries the most punch of any feral archer. It has 10 points of missile icons (including 4 bullseyes) spread over three of its sides, and 3 points each of maneuver and melee.



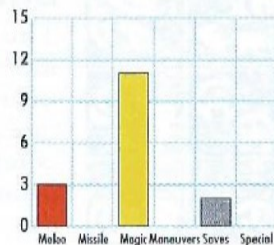
Buffalo-folk

This rare cavalry unit is almost as good on charge attacks as the dwarf mammoth rider. The buffalo-folk causes damage five out of six times when charging and has several saves. Two or three buffalo-folk in an army can almost guarantee success when maneuvering.



Wolverine-folk

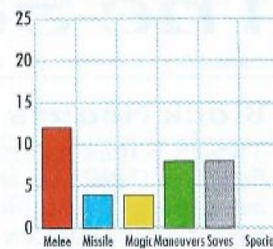
While this rare magician has only 11 points of magic (counting its cantrips), it's good in melee combat and can save, too. The wolverine-folk's best power is its cantrip icons, though. With that SAI, it can instantly cast 4 points of blue or gold magic when rolling for anything except maneuvers.





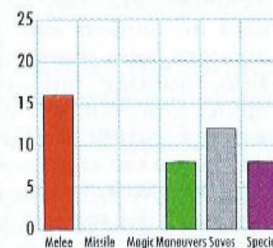
Bear-folk

The bear-folk has a bit of everything, making it a well-rounded clan elder. Its magic and missile abilities let it function in either type of army, and it has good melee and saves. Most impressive, though, is the bear-folk's several double strike attacks and its powerful hug.



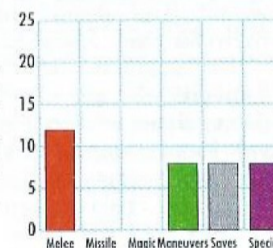
Elephant-folk

This elder, like most feral, is best during a charge. Its tough hide lets it save well, and it has plenty of melee (including trample, which counts as both melee and maneuver). Best of all is its trumpet SAI, which doubles the melee or save results of all feral units at the terrain.



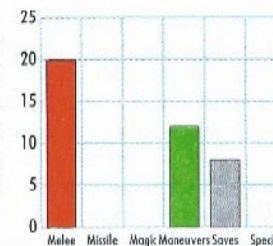
Lion-folk

The lion-folk is a fairly standard feral unit. It has several very good melee icons, including double strike and roar. It also has good movement and saves, making it best for a cavalry-heavy army that likes to charge at its opponents. Its abilities are wasted in other armies.



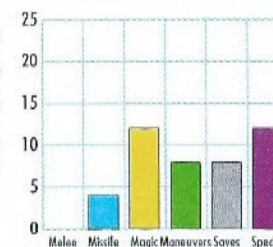
Rhino-folk

The rhino-folk is a good choice for a feral army that likes to charge. This elder has several movement icons, tramples, and normal melee icons, giving it plenty to do during a charge. This unit also has a few saves—and thus a decent chance against most SAIs and spells that may target it.



Owl-folk

This is one of the most powerful magicians in the feral clans. The owl-folk has both magic icons and dispel icons, making it a mage that's difficult to kill with magic. Plus, its fly icons count as both maneuvers and saves, letting it wing away if need be.



The Swamp Stalkers

Black Hearts

Though Nature had returned to Esfah, and she had created the beast-folk to help defend the land, Death's minions still held the upper hand. Esfah lay torn and scarred from warfare, and the Selumari and Vagha had dwindled in numbers and hope. The amazons were murmuring secession, wanting only to be left alone. Only the war-happy fire-walkers and the savage feral felt any desire for war.

The horrors of war ate at the hearts of the soldiers, and many abandoned the cause. They fled, seeking cover in dense, impenetrable swamps, hoping that none would find them and punish them for their cowardice.

But someone *did* find them, someone who saw what an opportunity these soldiers presented. It was Death, and he unleashed his powerful sorcery at the refugees, seeking to enslave them.

Now Aguarahl, the youngest child of Nature, had returned to Esfah from wherever Nature had hidden her children. He was not yet strong enough to counteract his half-sibling's deadly magic, but Aguarahl's fetid swamp waters caught and held the magicks of Death, weakening them.

And so, what arose from the swamps were not the slaves Death had expected, but a vile, independent race of snakemen.

—Excerpted from
The Book of the Land

The swamp stalkers have a special ability that makes them one of the most powerful races on Esfah. This race of serpent-men can mutate the units of other races into more swamp stalkers. In game terms, at the beginning of the game, if you are playing with swamp stalkers, you can set aside half as many health-worth of swamp stalker units as you have in your army. (For example, if you bring 18 points of swamp stalkers in a 24-point game, you can set aside 9 health-worth of additional swamp stalkers.) These units can be any size up to 3 health and become a "promotional pool." They are *not* included in the point cost of the army and are not "in the game"; thus, they can't be targeted by attacks, spells, or effects of any kind.

At the start of each of your turns, for each army that contains at least one swamp stalker unit, up to 3 health-worth of units in an opposing player's reserve can be targeted for mutation. (You cannot target your own reserve.) Those units roll for a save; any that don't save are killed *and* buried. Units from the promotional pool equal to the health of the mutated units may be brought in. If no units remain in the promotional pool, the armies may not mutate (and thus cannot kill units in reserve). Likewise, if all the targeted units saved, your armies cannot mutate (and no new swamp stalkers are added). Each player's reserve may only be targeted once during a player's turn.

In addition to this powerful ability—which not only kills *and* buries opponent's units, but also allows you to bring new units into play from outside the game—the swamp stalkers have a terrain advantage in the swamp. They can count their maneuvers as saves when rolling for saves in swampland. This increases their already impressive 38 saves (from a full set excluding monsters) to a whopping 61 in their native swamps.

As if all of this weren't enough, the swamp stalkers also have several spells which only they can use. These green and black spells are extremely powerful, making the swamp stalkers





















one of the most feared races of magicians on Esfah. (See the comprehensive spell list on pages 34–43 for details.)

There are a number of strategies to use when playing an army composed primarily of swamp stalkers. Several are outlined below.

- ◆ **Spread out and conquer.** The more armies you have in play, the more chances you have to mutate. When you mutate, you not only bury an opponent's dice, but you also bring new ones of your own into the game. This can give you a huge advantage quickly. If your opponents refuse to put anything into reserve for you to mutate (the easiest countermeasure to take), that's fine, too. You've prevented them from moving their troops around easily, which should also give you an advantage.
- ◆ **Stick to the swamps.** One of your special abilities is tied to the swamp. Whenever possible, use it. Swamp stalkers save well no matter where they are, but put them in the swamp and they're almost impossible to damage. (Must be those tough, scaly hides.) The swamps have the added advantage of letting you double your green magic, giving you magic points to cast powerful Water spells (*Wall of Fog*, for example, or the swamp stalkers' *Black Rain*, which halves all saves at a watery terrain—including those granted by racial abilities).
- ◆ **Mix your troops.** The only disadvantage to swamp stalkers is one shared by goblins: They can't bring back dead of more than 1 health. You have several ways of overcoming this problem. You can play only 1-health common units, but they really aren't as much fun as rare and monster units, and there are several spells that can destroy common armies. You can mix your swamp stalkers with another race, one that can cast *Breath of Life* or *Spark of Life*. Or you can mix several trolls into your army and hope for the best. This last option has the advantage of the troll gaining double maneuvers in the swampland, your home terrain.

Swamp Stalker Units

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE	MONSTER
<i>Heavy</i>	 Ravager	 Annihilator	 Destroyer	 Crocosaur
<i>Light</i>	 Attacker	 Raider	 Invader	 Mudman
<i>Missile</i>	 Sprayer	 Stormer	 Deluger	 Swamp Beast
<i>Cavalry</i>	 Bog Runner	 Marsh Swimmer	 Wave Rider	 Ormyrr
<i>Magic</i>	 Bog Adept	 Marsh Mage	 Swamp Wizard	 Swamp Giant










Normal Action Icons

 Melee	 Missile	 Magic	 Maneuver	 Save
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Special Action Icons

 Bullseye	 Cantrip	 Coil	 Poison	 Smite
----------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------

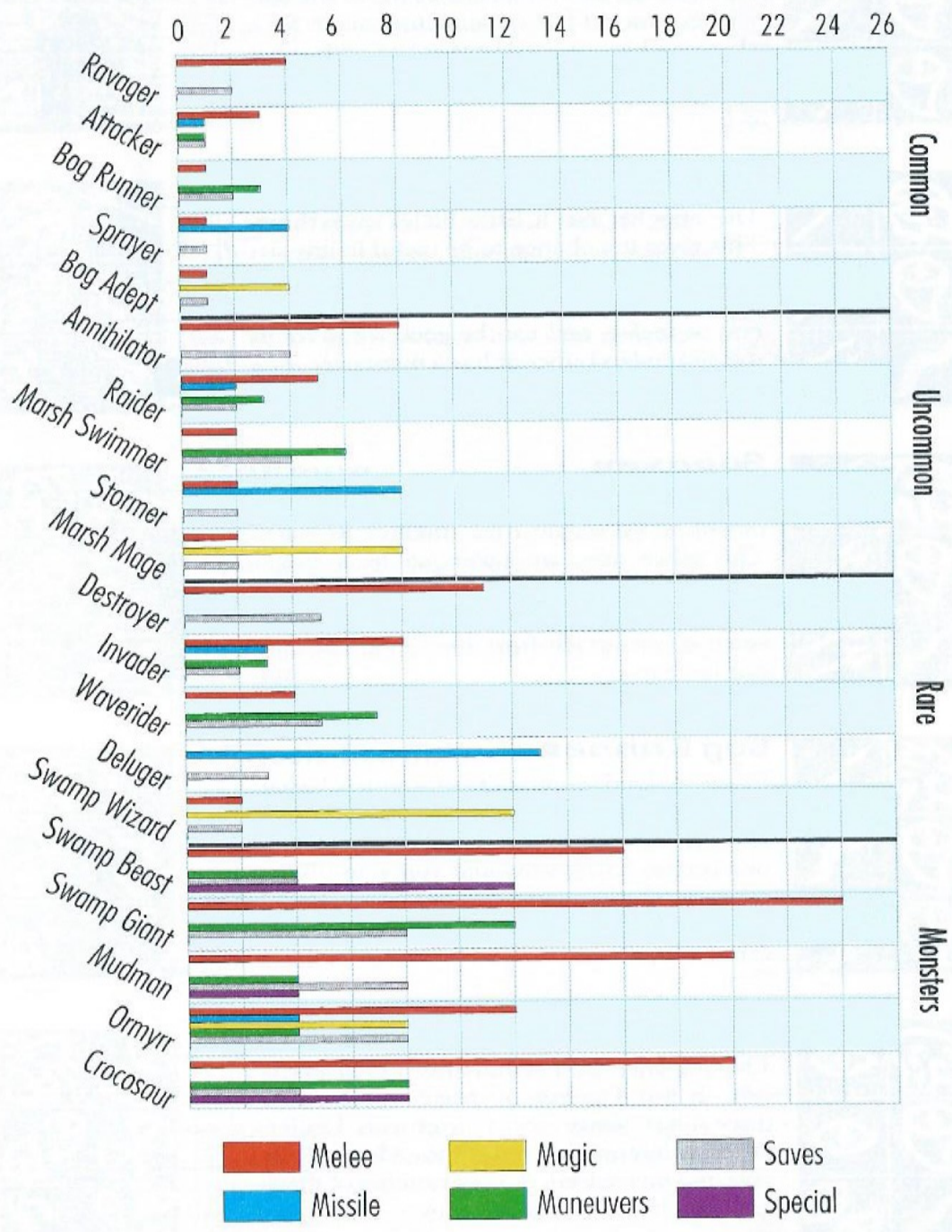
Monster Special Action Icons

 Coil	 Poison	 Rend	 Smite	 Smother
 Surprise	 Tail	 Trample	 Wave	

Swampland Icons



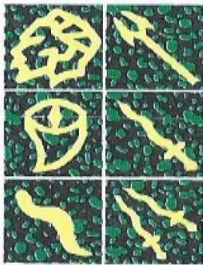
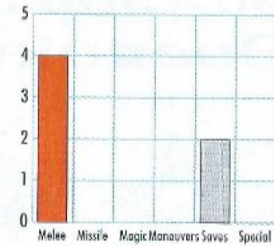
Swamp Stalker Statistical Overview





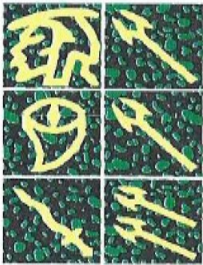
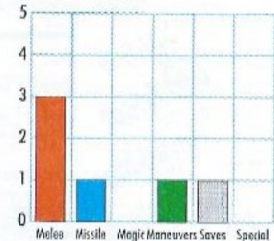
Ravager

This is an average common heavy infantry unit. It has plenty of melee hits and saves and nothing else. The ravager is best for skirmishes, since it has no maneuver icons for a charge. This is a good unit to put with other troops to help generate saves for an army.



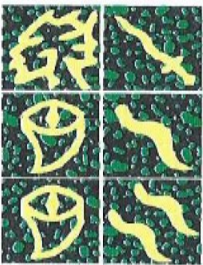
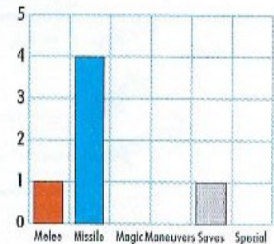
Attacker

The attacker has a little bit of everything. This gives it a chance to be useful in any situation, but also means that it won't be exceptionally useful in any one instance. It's best at melee, and can be good for saves in the swampland since it has a maneuver.



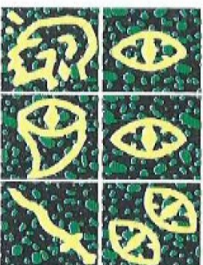
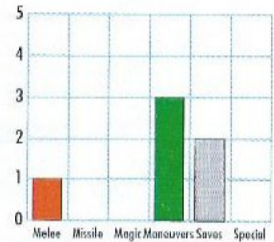
Sprayer

This common missile unit has 4 points of missile icons spread over three of its sides. The other sides are taken up by a single melee icon and a save. This unit doesn't save as well as most other swamp stalkers, but since it can attack from long range, it may not have to.



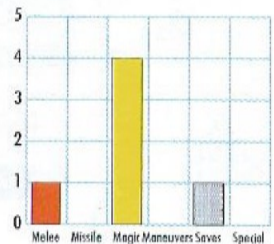
Bog Runner

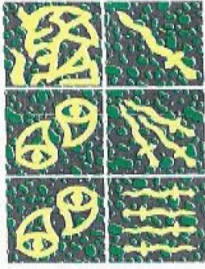
In swampland, you can't get a much better unit for generating saves. The bog runner saves five times in six in the swamp. Add one or two to an army and you won't have to worry about taking damage. An army of nothing but bog runners might make an interesting force.



Bog Adept

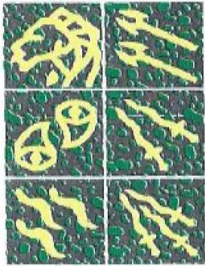
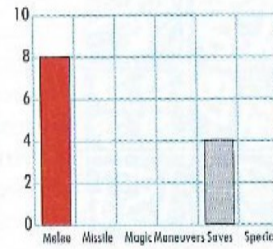
The bog adept is a standard common magician. It has 4 points of magic (spread over three sides), a save, and a melee icon. Unlike other common magic troops, adepts both save and melee well. A large number of these units might make a good army.





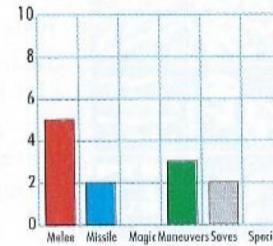
Annihilator

This is one of the best melee units in the DRAGON DICE game. The annihilator wastes no space, as it is composed of only melee and save icons. The annihilator should be used in armies that skirmish rather than charge since it has no maneuver icons for a charge attack.



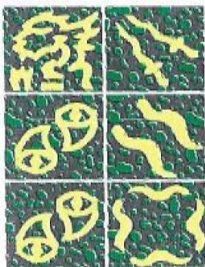
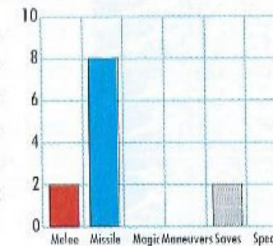
Raider

The raider is a good all-around unit. It generates great melee damage, has many maneuver icons, a fine number of saves, and even missile icons. This unit would work best in a charge, where it would generate 2-3 points of damage four times in six (counting its ID icon).



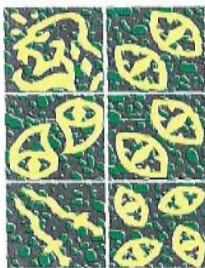
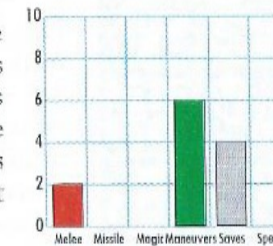
Stormer

The stormer delivers what it's supposed to. It has several missile icons (causing 2-4 points of damage four times in six). It also has 2 melee icons and 2 saves, making it among the most versatile units in the game. If possible, keep the stormer with units that save well.



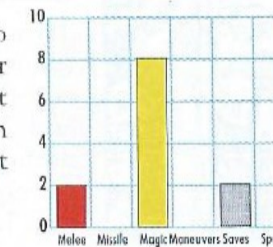
Marsh Swimmer

This quick uncommon unit is great in the swamps. When it's there, it generates saves five times in six. Other than saves, it has plenty of maneuver icons and a couple melee icons. A force of marsh swimmers won't deal much damage, but they won't take much either.



Marsh Mage

This is a good uncommon wizard. It's able to generate between 2 and 4 points of black or green magic two-thirds of the time. Apart from its magical powers, the marsh mage can save well (2 points of saves) and has decent melee skill (another 2 points).



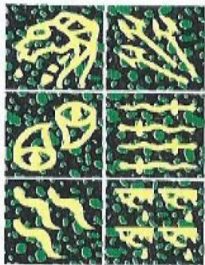
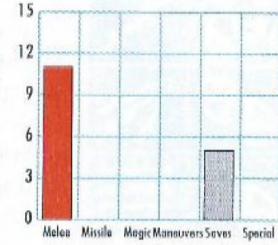
Uncommon

Rare



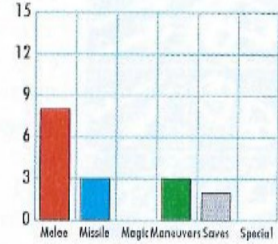
Destroyer

This melee machine just chops through opposing units, and damage rolls off it like water. It has a whopping 5 saves, 7 points of normal melee damage, and 4 smite SAIs. Combine a destroyer or two with a few waveriders and you'll easily cut a path through your enemies.



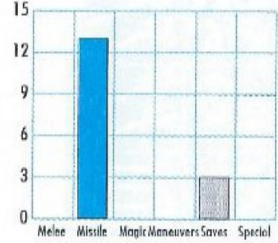
Invader

This jack-of-all-trades has one of the best SAIs in the game: the poison icon. It causes 4 health of units (your choice) to save or die. Any that are killed must again immediately roll a save or be buried, too. Talk about adding insult to injury!



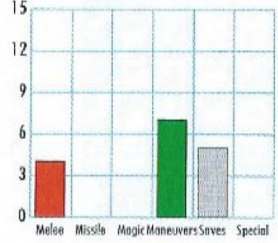
Deluger

If you want to build a swamp stalker missile army, you *need* this unit. The deluger has the most missile icons of any swamp stalker. It has 13 points of missiles (including 4 bullseyes) on four of its sides, and 3 points of saves. Put the deluger with units that maneuver.



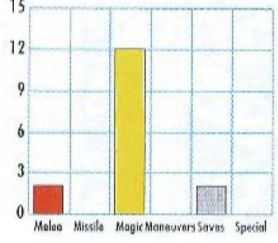
Waverider

The waverider should be required in any army operating in the swamps. It generates 2-5 saves five times in six, and its coil SAI inflicts 4 points of damage to one unit of its choice. This can be dangerous, since any damage rolled during the target's attempt to save actually hits the waverider.



Swamp Wizard

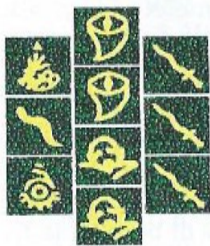
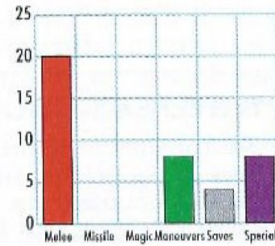
This rare magician has 12 magic icons (counting its cantrips), more than almost any other magician. It also carries 2 saves and 2 points of melee damage, making it useful even when out of magic range. The swamp wizard should be paired with units that have maneuver icons.





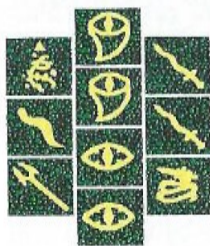
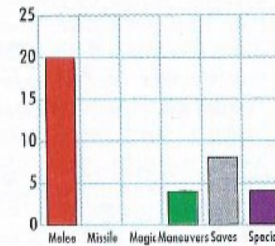
Crocosaur

The crocosaur can be a melee nightmare. It has several SAIs which let it reroll and add the damage (both tail and rend), as well as the surprise SAI. Surprise allows the crocosaur and its army to make a skirmish attack. The opposing army gets no counter-attack.



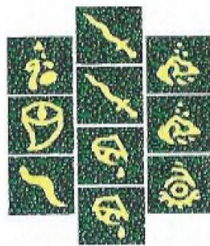
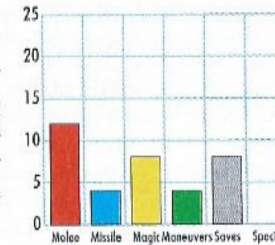
Mudman

The mudman has many save, maneuver, and melee icons, making it good in most circumstances. Its smother SAI targets slow-moving troops, since the target has to roll a maneuver or die. It also has a surprise SAI, allowing it to attack without reprisal.



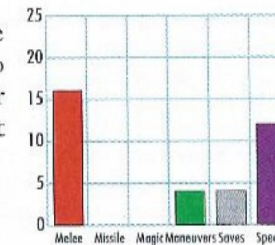
Ormyrr

The ormyrr has a bit of everything. It has 2 magic icons, 2 saves, 2 melee, 1 missile, and 1 maneuver. The only SAI it has is coil, which is dangerous since it can backfire and cause damage to the ormyrr. There are probably better monsters to include in your army.



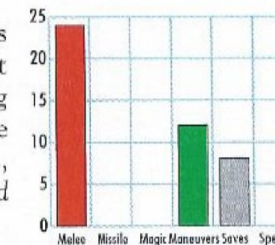
Swamp Beast

This monster has the poison and surprise SAIs, plus the wave. This SAI allows it to roll whenever an opposing army rolls for saves or maneuvers. If the wave comes up, it subtracts 4 from the appropriate total.



Swamp Giant

The swamp giant is a killer. Fully 50% of its icons are special action icons, and almost 100% of its icons are geared toward killing opposing troops in melee combat. The swamp giant is good in charge attacks, since it has normal movement, melee, and trample icons.



Monsters

Dragons & Dragonkin

Nature's Tears

We call the Selumari the First Race, first of the children of Esfah. But there are creatures older than the Coral Elves, and they are the *dragons*.

Nature had borne her four children, the elementals, when the Void—that mysterious dark entity created by Tarvanehl, the Father of All—defiled her. Angered by the actions of Nature and her children, the Void sought its revenge. A child was conceived, and so Nature bore Death.

Nature tried to embrace this child conceived in violence, but he spurned her with all the evilness in his heart. He rose up and tried to smite his mother, but two of Nature's children—Eldurim and Firiell—defended her.

Nature wept bitterly, her sorrow raw and torturous. Her children brushed aside the tears, not seeing where they fell. Nature's tears formed into the dragons, some drakes and some wyrms, and they winged or crawled away unseen.

The dragons are the first true children of Esfah, it is true, but they are single-minded and limited in heart. Their only desire, their only purpose, is to wreak mayhem everywhere and to bring about the destruction of all the other creatures of Esfah.

They are our bane.

—Excerpted from
The Book of the Land

Choosing the best dragon to bring to a game is easy. You want one that has a powerful breath weapon, that you can summon with the magic your army generates—preferably one other players can't summon. The least-summoned dragons are green and blue, since there are few races that can generate large quantities of magic in those colors.

When playing a missile or melee army, ask yourself, "Do I *really* need to bring a dragon?" If it's unlikely that you'll muster enough magic to summon your own dragon and your opponent will, then all you're doing is helping him by bringing the dragon to the game. Often, if you can't summon your own dragon and you can't bring one which your opponent will be unable to summon, you're better off not bringing a dragon at all and losing 3 health of starting units. After all, one dragon attack will likely cause at least that many points of damage.

If you do choose to bring a dragon, carefully consider the type. If you have a magician army and plan to summon dragons, bring wyrms. They are slightly better than their drake counterparts, since they won't fly away in a battle and have an extra tail icon, which allows the dragon to roll again (and hopefully generate a bite or breath). Bring drakes if you won't be using dragons against opponents. This makes an attack by your own dragon more survivable by giving a one in six chance of it flying away on every roll. The drake also has fewer tail icons, so it generates fewer rerolls than the wyrm. Fewer rerolls means fewer bites and breaths.

If you're going to summon your own dragon, you want a breath attack that destroys your opponents. If you're not summoning dragons, you want one whose breath doesn't do damage. The two best breaths for inflicting damage are flame and disease, and the two that cause the least are paralysis and frost.

Dragonkin

There are three rarities of dragonkin, just like members of any other normal race. Unlike other races, however, dragonkin only have three types of troops in each rarity: heavy, light, and cavalry. Unlike other races, too, they are made up of only one color, or element. This is because the dragonkin aren't a true race. They are magical constructs of elemental forces.

Dragonkin are not brought into the game the same way as are normal races; they are summoned into the game through magic. Each color of magic has a two-point spell called *Summon Dragonkin*, which is used to bring them into play. For every three full points of other units a player brings to a game, he is allowed to bring one point of dragonkin. They are not put into an army before the game begins, though. Like dragons, they must first be summoned. Once they are summoned, they act as a normal part of the army.

Another unusual quality about dragonkin is that they cannot be involved in certain types of combat. These constructs don't know how to use missiles or magic, so they aren't rolled when an army is attempting to generate either of those results. They are also tied to the terrain that they've been summoned to, and they cannot leave that terrain for any reason.

Dragonkin also cannot exist without the presence of true races in their army. In other words, there must always be at least one nondragonkin with an army containing dragonkin. If for some reason a group of dragonkin are abandoned, they are removed from play until summoned again. Another restriction is that dragonkin cannot battle against dragons of their own color. During a dragon attack of this type, the dragonkin aren't rolled, and their saves don't apply. They can be chosen as casualties of the attack, however.

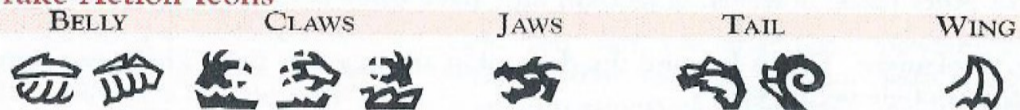
Dragonkin are particularly hardy and difficult to injure. They have armored skin, giving them automatic saves equal to their health. These saves apply to the whole army's *and* the dragonkin's individual save rolls. The only times a dragonkin doesn't get its automatic saves are when its army is fighting against a dragon of its color or when its belly icon comes up.

A complete set of one color of dragonkin has 39 melee icons (not counting breath SAs) and 24 maneuver icons. You can see that dragonkin are a fairly straightforward race. They have melee and maneuver and nothing else. If you need added melee power or extra maneuvers, add a few to your army when you have magic power to spare. Any army can benefit from their automatic saves, so be sure to bring as many dragonkin as allowed. Summon them whenever possible because they're much better than *Stoneskin* or *Watery Double*. Their "autosaves" can conceivably last the entire game—plus they generate melee damage and maneuvers.

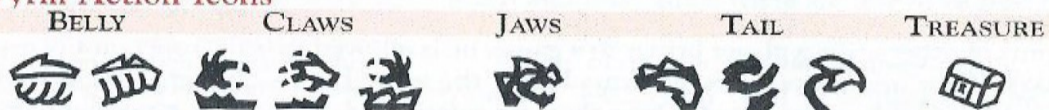
If you like to play magicians, you know how tough the game can be. Someone is always targeting your army with missiles or mass damage spells. Fight back with dragonkin. They're cheap to summon and last until killed, generating saves for your whole army. Moreover, if you bring in a bunch of dragonsteeds you don't have to worry about being maneuvered out of magic. And if you bring in several dragonchamps, your magicians can go toe-to-toe with most meleec armies and come out on top.

Dragons

Drake Action Icons



Wurm Action Icons

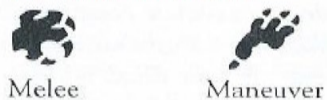


Dragonkin

ID Icons

TROOP TYPE	COMMON	UNCOMMON	RARE
<i>Heavy</i>	 Dragontroop	 Dragonhero	 Dragonchamp
<i>Light</i>	 Dragonscout	 Dragonsentry	 Dragonspy
<i>Cavalry</i>	 Dragonfoal	 Dragonmount	 Dragonsteed

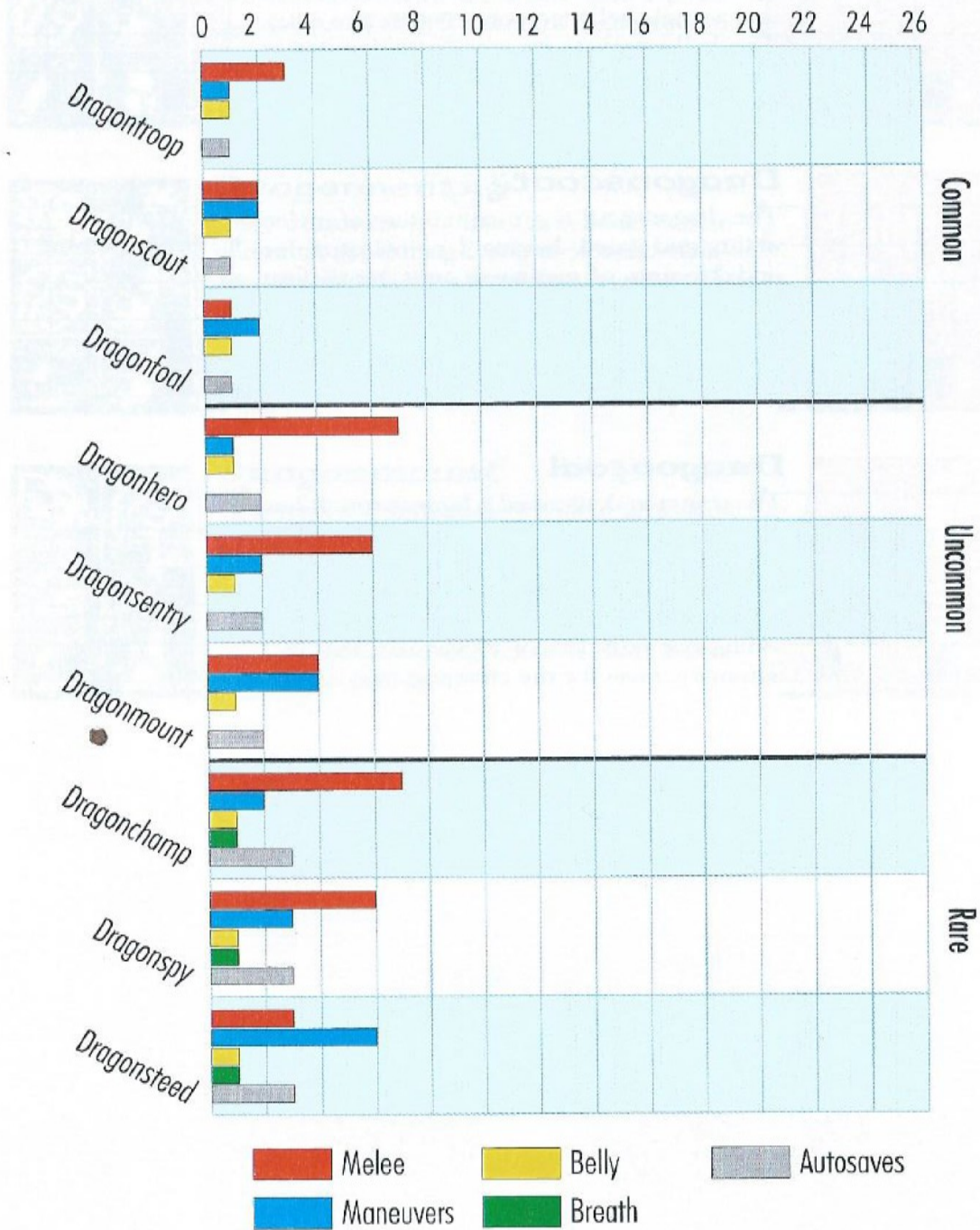
Normal Action Icons



Special Action Icons



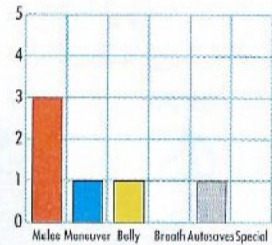
Dragonkin Statistical Overview





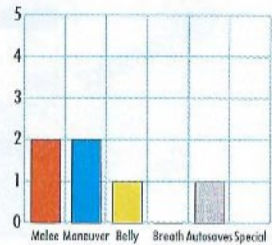
Dragontroop

This common heavy infantry troop is built to inflict damage. It has 3 points of melee split across three sides and a single maneuver icon and a single belly icon on its other two sides. The belly negates its automatic 1 point of save. Dragontroops are best with armies that already maneuver well.



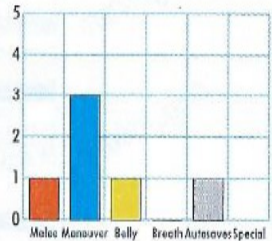
Dragonscout

The dragonscout is a nice mixture of melee ability and speed, having 2 points of melee and 2 points of maneuver split across four sides. The dragonscout, like all dragonkin, has a belly icon, which negates its automatic saves. It's a good unit to summon into an army of magicians that might have to melee.



Dragonfoal

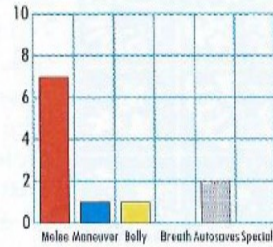
The common dragonfoal is built to run. It has 3 points of movement on three of its sides, and it has a single point of melee, so it's not helpless in that capacity. The dragonfoal works well in armies that like to charge, providing not only lots of movement, but also automatic saves for the charging army.





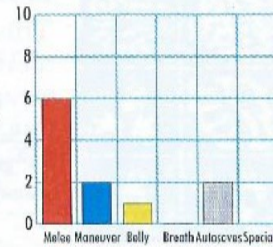
Dragonhero

The dragonhero can tear most other units apart without batting an eye. It has 7 points of melee split across three sides and 1 point of maneuver. Like all uncommon dragonkin, it has 2 automatic saves, which add to the army it's with (except when its belly icon comes up).



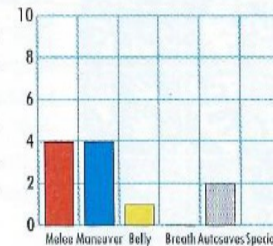
Dragonsentry

The dragonsentry has excellent melee potential, generating 2 points of melee damage two-thirds of the time (counting its ID icon). It also moves well, having 2 points of maneuver. Lastly, like other dragonkin, it generates saves for the entire army it's with five-sixths of the time.



Dragonmount

This speedy mount packs a wallop as well as being quick. It has 4 points of melee damage on two of its sides and 4 points of maneuvers, also on two sides. This unit is best in an army that charges or in one that is composed primarily of slow-moving units, such as heavy infantry or undead.

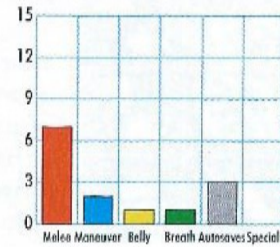


Uncommon



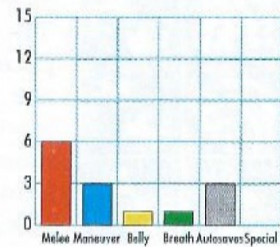
Dragonchamp

No matter which color of dragonchamp you use, this is a wonderful unit. It packs 7 points of melee damage, 2 maneuvers, and a massive breath attack. This is a great unit for melee armies, or as guards for nonwarrior units. Most important, each dragonchamp gives its army 3 automatic saves.



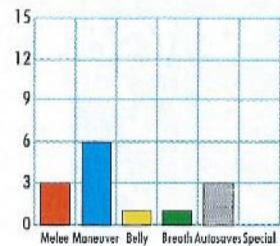
Dragonpsy

This rare dragonkin has 6 points of melee icons, 3 maneuver icons, and nasty breath weapon. Like all rare dragonkin, it has 3 automatic saves, except when it rolls its belly icon.



Dragonsteed

The dragonsteed is loaded with maneuver icons, making it a useful unit against fleet-footed races. The dragonsteed has 6 maneuver icons, making it great during charge attacks. It also has 3 melee icons and a breath, which make it good in a fight.

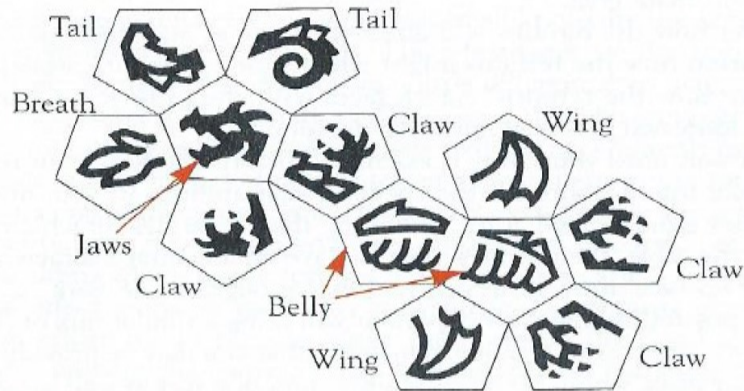
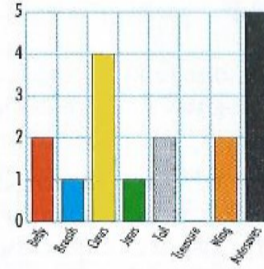


Rare Dragonkin Breath Weapons

- Gold** **Turn to Stone:** One unit in the target army is killed unless it can roll a save individually. The army's owner chooses which die is targeted.
- Blue** **Paralysis:** One unit in the target army can roll only for saves until the end of its next turn. The army's owner chooses which die is targeted.
- Red** **Flame:** One unit in the target army is killed and buried. The army's owner chooses which unit dies.
- Green** **Frost:** One unit in the target army halves its roll results (rounded down) until the end of its next turn. The army's owner chooses which die is targeted.
- Black** **Disease:** One nonmonster unit in the target army must roll its ID icon to avoid being killed and buried. The army's owner chooses which die is targeted.

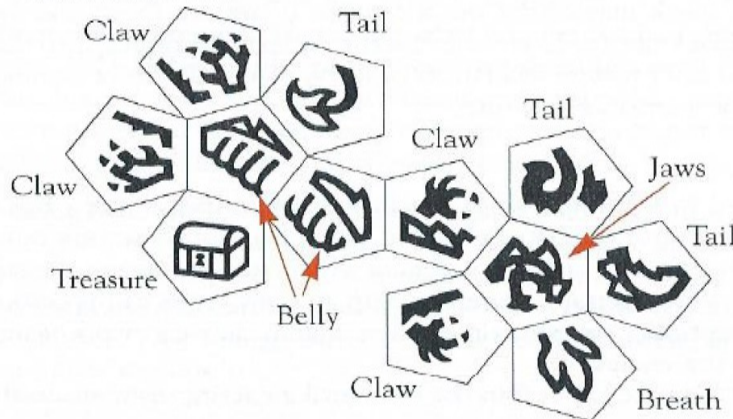
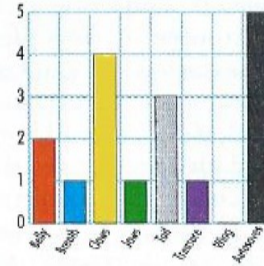
Drake

The drake is the type of dragon best brought to the table by you if you fear you'll be weaker in magic than your opponent—and thus subject to having your own dragons being summoned by other players to attack you. Statistically, the drake should average fewer breath and bite results, since it has fewer tails (rerolls) than the wurm. The drake also has a 1 in 6 chance each time it's rolled of flying off to the dead unit area, removing itself from the battle.



Wurm

The wurm is the better choice of dragon if you plan on using these great beasts to attack your opponents. The wurm has an extra tail icon, which means it rerolls more often. These rerolls are the key to the wurm's ability to generate large amounts of damage, since the rerolls give the chance of generating breath and bite icons. The wurm has no wing icons to remove it from play, but it does have the treasure icon, which allows for one unit in the army to be promoted (after the attack is resolved).



Terrains & Minor Terrains

One of the most important decisions you can make when building a DRAGON DICE army is which terrains you'll use. After all, the game is won by gaining control of two terrains, and capturing one terrain that provides you with a distinct advantage furthers your ultimate goal.

Consider how the terrains will affect your armies and their special racial abilities. Then question how the terrains might affect your opponent's armies. Lastly, do some thinking on how the terrains' eighth faces will affect the game. Each of these items should be addressed before you make a decision.

Always wait until your army is assembled before choosing your terrains. That way you can take into account all the special racial abilities in your army. Some people prefer to play a multiracial army, reckoning that, regardless of which terrains are ultimately on the table, their armies have to have an advantage somewhere. If you prefer a one- or two-race army, however, the choice ought to be easy . . . or is it? There's always the possibility that your opponent will bring a similar mix of races to the game.

When you select your terrains, remember that you may be providing your opponent with another place where his racial abilities function just as well as yours. You can find yourself competing with an opponent over a terrain that you assumed you'd have without trouble. Always play to your strengths, but try to play toward your opponent's weaknesses as well. If you know that your opponent usually plays a mixture of lava elves and dwarves, it's a good bet that your coastland terrain will be useless to him. On the other hand, if he plays all coral elves, you may want to substitute a flatland terrain. Your own coral elves won't get their special power—but neither will your opponent.

Check the terrain's eighth face and choose the one that'll help you the most. If you're playing a missile army, choose the tower face as your home. Playing goblins or swamp stalkers and need to restore dead units? Put out a coastland, flatland, or highland with standing stones and use them to cast other colors of magic. Afraid of being the target of black magic? Put out a temple. (Caution: Don't use the temple if you yourself use black magic. There's always the danger of it falling into the wrong hands.) Finally, if you can't restore dead units or if you play with lots of commons, use the city to recruit new warriors every turn.

Minor Terrains

Introduced in the *Magestorm!* Expansion Set, minor terrains throw a whole new level of strategy into the DRAGON DICE game. Each of these tiny terrains represent a lesser objective that an army can capture while trying to secure the standard or major terrain itself. Minor terrains generally help an army crush its opposition by presenting extra battle options, but sometimes these 18mm dice can work against their owner, thus helping the enemy.

Minor terrains are kept off to the side until an acting army successfully maneuvers. The army's owner may then introduce a minor terrain instead of turning the major terrain a step. The minor terrain must match the major terrain it's being introduced to. After all, a swampland village has no place in the highland. Note that the minor

terrain only affects the army to which it was added; it doesn't affect any other armies at that major terrain.

Once the minor terrain has been added to the army, it is immediately rolled and can now modify or even change the army's actions, based on the different types of icons each minor terrain has. A minor terrain can allow the acting army to use magic, melee, or missile rather than what the major terrain dictates (the choice only affects the owner of the minor terrain, and it remains in effect for that player until he makes another march with that army).

Each of the minor terrains has an advantage and disadvantage associated with it, regardless of to which type of terrain it belongs. That is, all knolls are the same whether they are swampland knolls or highland knolls. The advantages are the normal action icons, of course. (Note: Maneuvers and saves are a little different than magic, melee, or missile. These two icons have a "x2" notation. This means that the army can *double* its maneuvers or saves for as long as that particular face remains up.) Something this good needs a disadvantage, however, and all minor terrains have them in the form of *catastrophes*. If these come up, they can seriously weaken or even destroy the army in possession of the minor terrain. Advantages and disadvantages are discussed below.

When you're deciding which minor terrains to include in an army, pay close attention to the special effect icons on each. An army made up primarily of one-health units shouldn't use bridge minor terrains, since they contain the flood icon, which destroys all 1-health units in the owning army. Armies without maneuvers shouldn't be at the knoll minor terrain because of its landslide icon, etc.

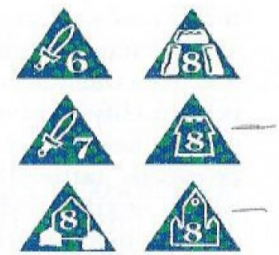
Some things to remember when using minor terrains are as follows:

- ◆ **Bring minor terrains, whether you use them or not.** Minor terrains should only be used when you're having trouble controlling the major terrain die. If you and your opponent are closely matched and you can't get into the type of combat your army is built for, add a minor terrain. It will give you a five in eight chance to add another kind of effect to the battle. Even if it doesn't, it may double your maneuvers or saves for the turn. Of course, it's not without its drawbacks. There is a one in eight chance every time you roll the minor terrain that a bad effect will happen—just make sure it's one you can live with.
- ◆ **Bring a mix of minor terrains.** No matter what your army's race, bring a mix of minor terrains. Why? The simple truth is that you shouldn't need them in your home terrain. If you have a racial ability based on terrain (like most races do), you can rule that terrain. You need help in foreign territory. Minor terrains even the playing field when you're in someone else's backyard.
- ◆ **It's no fun being lost, but it's better than the rest.** Of all the minor terrains, the woods are the best. Find them and use them. The woods double saves on two faces, double maneuvers on one, and give you melee, missile, and magic on another three. The worst thing that can happen to you in the woods is that you get lost for a turn and can't act. That's much better than the flood, landslide, or revolt faces on the other minor terrains.



Coastland

Coastland is the home terrain of the coral elves and they, as well as firewalkers, get their special racial ability here. This terrain is best suited to missiles, since they occur on faces 2–5 on the dice. It's difficult to start with magic in the coastland, since it only comes up 1 in 8 times.



Flatland

The flatland is also a fine terrain for missile attacks, which is good since it's the home terrain of the fearsome amazons. It's very good for melee, putting armies into that sort of combat on 5–7. Like the coastland, it's hard to keep the flatland in magic, since it only appears on a 1.



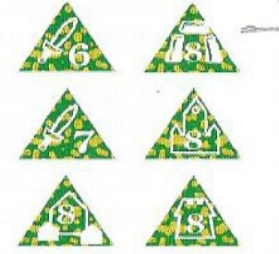
Highland

This terrain is home to the dwarves and lava elves, two of the most powerful races on Esfah. It's also the easiest to get and keep in magic. If you want to cast spells with your army, take the highlands. Missile and melee actions occur only 1 in 4 times each, while magic occurs 3 times in 8.



Swampland

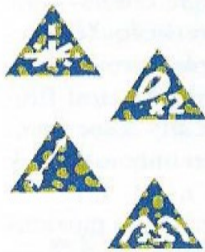
Home to both the goblins and the swamp stalkers, the swampland is a melee terrain. Magic and missiles both occur 1 in 4 times, but melee is king in the swamps, appearing on 5–7. If you have an army that is best at melee combat, you may want to use the swampland terrain.





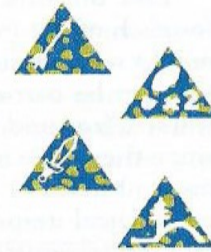
Bridge

This minor terrain will most likely double your maneuver rolls, so it's a good one to use when you have an army that likes to charge. The flood face on the bridge removes the die from play, as well as killing all 1-health units in the army. Don't use a bridge with an all-common army!



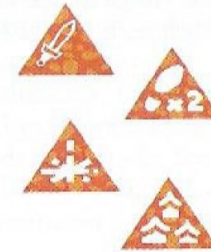
Knoll

The knoll is a good place from which to launch missile attacks. When you're using this minor terrain, you're most likely to get a missile result. The landslide face causes damage equal to the number of units (not health) in the army; each maneuver roll negates 1 point. This terrain is great for amazons.



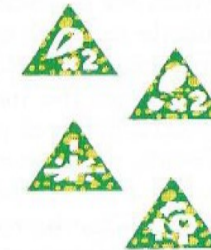
Village

In the village, you can count on melee coming up more than any other icon. This makes it a great minor terrain for undead or other big melee armies. The revolt icon causes all units that roll a maneuver or ID icon to go to the reserves. Not too bad compared to some of the other terrains.



Woods

In the woods an army is more likely to generate double saves than any other icon. The woods also provide doubled maneuvers and a chance at every other kind of action. The lost icon causes the owning army to lose the rest of its action. The woods is the best of all the minor terrain dice.



Magical Items & Artifacts

Introduced in the *Magestorm!* Expansion Set, magical items and artifacts add an entirely new dimension to the DRAGON DICE game. These four- and ten-sided dice represent powerful magical weapons, armor, and other talismans that your army uses in the battle for domination of Esfah.

Like dragonkin, magical items and artifacts are represented in single colors—one for each of the five elements in the game. A race must share a common color (or element) with an item or artifact in order to carry and use it. For example, a red flicker foil can be carried by dwarves (red and gold), lava elves (red and black), and firewalkers (red and blue). Amazons have the advantage that they can use *any* color item, since they have no elemental color of their own. Undead, however, can *only* use black magical items or artifacts.

Magical items are unlike any other dice in the game in that they ensure a particular kind of result on *every* roll. A magical shield generates saves on every roll. A magical arrow ensures that you'll always have missile results. The only variability factor for magical items is the number of results the items will generate on a given roll. Hence, magical items do not have statistical bar graphs.

Common magical items provide 1 or 2 points of effect on each roll (50% chance of each). Uncommon items provide anywhere from 1–3 points of effect with an average of 2 points (1, 25%; 2, 50%; and 3, 25%). Rare items also average 2 points of normal effect, but they have a special action face that gives the item an additional magical effect. These range from attune (which can change one unit's magic roll to any color) to decapitate (which causes any opposing unit that rolled an ID icon to save or be killed).

Specialize or diversify? That is the question. How can you best use your magical item? There are two schools of thought. You can assign your melee weapons to infantry; your missile weapons to archers; magic generators to magicians; movement items to cavalry; and magical shields to any who can carry them. This isn't a bad idea, since it will allow you to get the most bang for your buck. Imagine the horror on your opponent's face when a horde of your heavy infantry undead march on him with vorpal swords and gilt shields, or amazons with seven-league boots and heartseekers. When you specialize, you're trying to bring so much of one kind of attack or icon against a foe that it won't matter what he rolls, because you'll deal a blow so damaging he'll never recover.

The other school of thought is diversification. That allows you to make armies that can do a bit of everything. An example of this would be giving a group of rare dwarf magicians magical swords, bows, and shields. Suddenly, they go from being "only" magicians to a force to be reckoned with, no matter what the action or terrain.
















Which of these options is right for your army? Only you can answer that. Specialization is powerful in the correct terrain and right action icon. But what does your melee army do when it's mired on a magic face? A diversified army doesn't have that problem—it can function anywhere. But will the points generated by the magical items be enough to overcome the specialized army on its home ground? There really are no right or wrong answers.

Below are some tips for choosing and using magical items and artifacts with your DRAGON DICE armies.

- ◆ **Check the SAIs of rare items and artifacts.** Don't assume that a rare magical item is better than an uncommon one. Uncommon items have a 75% chance of generating 2 or 3 points of an effect, rare only have a 50% chance of generating those same 2 or 3 points. To make up for that, though, rare magical items have a special action icon on one of their sides. Study these carefully. Make sure that you think the SAI is worth sacrificing the extra points of effect you'd get with an uncommon item.
- ◆ **Magical items and artifacts don't work by themselves.** Be sure you have enough units that can carry the item in an army. There are too many effects that can target a specific unit to trust a magical item to only one or two units in an army. It's always better to have at least four or five units that can carry the item. Remember, magical items and artifacts that cannot be carried by an army are taken out of play and buried. Prevent that at all costs.
- ◆ **Keep your items on the battlefield.** Magical items don't work in reserve. When you're planning on moving an army to the reserve area for an extended time, try to shuffle any magical items off to other terrains. Keep them in play, where they are able to be rolled. A magical item in reserve is nothing more than an oddly shaped piece of plastic.

Magical Item Icons

Normal Action Icons

	COMMON	UNCOMMON	RARE
<i>Melee</i>	 Flicker Foil	 Dawn Blade	 Vorpal Sword
<i>Missile</i>	 True Flyer	 Eyebiter	 Heartseeker
<i>Magic</i>	 Sightstone	 Ring of Stars	 Magi's Crown
<i>Maneuver</i>	 Speed Slippers	 Winged Sandals	 Seven-league Boots
<i>Save</i>	 Bronze Targe	 Silver Buckler	 Gilt Shield

Special Action Icons

 Attune	 Bash	 Decapitate	 Impale	 Wayfare
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Artifact Icons

Blade Golem (Melee)



Mantlet (Save)



Dragon Staff (Magic)

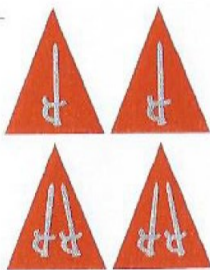


Trebuchet (Missile)



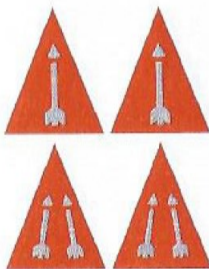
Flying Carpet (Maneuver)





Flicker Foil

The most common of all the magical swords, the flicker foil generates 1 or 2 points of melee damage (50/50 chance) each time an army rolls. This is a good bargain at a cost of only 1 health. The flicker foil works well with magicians, giving them some melee muscle.



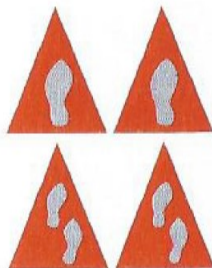
True Flyer

More than any other type of magical item, the magical missile weapons may be the safest for an army to use. Since the target of a missile attack gets no counterstrike, this item can be used frequently to strike your opponents, without fear of retaliation.



Sightstone

This item gives anyone the power of a common mage—only better. It *guarantees* 1 or 2 points of magic every turn. Include at least two sightstones with an army, since a single point of magic is useless. With several sightstones, you can quickly overwhelm others magically.



Speed Slippers

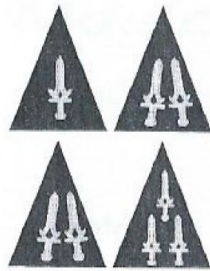
The speed-enhancing items are excellent with armies of heavy infantry or cavalry that like to charge. Load up your charging army with *Stoneskin* or *Watery Double* spells and let your opponent have it. A few of these with your horde can ensure that *you* choose the frontier.



Bronze Targe

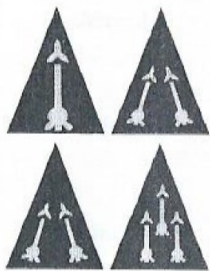
Saves may be the most important icon in the game. So a magical item that gives you one or two saves each and every roll is pretty impressive. The bronze targe only costs 1 health to include in your army, and repays that the first time it's rolled to generate saves. How can you go wrong?

Uncommon



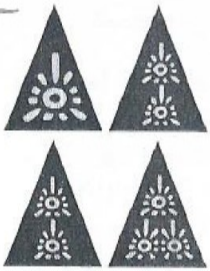
Dawn Blade

The dawn blade, like other uncommon magical items, generates between 1 and 3 points of effect each time it's rolled. The average for all uncommon magical items is 2 points (which comes up 50% of the time).



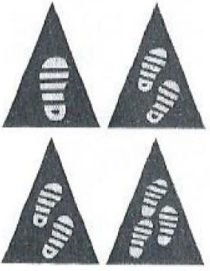
Eyebiter

The eyebiter causes 2 points of missile damage on average. The magical missile weapons are among the best items, since you don't have to be at the same terrain as your target to use it. These items work especially well with undead, giving them needed missile power.



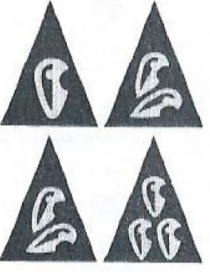
Ring of Stars

The ring of stars generates more magic on average than the more expensive (to include in an army, that is) magi's crown. If you're not interested in the attune SAI, then this is the item for you.



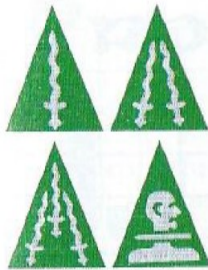
Winged Sandals

This uncommon magical item gives you maneuvers each time it's rolled. The sandals are a great item since they're usable up to twice during a march: They count once when you're attempting to outmaneuver an opponent, and a second time during a charge melee action.



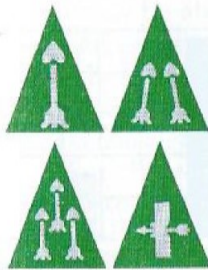
Silver Buckler

For 2 health of space when you're creating your army, you can include a silver buckler. This wonderful item generates between 1 and 3 saves anytime it's rolled. Saves are among the most important icons in the game, so be sure your army has enough.



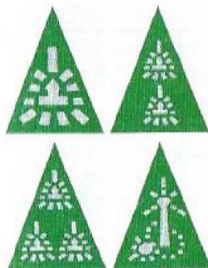
Vorpal Sword

This rare magical item has the decapitate SAI which, when rolled during a skirmish or counterattack, allows the owner to choose one defending unit that rolled its ID face to save or be killed. There is no limit to the health size of the target, so even monsters can be killed.



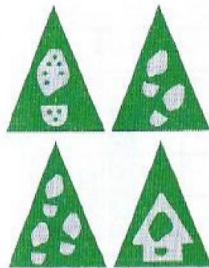
Heartseeker

The heartseeker has a power that is virtually identical to the decapitate SAI explained above. The only difference is that the impale SAI only activates during a missile attack. The heartseeker is very useful in large missile armies, like amazons or coral elves.



Magi's Crown

This rare item has the attune SAI, which is unlike any other power in the game: It counts as 1 point of any color magic, plus allows the magic result of any one unit in the same army to change its color. With enough attune results, a goblin army could cast *Breath of Life*.



Seven-League Boots

This set of magical boots grants the wearer the power to move to any other terrain or to reserves. The wayfare power is somewhat like the ferry SAI. It can allow an important unit to escape impending doom, along with this 3-point magical item.



Gilt Shield

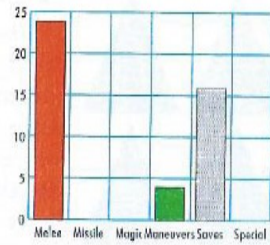
The gilt shield's bash SAI is just the thing to have come up against renders and trampers. It turns all damage done by a single unit back against itself. The unit can roll for saves, but odds are good that one of these big melee monsters can't take the kind of damage it can dish out.

Rare

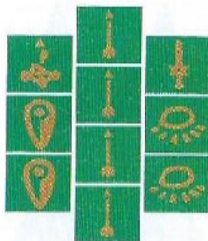


Blade Golem

This artifact is primarily useful in melee combat. It has several normal melee icons, as well as a new SAI called flurry. Flurry counts as 4 hits during a skirmish or counterattack and the unit is rerolled. If rolled during a save against melee damage, it counts as 4 saves.

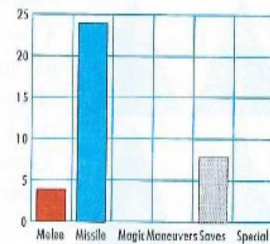


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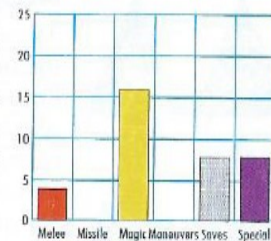
Trebuchet

The trebuchet is best for serious missile armies, as it gives missile results (counting the crush SAI and ID icon) 70% of the time. This artifact also has a few save icons and a single melee, which always come in handy. The crush SAI is especially useful against slow-moving magicians.



Dragon Staff

The dragon staff is kind of a double-edged sword. On the one hand, it generates scads of magic and saves. However, it also has a 20% chance of summoning a dragon to the terrain it's at. This isn't bad if you can control or destroy a dragon, but if not...

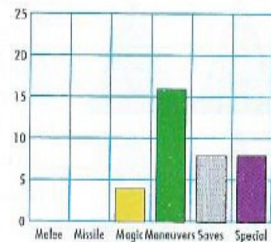


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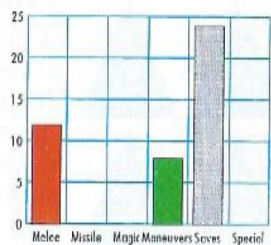
Flying Carpet

The flying carpet gives you lots of movement, several saves, and even a chance at magic. Its SAI of elevate allows you to use a unit's missile results in melee combat—which is great if your missile army has been caught off guard and forced into hand-to-hand combat.



Mantlet

The mantlet gives an army 4 normal saves 50% of the time. It also adds maneuvers and even a melee icon. What it's best for is its sortie SAI, which gives it 4 saves or melee results as needed. When rolled against a charge attack, it counts as both.



Promotional Dice

Promotional dice have been a staple of the DRAGON DICE game since it began. These special dice have been used to cross-promote other DRAGON DICE products and conventions. While not everyone can get every promotional die, owning them all is every player's dream.

The value of promotional dice varies wildly, depending on the section of the country you're in and who you talk to. While there is no one definitive source for the value of collectible dice, several collectible card magazines list the prices of DRAGON DICE. You may be able to find promotional dice in your local hobby store as part of a TSR special promotion, or on the internet.

The first promo die was the Dragonlord, which was made available before the actual game was, back in July of 1995. The Dragonlord was given out at various conventions throughout the summer.

For the release of the game at 1995 GEN CON[®] Game Fair, the King's Die was given to everyone who came to the convention. The King's Die continues to be one of the hardest of all promotional dice to collect.

Interplay produced thousands of each color of their Dragonlord dice to celebrate the upcoming computer game release of DRAGON DICE. These dice were given away at GEN CON, and will be included in upcoming Interplay computer game releases. As of this writing, the Dragonlord dice are the hardest of all promotional dice to collect. This should change when they begin to be packaged with computer games.

The Red Dragon Champion was released at the 1996 GEN CON Game Fair. Packaged in a giant gumball machine, eager DRAGON DICE fans lined up for hours to get one of these unique new dice. Also included in the gumball machine were a few Blue Dragon Champion.

TSR's first DRAGON DICE novel, *Cast of Fate*, came packaged with a powerful new promotional die, and was also released at GEN CON in 1996. The Dragon Slayer die is only available with the novel, which sold out completely at the Game Fair.

The Blue Dragon Champion is the first die TSR has offered through a mail-in rebate offer. Players and collectors had to purchase DRAGON DICE material to get this rare die. Of the many manufactured, nearly all have been sent to fans.



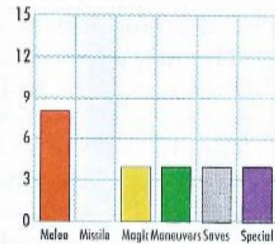
King's Die

This special die allows the owner to constantly promote units of the race rolled on the die. This gives any of the first five races (dwarves, goblins, amazons, coral elves and lava elves) a one in three chance of being promoted each turn (counting the TSR logo). Other races are promoted only when the TSR logo is rolled.



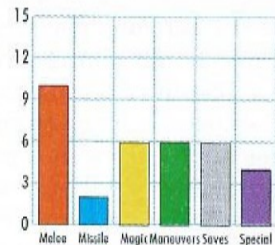
Dragonlord

The Dragonlord is an immensely powerful 4-health unit, which can cast any color of magic. It only has one face of normal icons on it (4 melee icons). The Dragonlord has 4 cantrips, 4 smites, 4 fly icons, and a TSR logo. The TSR logo is only useful when at a terrain with a dragon. If that logo or the ID icon come up, the dragon becomes tame and will not attack the Dragonlord's army. The TSR logo has no other effect and counts as nothing if rolled any other time.



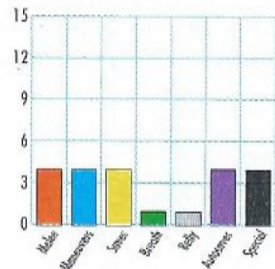
Dragonmaster

The Dragonmasters come in five colors, but are virtually identical to the Dragonlord. They have several advantages and disadvantages when compared to the Dragonlord. First the Dragonmaster can only use magic of the same color as itself. Second, it can only control dragons of the same color as itself. Its true advantage over a Dragonlord is that its TSR logo counts as a 2 point ID icon when it's rolled. This means that a Dragonmaster will generate magic fully 50% of the time, and melee on 67% of rolls.



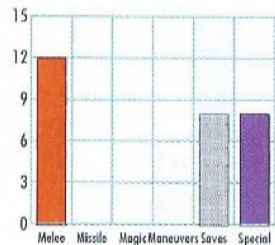
Dragonchampion

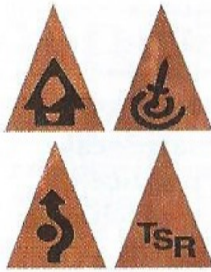
The Dragonchampion comes in red and blue varieties and is summoned into play like normal dragonkin. It has a whopping 4 automatic saves, that it shares with any army it's in, as well as 4 fly icons, 4 smites and a breath. The Dragonchampion can also summon dragons of its color when the TSR logo rolls up, causing any in play to move to another terrain on the board.



Dragon Slayer

This powerful warrior is a melee machine. It and its army are immune to the special breath weapons of dragons and it can slay a dragon with a single blow (if the TSR logo rolls up). The Dragon Slayer has 4 saves, 4 counters, 4 smites and 4 melee icons. The melee icons (if rolled during an action other than a skirmish or a charge) allow the Dragon Slayer to sneak behind enemy lines and kill up to 4-health of opposing units (opponent's choice). Only 1 Dragon Slayer can be used for every 24 points of health in an army.





Bronze Medallion

This 4 point magical item, has a flurry, a sortie, and a wayfare SAI. The last icon is a TSR logo. The bronze medallion's logo acts as 4 points of any color magic (as a cantrip). These points can be spent on any magic, *even special racial magic not normally available to the item's user.*



Silver Medallion

This 4 point item, has a flurry, a sortie, and a wayfare SAI. The last icon is a TSR logo that can be used the same as the bronze, or the medallion can be buried to return all previously buried magical items and artifacts. These items go into play immediately, and any that cannot be carried are buried again.



Gold Medallion

This 4 point magical item, has a flurry, a sortie, and a wayfare SAI. The last icon is a TSR logo that acts as the bronze or silver plus it can be buried to return any and all buried units (six-siders and monsters) to the dead unit area. This allows you another opportunity to restore your dead to life.

Common

Uncommon

Rare

Concepts of Strategy

Strat•e•gy (strat'ə-jē) *n.*, *pl.* -gies. **1.** The science or art of military command as applied to the overall planning and conduct of large-scale combat operations. **2.** A plan of action resulting from the practice of strategy. **3.** The art or skill of using stratagems in endeavors, such as politics and business.

That is how the American Heritage Dictionary defines the word strategy. When you saw this chapter in the Table of Contents, did you know that we'd be discussing a science (or is it an art?) like it says in definition #1? Does definition #2 clear things up? Strategy is a plan resulting from the practice of strategy. Ouch! Clear as mud. Does any of that tell you what strategy *really* is? Probably not. When we talk about teaching you strategy, what we mean is that we want to show you how to win. That's right, we're going to try to teach you how to win more often than you lose. We're going to explain the different choices that you must make when creating a DRAGON DICE army, and what those choices will mean when you're playing that army. We're going to talk about different styles of play, and how to identify different types of players. Before you know it, you'll be crushing your opposition. You'll be developing and using different strategies, whether you understand the dictionary's definition or not.

The first step to winning at DRAGON DICE is Army Construction. If you want to destroy your opponents, you need the proper tools. That's what your units are, your instruments of destruction, the agents of your will. As a Dice Commander, you'll be directing their movements from the safety of your gaming table. Choose your soldiers wisely and they'll bring your victory and glory. A foolish choice can snatch defeat from the jaws of victory.

Constructing an Army

To begin constructing an army, you have to make several choices. Do you want to construct a specialized force or a balanced force? Do you want to use one, two, or more races in your army? Will you rely heavily on common rabble (one-health common units) or heroic warriors (three-health rare dice)? Will you field monsters, use magical items and artifacts? As you can see, there are several choices that have to be made during the construction phase of the game. We'll take these one at a time.

Specialized vs. Balanced: Which has the Advantage?

An army that is composed of nothing but heavy infantry is unsurpassed in hand-to-hand combat, but how good is it in missile range? On the other hand, if your army is composed of a bunch of jacks-of-all-trades, how well will it weather the attacks of a specialized force? These are questions that you have to answer for yourself.

Specialized forces are the one-trick-ponies of DRAGON DICE. If you can get into your element, you can destroy your opponent(s) without a second thought—if. That's a big "if" standing there all on its own. What happens to your all-magician army if the terrains you start at are all in missile or melee? The answer is you either get slaughtered quickly or are forced to flee to your reserves and watch everyone else play until

a terrain is moved to a setting more to your liking. If you happen to be the other player in a two-player game, you might as well concede, the game was over from the moment you chose your dice.

Balanced armies can have the opposite problem. You can do a bit of everything, but you're not good enough at any one thing to actually make a difference. Most terrain dice in a game do not move into all three of their action faces (magic, missile, and melee). If this is the case, why bother supporting all three kinds of actions.

The true answer is to do two or three things well. Don't specialize to the point where your troops are so well trained at missile combat that they can't clean their swords without losing half their men. Also, don't try to be good at everything. You'll end up being useless instead. You should strive to be good at one of the attack forms (melee, missile, or magic) and at either maneuvering or saving.

Maneuvering is a key part of the game. You may have the best missile troops on the board, but if your opponent never lets you get into missile range, your troops are useless. If you can't maneuver well, be prepared to pull your armies into reserves and consider new terrains where you can act effectively. On the other hand, if you can maneuver well, you can control the direction of the terrain dice and the overall direction of the game. All successful DRAGON DICE players know the value of maneuvering.

Saving against damage is vital to a winning army. The old saying tells us that "a strong offense is a good defense," but that theory fails to work when you're outnumbered and outgunned. For those situations, you'll want your army and your individual units to be able to save and save well. If your army averages more saves per roll than your opponent averages damage, it's a good bet that you'll win the game, given enough time.

Multiracial Armies or Single Races: Power in Diversity.

It may sound trite, but there is strength and power in racial diversity. Several races have powers which tie them closely with specific terrains. By sticking to those terrains, single race armies reap huge benefits. But what are the odds that they'll be able to stay at those specific terrains for the entire game? By building an army with two or three races, you hedge your bets. This allows you to command a force which can function well at several terrains in the game. You can also help to overcome a racial weakness by teaming units from two races whose special abilities and strengths bolster each other's weaknesses. For example: dwarves and undead are good at melee and save well. Lava elves and coral elves save poorly, but are good at maneuvering and missile weapons. A combination of dwarves and lava elves is a natural, since their special powers activate in the same terrain, but no matter what the terrain, they complement each other nicely. Undead likewise work well with coral elves. The undead have more saves and melee icons than any other race in the game. However, this comes at the expense of maneuvers and missile icons, two things which the coral elves have in abundance. See the Chapter Two for more ideas on what each race is best at.

Choosing Units: Quality or Quantity?

If you've decided on what things you want your army to do well, and you've chosen two or more races that seem to provide those things, it's time to decide on actual units. There are several choices to make when picking your units. Do you want common, uncommon, rare, monster, or a mix of all four types of units? Do you want many dice (mostly common) so that spells and special action icons will have less effect against you? Do you want to rely on luck and lots of special action icons to win the day (rare and monster dice)? All the variations of unit size and strength are viable. Let's go over the basics of the different dice to help you decide.

Common Units

While the small common unit may seem to have no advantages, in play it has developed many. Using all common units minimizes the whims of luck and fortune. Since you can have many more one-health units in an army than two-, three-, or four-health ones, common units tend to give you average, predictable results. This allows the Dice Commander to more accurately predict what his armies can and cannot do. In addition, opponents' spells and special action icons which target single dice will usually not be wasted on one-health common units if there are fatter targets on the board. This makes your units relatively safe against dangerous magical effects like *Lightning Strike*, and even if they are targeted, dead common units are easily and cheaply restored to life with black, red and blue spells, much to the consternation of your foes. One of the few disadvantages an army of all common units has is the inability to promote units. Also, things on Esfah have gotten more hostile to common units recently, as minor terrains and new spells deal harshly with them.

Uncommon Units

The uncommon unit is the median point among your choices. You can trust it to be fairly consistent in producing results. The two-health unit has more icons per health than the three-health unit (uncommon units have 12 points worth of icons, while the rare have only 16). Also, by having only uncommon units, any odd points of damage will slip by, doing nothing. Uncommon units don't stand out as particularly good targets for spells or special action icons that target single units, at least not while there are monsters and rares in play. The two-health unit isn't vulnerable to many of the newer effects and spells which target common units for destruction.

Rare Units

Rare units have special action icons, giving them powers that no other dice in the game have. Special action icons range from the simple smite, which inflicts damage without allowing saves, to the powerful cantrip, which generates magic during missile or melee combat. Some of the best special action icons provide multiple forms of results, such as maneuvers and hits. In this manner, the rare unit tends to roll what you need more often, and thereby increase its reliability. In an army of nothing but rare dice, you'd take a casualty for only every three full points of damage that were done to your army. In essence, you'd be able to ignore up to two points of damage per attack. The rare unit's main disadvantage is that it costs many points of magic to restore to life, so it becomes the target of choice for enemy spells and special effects.

Monster Units

Like dragons, monsters are inherently chaotic and unpredictable. Players who enjoy the randomness of a dice game (or the thrill of Las Vegas) will want to use monsters in their armies (or even an all-monster force.) Monsters cannot be relied upon to produce consistent results. This is because unlike the standard DRAGON DICE units, the monster has ten sides. This means that instead of a 1/6 chance of a particular side coming up, you've only got a 1/10 chance. Monsters' main advantage is that they're covered with special action icons, several of them more powerful than anything on the rare dice. A single regenerate or dispel magic icon can change the direction of the entire game. Since monster units have four health points, they can soak up a great deal of damage without being harmed. Their main disadvantage is that they are targets for every damage spell and special effect in the game. Each monster that you lose is a significant loss, one which isn't easily recovered from.

Now that you know a little about each type of unit, there are several strategies to choose from. You can construct an army of all one size of unit. This tends to have one of four effects. Using all common units gives you the maximum number of dice possible, helping to average out all your results and giving you a predictable army; building an all uncommon unit army increases the army's predictability (as compared to armies of rare and monster units) and maximizes the number of icon points your dice generate; creating an all rare unit army forces you to rely on special action icons to win the day; finally, you can rely on sheer strength and luck with an army of all monster units.

On the other hand, you can build an army with all or some of each size unit included. An army built of common, uncommon, rare, and monster dice has the advantage of being able to use the promotion rules. It also has the unfortunate disadvantage of being able to (and *having to*) take all the damage done to it.

Choosing Your Actions

Before you can choose your units and build your army, you have one last thing to think about. What actions do you want to be good at? Each one can be vitally important, but two stand out above the rest. Maneuvers and Saves are key to the success of any DRAGON DICE army. To have any chance of winning games with regularity, you must be proficient at either maneuvering or saving. We'll deal with normal actions in a moment; but first we'll deal with Maneuvers and Saves.

Maneuvers: Control the Terrain and Control the Game

To understand how vital maneuvers are to the game, you first have to understand what maneuvers do in a game. First, a horde army that is strong in maneuvers allows you not only to go first, but also to select the frontier die. Either is an advantage, both give you a very serious lead in any game. Winning maneuver rolls gives you another powerful advantage, it gives you the ability to control the terrain dice, allowing you to play to your strengths while exploiting your enemies' weaknesses. The ability to move the terrain to a face which benefits you and keep it there often decides who will win the game.

Once you have an army that is successful at maneuvering, the question next becomes when to maneuver. Choosing when to maneuver can be as important as the ability itself. Are you sure that you want to maneuver that terrain to "7" when your opponent can move it to its eighth face next turn? For that matter, should you both-

er to counter-manuever when your opponent is maneuvering the terrain? It can be a simple trick to get your opponent to reveal the direction he intends to move the terrain, but even if such subterfuge fails, consider how your opponent's maneuvering can be used to your advantage.

Saves: A Strong Defense Creates an Overpowering Offense.

The only thing more important than a potent offense is a consistently strong defense. Think about it, melee, missile, and magic can each only be used under specific conditions. Saves work *all* the time, no matter what the action icon is on the terrain die. If you have a significant number of saves, you don't need to be particularly good at any one type of attack. You can win over the long haul by nickel-and-diming your opponents to death.

Melee Combat

Trial by arms is the most obvious and direct path to success in the game. After all, the goal of the game is to maneuver two terrains to their eighth face, and to do that you're going to have to go through the sixth and seventh face, which always use melee combat. Moreover, your opponent has to do the same thing, and if he fears to maneuver a terrain to a face where your army can use melee attacks against his, you can prevent him from gaining critical eighth face advantages.

Skirmish

The skirmish is your most likely choice in melee combat. During a skirmish attack your army gets to do damage to your opponent's army *before* it can counter-attack. This gives you a significant advantage since, with a good roll, you can greatly cut down the number of units that will attack back. Even so, there are times when a skirmish attack may not serve to your advantage. If you find that your army is significantly outnumbered, put off the melee attack for another time. Move to reserves and regain your strength somewhere else. On the other hand, if the troops your army is facing are primarily non-melee units, the logic of pressing the attack cannot be denied. Punish exposed missile or magic units with melee attacks before they can maneuver away and launch attacks against your flanks.

Heavy troops—including dragonkin—tend to make the best melee forces. They roll large amounts of damage when attacking, and have the saves to perform well during the enemy's counter-attack.

Charge

Think carefully before exercising your option to charge. The Dice Commander has an obligation to destroy the enemy, and charges average the highest damage of any action in the game. However, large amounts of damage come with a price. Often, you will emerge from a charge with only a few of your units left alive. The most common result of a charge between two armies of similar size is the wholesale annihilation of both groups.

In order to mount a charge of any value, the situation should meet several conditions. First, you should outnumber the enemy by a significant margin, preferably two-to-one. Second, under most conditions you don't want to charge an army that specializes in melee, since they tend to save well and do lots of damage which your charging army won't be able to save against. Never charge a meleec army unless victory depends on it. Be sure to think about the terrain too. Does your army get to double or possibly quadruple its maneuvers? If so, then a charge becomes more worthwhile. Does

the enemy army get to double its saves, or count maneuvers as saves? Think again before mounting this attack. There will be times when you are willing to sacrifice your army in order to do in an opponent's force, but you should never rush into a charge attack without considering the probable ramifications.

One dirty trick is to bring in some dragonkin, whose automatic saves will count when you're charging. Likewise, you can cast a spell to give your army automatic saves, or even better, cast *Open Grave* before the army charges.

Cavalry units and Light Infantry are the best to use when making a charge attack. Dwarven mammoth riders are particularly dangerous and fearsome when charging, especially in highland terrains. Any unit with the trample icon makes a good charging unit.

Missile Combat

In many ways, missile actions are superior to melee. Missile actions allow your army to stay safely at home and strike enemy armies at other terrains. As such, missile actions provide a much wider range of targets, especially in a multiplayer game. Moreover, the greatest advantage to missile fire is that it does not invite an automatic counter-attack as melee attacks do. To face an opponent strong in melee units, typically your own army must possess similar heavy infantry. Using missiles though, the same heavy infantry enemies can be pincushioned from afar. Their sharp swords may never be able to touch the units who shot them. A final advantage of missiles is clear from the structure of the terrain dice. Missile actions occur in the middle numbers of terrain dice while melee and magic actions are only possible at the ends of a die. Rarely is the ability to take a missile action more than a maneuver or two away.

The advantage of missiles is clear. When the terrain die shows missile actions are possible, do not hesitate to use them, even if your army is not specialized in archery. Very few enemy units gain any benefit from being the object of missile fire.

The only real choice involved is where to target your missiles. To answer this question, you have to be aware of your objective for the next three turns. Are you pushing toward victory, or acting to prevent someone else from winning? Don't wait until the last possible minute try to derail your opponent. Always look ahead, or soon you'll find your opponent has too much inertia to be stopped.

Magic Actions

Nothing in the game can compare to magic's versatility and power. Over the long haul, magic proves itself superior to all other actions. Magic can kill. It can strike from a distance greater than that of missiles, and it invites no automatic counter-attack. Moreover, magic allows the return of units from the dead. Magic creates a diversity of effects that other actions cannot match. In tournament play, most players don't hesitate to bring exactly one-half of their units in magicians.

Always take a magic action. Even if your army is under the effect of spells such as *Ash Storm* or even *Backlash*, it never hurts to roll. Once you've found how many magic results your army has generated, then you can decide how best to use those magic points. Below are some hints on how to use each type of magic to its best effect.

Gold magic is the most utilitarian. *Stoneskin* is a standard autosave spell for use when you've summoned all of your dragonkin. *Dust to Dust* lets you target the dead you wish to bury, but is rather expensive. *Path*, on the other hand, stands out as a game winner. The ability to surprise opponents by leaping from one terrain to another is

key. Always keep an eye open for an unclaimed terrain at its seventh face. Combining *Path* with a *Transmute Rock to Mud* spell has become a favorite move of many generals. These generals lie in wait until an opponent has moved a terrain to "7", spend the first march to *Path* a unit there while casting *Mud* on the opposing army. Then the single unit wins its maneuver, the terrain, and the game. Even alone, *Transmute Rock to Mud* stands out as useful. Because modifiers which subtract go first, this spell's effect doubly hurts those doubling maneuvers or relying on their maneuvers as saves.

Blue magic's power stems from its power to do damage directly to an opponent's armies. *Hailstorm* is a simple translation of magic points to damage, and against smaller armies can be an effective attack. Eventually, the spell's cost surpasses its ability to do damage. Larger armies are relatively immune. Despite blue magic's fame for damage spells, the most impactful use of all magic is the recovery of dead units, and the fact that *Breath of Life* can accomplish the restoration of multiple health units makes blue magic even more valuable. In game play, recover your fallen units as fast as you are able. They're of much more use in play. Moreover, you may have your dead units buried if you dawdle, and in the process you'll be adding power to your enemy's spells. *Wind Walk* is an often underrated enchantment. It provides maneuvers cheaply, and sees most use from cantrips rolled during the first march to help in the second march. *Lightning Strike* is a favorite spell of many Dice Commanders. Use it to target individual troublesome units—especially rare and valuable units such as monsters or promotional dice. At five points, the cost is fairly high, but each *Lightning Strike* can remove four health worth of the enemy. Consider the target of the spell carefully; some units have few saves, and are easily destroyed. Similarly, never waste a *Lightning Strike* on a common unit unless you have no other targets.

If red magic has a theme, it is to weaken the enemy and prepare it for elimination. Spells such as *Ash Storm* focus on making the enemy powerless. Never forget, however, that it can hamper the caster just as much as the opponent. *Ash Storm* sees good use in a multiplayer games since it can target a group of enemy armies. In fact, the spell tends to be overused, if anything. Many players favor combining *Ash Storm* with a dragon, but since the opponent chooses where the penalty applies, this tends not to be very effective. *Spark of Life* is the twin of blue magic's *Breath of Life*, and every bit as effective. The same can't be said for *Burning Hands*. Generally, the spell is too expensive to cast on the vague hope that the target unit will produce melee results. However, a neat trick is to mix in a unit that can cast red magic cantrips with a melee army. When the unit rolls its cantrip, use it to cast *Burning Hands* and double a unit that has rolled four hits, or five! Still, in a game dominated by magic, it is *Dancing Lights* that stands out as the gem of red spells. While expensive, the spell halves an opponent's ability to cast spells. Combine *Dancing Lights* with *Ash Storm* and an army may find itself powerless to cast any spells at all!

Green is considered by some to be the weakest type of magic. It is definitely passive and defensive, with two spells that provide saves, and two more that work to reduce the offensive capacity of others. Green magic reigns supreme at providing saves. (Remember, the truly best way to get saves is to summon dragonkin.) The virtue of *Watery Double* is that, unlike *Stoneskin*, it lasts until the end of your next turn. Thus, it will be around for you to defend against a dragon or withstand counter-attacks during your turn. *Wall of Ice* is unremarkable in all ways save its cheap cost for saves, the only spell that beats the ratio for summoning dragonkin. *Wall of Fog* often has its best feature overlooked. In addition to halving missile results, it also halves maneuvers,

including the maneuvers which are to be converted into saves. *Flash Flood* sees most of its use come in attempts to prevent a player from winning, and as a delaying tactic, it performs these goals admirably.

For a reason that has nothing to do with its spells, black magic stands as the most powerful color of magic. The ability to bury units is more than a free assault on your opponent, it is a source of magic. While most black spells are themselves under-powered, *Reanimate Dead* is the cheapest method in the game to return dead units to life, but the spell is limited to one-health units. Of course, if you're playing all commons, the limitation is irrelevant. *Palsy* penalizes a specific army, but its cost—higher than *Ash Storm*—makes this spell less attractive than many other options. *Finger of Death* is also expensive, but the ability to target specific units, which cannot roll to save, makes it worth the cost. *Finger of Death* is one of few ways to kill dragonkin. Nevertheless, *Open Grave* is the crowning achievement of death magic. Better than any automatic save, cast it whenever you foresee the possibility of heavy losses, and death will not visit your units.

The final enchantment in all schools is the power to summon dragons. For the cost, dragons have the greatest potential to kill. Unfortunately, the nature of the twelve-sided dragon die makes it unpredictable. It may attack with its breath, but it may turn belly up or simply fly away. Since dragons attack all armies, the common tactic is to drop a dragon and flee the terrain at best speed.

The Army Building Checklist

Step #1: Choose the race or races for your army. The actions in parenthesis are what the race is best at. Each race's special abilities are listed in italics.

- | | |
|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| Amazon | (Melee, Missile)
<i>Maneuvers count as missile results in flatland.</i> |
| Coral Elf | (Missile, Magic, Maneuver)
<i>Maneuvers count as saves in coastland.</i> |
| Dwarf | (Melee, Save)
<i>Maneuvers are doubled in highland.</i> |
| Feral | (Magic, Maneuver, Save)
<i>Each turn feral generate new 1-health units at each terrain they're at.</i> |
| Firewalker | (Missile, Magic, Maneuver, Save)
<i>Firewalkers may move directly from any coastland or flatland to any other terrain, during the reserve phase</i> |
| Goblin | (Maneuver)
<i>Maneuvers are doubled in swampland.</i> |
| Lava Elf | (Missile, Magic)
<i>Maneuvers count as saves in highland.</i> |

- Swamp Stalker (Melee, Save)
Swamp stalkers may mutate units in other players' reserve areas and bring units into play from their special promotional pool.
- Undead (Melee, Magic, Save)
Undead have stepped damage. When an undead unit is killed, a unit of one health less from the dead unit area can immediately be brought into play.

Step #2: *Decide what type of troops you will bring to play.*

- Common (one-health)
Results that you can count on. No special action icons. You'll take all damage done to you.
- Uncommon (two-health)
Fairly reliable results. No special action icons. You'll be able to ignore a point of damage from any odd damage results.
- Rare (three-health)
Unpredictable results. Special action icons. Only take damage in multiples of three. Big targets.
- Monsters (four-health)
Really unpredictable results. Lots of special action icons. Only take damage in multiples of four. Biggest targets in the game.
- A Mixture (A combination of any or all of the above)
Enables your army to promote. You'll probably have to take all damage dealt to you.

Step #3: *Decide whether you want to use magical items and artifacts or not.*

Magical items can generate points of action icons that you can count on. They are limited in that they only generate one kind of icon (either melee, missile, magic, maneuver, or saves). Their health costs count toward the total of your army, and if they are ever taken out of play, they are buried and cannot be restored. Artifacts generate a large number of results, and generate more than just one kind of icon, but they too cost toward your army's health total and are buried if taken from play.

Magical items and artifacts are important in that they grant a very specialized army the ability to do another kind of action. For example, giving magical swords to magicians, making them good at both melee and magic. Magical items and artifacts cannot be targeted by most spells and are difficult to remove from play.

Yes, use magical items and artifacts

No, don't use magical items and artifacts

Step #4: *Choose your army.*

Use the decisions you've made previously to help you pick actual dice. Keep in mind the actions you want to be good at.

Step #5:

Choose terrains.

Choose the terrains that you'll bring to the game with this army. Do you have races in this army that have a special ability that's linked to a particular type of terrain? If so, make sure that you include at least one terrain of that type. Pay particular attention to each terrain's eighth face. Choose an eighth face icon that helps your army, and hopefully not your opponents. If you use missiles, pick a tower. If you don't use black magic, you may want to choose the temple face. The city is great for armies made of one-health units or a broad mixture. The standing stones are terrific for an army that can't cast magic to restore its own dead units.

If your army isn't attuned to a particular terrain, try to choose terrains which won't help your opponent. Flatland is a good choice unless someone is playing amazon archers.

Coastland (City, Standing Stones, Temple, Tower)

Coastland is best for coral elves, since that is where they get their special racial ability. Firewalkers also may use their racial power from the coastland. It's great for missile armies and poor for magical armies.

Flatland (City, Standing Stones, Temple, Tower)

This is the home terrain of the amazons and the feral. Both may use their racial abilities here. Firewalkers also may use their special power in the flatlands. This terrain is bad for magic, but good for missile and melee attacks.

Highland (City, Standing Stones, Temple, Tower)

Highland is the home terrain of both lava elves and dwarves. Highland is good for magic, and bad for missile actions.

Swampland (City, Standing Stones, Temple, Tower)

This is the home of the evil goblins and swamp stalkers. They can each use their racial abilities here. Swampland is great for melee battles, and fair for both magic and missile battles.

Step #6:

Choose dragons.

Choosing dragons to go with your army can be as important as any other choice made during the construction phase of the game. If you are playing an army that can summon dragons, be sure to bring ones that you can use (and hopefully no one else can). If you aren't likely to be able to summon dragons, bring ones which aren't used often and that few people can summon or do non-lethal damage (like Blue and Green dragons). Or, if you can afford it, don't bring dragons at all. Losing 3-health worth of units from your army is cheaper than being attacked by your own dragon.

If you plan to use them, use wyrms. If you think you'll be attacked by them, use drakes. Wyrms won't fly away, they have to be destroyed or summoned to another terrain. Drakes have a 1-in-6 chance of flying away, back to the dead unit area.

Step #7:

Choose dragonkin.

If you have the option, always bring and use dragonkin. Dragonkin are autosaves (like Stone Skin or Watery Double) that have no built-in duration. Plus, they can attack and some even have breath weapons. They are great to use with magician armies, since they provide saves and melee strength, and cost next to nothing. Be sure to always bring the full number of dragonkin to the game that you're allowed. One point of dragonkin can be brought to the game for every three points of normal troops in your way.

Step #8:

Choose Minor Terrains.

You are allowed to bring 4 minor terrains to the game. Take full advantage of this option. Minor terrains can be dangerous to use, but they can also give you options in terrains that you normally couldn't function in. If luck is against you and terrains roll against you at the start of the game, minor terrains can give you the chance to get back into the game. Have a melee army stuck in a terrain that's down in magic? Add a minor terrain to give yourself a chance to wage melee combat there while working to maneuver the die into your area of expertise.

Step #9:

Arrange your units into a home, campaign, and horde.

This is your chance to test your army, before you get into real combat. Arrange your troops and give them some test rolls. Roll your horde. Count the maneuvers you've generated. For a 24 point game, if they're in the 10+ range, there's a good chance that you'll win the roll and be able to go first. You'll also have the opportunity to choose the frontier.

What was your army supposed to be good at? Roll each of your armies and count up the results you wanted. Are you happy with the numbers you got? You may want to move units between armies to get balanced results, or you may wish to unbalance the armies, to create one really strong army. It doesn't matter too much, it's really a matter of personal choice.

Playing to Win

You've just finished creating and tuning your army. Half the battle is over. Now you have to learn how to play the game. Sure, you've read all the rules, know the FAQs frontwards and backwards, and have even played in tournaments. You know how to play, but do you know how to win?

The object of the game is to be the first player to capture two terrains by pushing them to their eighth faces. Nowhere in the object does it say anything about melee, missile, or magic attacks. Often players in a DRAGON DICE game forget this, getting caught up in the excitement and glory of battle. It is possible to win the game without ever being involved in a battle or casting a spell. Indeed, you should strive to stay out of battles as much as possible. The best win is an easy win, a bloodless coup. Only fight when you can win, and only when it helps move you closer to victory.

Don't Cluster Your Forces

One of the most important things to remember during the game is to *always keep at least two armies in play*. If you cluster your forces into one big army, all you've done is give your opponent one big target. You've also cut the number of actions you can take per turn in half. Even if your second army is nothing but a token unit or two in the reserves, it still has a chance to generate a bit of helpful magic. Units in reserves can also be marshalled quickly, dropping into an abandoned seventh face to give you an easy win.

Coordinate Your Marches

Use your two marches intelligently. The foolish player splits his attacks and causes little or no damage to his adversary. The clever player uses both of his marches against the same target. This way he can cause severe, crippling damage to an opponent's force. Also, keep in mind the strategy of using magic with the first march in order to enhance the second march. Whether you soften up a foe with *Lightning Strike* spells or use *Rock to Mud* spells to prevent him from maneuvering, the underlying strategy is the same.

Think Ahead

Nothing your opponent does should be a surprise to you—nothing. Study the game carefully each turn and try to think ahead to future turns, imagining the ramifications of each of an opponent's possible moves. This becomes increasingly difficult with multiple players in a game, so it's best to practice in two- or three-player games. Try to anticipate what your foes will do by putting yourself in their places.

Keep Trudging Ahead

Often, it is tempting to sit back and dump powerful spells on your opponents. But this doesn't lead toward winning the game. Generally, one of two things will happen. Either your enemies will team together to eradicate your magicians and drive you from the game, or they will ignore your magical assault and keep pressing on toward that eighth face. If they survive the magical assault long enough, they'll capture the terrain and win. Use magic as a tool to bolster your maneuvers and conventional attacks, not as an end unto itself.

Never Show Mercy

You should always be trying to move the terrain die up. The exception to this is when using the optional routing rules. If an opponent routs, *always* move the terrain down a step and take another action. The only time you should ignore the rout is when you're in possession of the eighth face. The free attack that you'll get is worth the time it will take to maneuver the terrain back to the face your army originally occupied. And remember, you don't *have* to target the routing army for your free action.

Old Soldiers Should Never Die ... For Long

Restore units to life whenever possible, whether through recruitment (at a City or through the feral's racial ability) or by magic (*Breath of Life*, *Spark of Life*, and *Animate Dead*). If you continually restore your units while your opponents are losing theirs, you should be able to win the game through attrition.

Multiplayer Games

The most important thing to remember in a multiplayer game is to keep your friends close and your enemies closer. It is vitally important that you are not seen as “the big threat” in a game. Whichever player can rally the others against a common foe (“the big threat”) will usually be able to win. You have to be a charismatic general, convincing enemies that you are a friend and that following your lead is in their best interest.

The best way to do this is through the use of table talk. Choose a player, whoever you believe is the biggest threat to your victory, and work to convince the other players in the game that he’s got the best chance of winning. Every chance you get, comment loudly that this player is doing well, has the best position, looks like he’s going to win, etc. Offer an alliance with the other players to overcome this menace. If you can convince the other players to go along with you, you have the game half won.

Do small things for your allies, like casting protective or supportive spells on their armies. Try to delay getting involved in melee combat with “the big threat” as long as possible. Let your allies fight with him. You know the old saying about killing two birds with one stone, right? Each time your foes clash it’s like you are getting a free attack on them both.

Be aware of the board. There will come a time when you have to switch “big threats” and make someone else the communal target. Be wary. The other players may eventually catch on to what you’re doing and try to pin a target on your back. One way to avoid this is to adopt a strategy that keeps your armies at low numbered terrains. Once your foes are sufficiently weakened from battling among themselves, move in and take their terrains away from them. Always strive to hide your strengths and exaggerate your weaknesses, whether they are real or not.

End Game

A game of DRAGON DICE is seldom won through brute force. The game tends to go to the player with the most guile and finesse. In the end game, spells like *Transmute Rock to Mud*, *Wind Walk*, *Path* and *Flash Flood* become the keys to victory. Clever use of racial abilities can also give a clever player an easy victory. The firewalker ability of flight between terrains comes immediately to mind as an ability which can give a careful strategist the win.

Reserve forces become even more critical toward the end of a game. More than one game has been won when someone has slipped one or two dice from his reserve into a terrain that earlier had been abandoned to a dragon. Having a unit in reserve can mean the difference between a glorious victory and a crushing defeat.

Optional Rules

The DRAGON DICE game is nothing if not flexible. There are several optional rules that can be used to add a different twist to the game. They can be used or disregarded at the players' whims, but everyone involved in the game must agree on which optional rules are used. The decision must come before the players have constructed their armies. Rules marked with an asterisk (*) are strongly recommended.

Flying Dragons*

Whenever a drake rolls a wing, instead of being removed from the game, the player who was being attacked can move the drake to any other terrain in the game. The drake immediately attacks the target of that player's choice at the new terrain.

Dragon's Treasure

At the start of the game, all players must contribute one magical item or artifact for each dragon they bring to the table. These magical items and artifacts are placed in a dice bag, which becomes the dragons' treasure. When a dragon is defeated, the winning player may draw one magical item or artifact at random from the treasure bag. This item is immediately placed into the triumphant army (ignoring color restrictions).

Assigned Minor Terrains

Each terrain die in the game has a random minor terrain die associated with it. The minor terrain is rolled during each player's maneuver phase (whether he maneuvers or not). If a disaster occurs, it takes effect, but the minor terrain is not buried. The terrain stays in the game. The minor terrain even stays in the game when the terrain it's tied to is moved up to its eighth face.

High Magic

This option harkens back to the beginning of the DRAGON DICE game. When using the high magic option, all magic results (not just ID icons) double when in a matching terrain. Add to that the fact that all spell costs are reduced by one, and you have a real magician's battle on your hands.

During a high magic game, any spell can be cast from the reserves area, including offensive spells which target opponents.

Spellbooks

This optional rule requires that all players have a set of the spellcards which are found in the back of this book. Each player should write his name on his spells cards. All the cards are then shuffled together and placed in a pile near the center of the playing area.

Before spellcasters in any army can cast spells, they need to research them. No one begins play knowing any spells. The only way that spells can be gained is by sacrificing a turn to research spells. This is done as an action. The army is rolled and all magic results are counted. Nothing is doubled because of terrain. That army gets one card from the draw pile for every two points of magic it generated.

These spells are kept with the army that learned them and are castable by that army no matter what color they are. When using this optional rule, all races can cast all colors of magic and there is no doubling for terrain. Each time a spell is cast, that card is discarded from the casting army and forms a pile near the draw pile. When the draw pile runs out, reshuffle the discard pile to form a new one.

Spells belong to a specific army and do not move between terrains with units. If an army is ever destroyed (or disbanded) all spells known by that army are discarded.

Monstrous Magical Resistance*

Monster units count their special action icons as saves when they are targeted by spells and SAIs that call for them to save or be discarded, or take damage. This will help monster units against spells like *Lightning Strike* and SAIs such as *bullseye*.

Dragonkin Dissolution*

When dragonkin are killed, they are immediately buried instead of being placed back into the dead unit area. When an army containing dragonkin manages to push a terrain to its eighth face, all dragonkin are immediately removed from that army and buried. Dragonkin are driven by conflict and cannot survive once their goal has been attained.

Ancient Dragons

When using this optional rule, dragons become far more powerful. At the start of each dragon attack phase, the player who summoned the dragon rolls it, counting any damage that it would normally generate as points of magic. (A bite result would generate 10 points of magic of the same color as the dragon; a claw generates 5 points of magic; a tail generates 3 points and is rerolled. No other result counts toward magic points.)

These magic points are immediately spent on spells of the appropriate color. Dragons cast protective spells only on themselves, and they cast offensive spells only at the player whose turn it is.

Dragons can spend magic points on the following spells:

- Gold:** *Stoneskin, Dust to Dust, and Transmute Rock to Mud.*
- Blue:** *Hailstorm and Lightning Strike.*
- Red:** *Ash Storm, Burning Hands, and Dancing Lights.*
- Green:** *Watery Double, Wall of Ice, and Wall of Fog.*
- Black:** *Palsy and Finger of Death.*

Dragons cannot double magic. The spell points are always spent (if possible). If the dragon's summoner is the subject of the dragon's attack, the spell points are spent by the opponent to his left.

After the magic results are decided, the dragon attacks normally.

The Grand Campaign Game

In this version of DRAGON DICE, the object of the game is not necessarily to push two terrains to their eighth faces. In the Grand Campaign Game, players will recreate some of the famous battles of Esfah. Each player may have a different goal, and will receive points toward victory based on how well he achieves his particular goals. All normal (or optional) rules which you usually use can be used in the Grand Campaign Game. Some sample campaigns follow below.

Campaign #1: Battle for Goblin Gorge (Two Players)

In this campaign, one player will play the part of the goblin horde and the other will lead the lava elf invaders. All normal DRAGON DICE rules apply in this game (including the optional routing rule). Set up is not normal and will be covered below.

The winning conditions for the goblins in this game are easy. They must either destroy every last lava elf, or hold the swampland tower they start with for 10 full turns.

The lava elves must either capture the goblin's tower terrain or summon two dragons of the same color to the goblin's tower. The lava elves get to go first in this game.

Only two terrains are used in this game. One is a swampland tower (the goblin's home terrain), which starts at its eighth face with the goblins in possession (with all that player's units there). The other terrain is a flatland temple, which acts as the frontier and starts at its fifth face. The lava elf player may split his forces between the frontier and the goblin's home terrain as he sees fit.

The two armies are composed of the following units:

Goblins: 30 points

Thug	1 point
Mugger	1 point
Pelter	1 point
2 Wardog Riders	2 points
2 Cutthroats	4 points
3 Slingmen	6 points
2 Deadeyes	6 points
3 Leopard Riders	9 points
<hr/>	
Total Points	30 points

The goblins have no dragons or dragonkin.

Lava Elves: 40 points

5 Adepts	5 points
2 Duelists	4 points
Dead-Shot	2 points
2 Scorpion Knights	4 points
3 Conquerors	9 points
Infiltrator	3 points
Assassin	3 points
Wyvern Rider	3 points
Necromancer	3 points
Rakshasa	4 points
<hr/>	
Total	40 points

The lava elves have 2 red dragons and no dragonkin.

The historical outcome of the battle...

In the early portion of the battle, things went poorly for the lava elf invaders. The evil elves were decimated by the deadly sling stones of the goblin defenders. Wave after wave of lava elves crashed against the walls of the dread tower and were repelled. Meanwhile, the majority of the lava elves worked in secret, reanimating their dead soldiers and cycling them back into the fray. The goblin leader sent a group of his quickest and most fearsome warriors to the lava elf's main camp, but would it be enough? They engaged the dark elves and again managed to inflict some casualties. Triumphant, they began the long march home. It looked as if the goblins would be able to hold the tower after all.

Suddenly, the dreary gray skies over the tower turned black. Black with smoke! A gigantic red drake descended on the tower. Its tiny number of defenders were over-matched and destroyed almost to a man. The raiding party was in a bind. Did they go to fight the dragon or return to the elven encampment to put an end to the elven magicians? Choosing to return to the tower, the goblins sorely wounded the great beast, but failed to dispatch it. The Morehl completed another great summoning and unleashed a second dragon on the tower. The goblins were trapped between the two brutes and destroyed.

Campaign #2: Betrayal at Bralanthyr (Three Players)

In this campaign one player will play the part of an undead army, one will control a force of amazon warriors, and the last player will lead a group of firewalker mercenaries. All normal DRAGON DICE rules apply in this game (including the optional routing rule). Set up is not normal and will be covered below.

The winning conditions for the undead in this game are easy. They must either destroy the amazons to a man, or capture and control two of the terrains.

The amazons must also either capture two terrains or destroy the entire undead army.

The firewalker player must secretly write down the name of the player he wants to see win. If the player he's chosen achieves his winning conditions, the firewalker player steals the victory and wins instead. Of course, he cannot win if he's wiped out before the battle is decided. He can also win by being the only player left in the game with any living units.

Only three terrains are used in this game. One is a highland standing stones (the undead's home terrain), which starts at its fifth face. The frontier terrain is a swamp-land temple, which starts at the third face. The amazon player's home terrain is a flat-land tower, which starts at the second face.

The amazon player goes first and can set his units up among the three terrains as he sees fit, but none of his troops may begin in reserve. The undead player goes second, and may also split his troops among the terrains as he likes, and must likewise have no units in reserve. The firewalker player starts *all* of his units in his reserves area.

The three armies are composed of the following units:

Undead: 36 points

2 Skeletons	2 points
2 Wraiths	2 points
2 Ghouls	2 points
3 Apparitions	6 points
Wight	2 points
2 Revenants	4 points
2 Spectres	4 points
2 Ghasts	4 points
Ghost	3 points
Lich	3 points
Minor Death	4 points
<hr/>	
Total	36 points

The undead have 2 black dragons.

Amazons: 36 points

5 Darters	5 points
5 Charioteers	5 points
3 Javelineers	6 points
2 Battle Riders	4 points
3 Spearers	9 points
War Driver	3 points
Medusa	4 points
<hr/>	
Total	36 points

The amazons have 1 gold dragon and 1 blue dragon.

Firewalkers: 36 points

2 Firestarters	2 points
2 Sunbursts	2 points
2 Watchers	4 points
Sunflare	2 points
2 Firestormers	6 points
2 Daybringers	6 points
2 Ashbringers	6 points
Fireshadow	4 points
Phoenix	4 point
<hr/>	
Total	36 points

The firewalkers have 2 red dragons.

Historical Outcome of the Battle...

The tide of the battle was originally with the amazon force. Quick, damaging missile attacks took the undead legions by surprise and tore great holes in their defensive lines. When things looked darkest for the legions of darkness, there came a host of warriors from the sky. Firewalkers, a mythical race of elemental beings from the sun, joined the fray and swung the tide toward the undead. Thousands of amazons were incinerated by the tiny terrors. The undead legions surged forward, leaving their flanks protected by their firewalker allies. This proved to be their undoing.

At a crucial point in the final battle, the firewalkers, overcome with battle fervor, turned on the undead and found that dead flesh burned even better than the living flesh of the amazons. The undead were vanquished, and the amazons were sorely wounded. If there was any victor in this battle, it was clearly the firewalkers.

Campaign #3: The Four Kingdoms (Four Players)

In this campaign, the players each take the role of one of the four elder races (coral elves, dwarves, goblins, and lava elves). Each player controls a single race army. All normal DRAGON DICE rules apply in this game (including the optional routing rule). Set up is not normal and will be covered below.

The winning conditions for the coral elves are to capture their home terrain (by pushing it to its eighth face) and to drive an opponent's terrain down to its first face (the coral elf player must be the one to turn it down).

The dwarves' winning conditions are identical to the coral elves': move their home terrain to "8" and another player's home to "1."

The goblin player must maneuver any two terrains down to the first face. (In other words, the opposite of normal winning conditions.)

The lava elf player maneuver any two terrains up to their eighth faces. (In other words, normal winning conditions.)

In this campaign only four terrain dice are used; one home terrain for each faction. There is no frontier terrain, and all of the home terrains are within missile range of one another. The terrains are not rolled randomly, they all begin the game on the fifth face. The coral elves' home is a coastland Temple; the dwarven homeland is a highland City; the goblins' home terrain is a swampland Standing Stones; a highland Temple is home for the lava elves.

In this game, controlling an eighth face does not double maneuvers, or saves. Maneuvering a face down to "1" allows the controlling player to do either magic, melee, or missiles, just like an eighth face.

Each player rolls his entire army and counts maneuvers to see who goes first and can set his units up as he sees fit (between any or all of the four terrains). Play then continues in order, clockwise around the table.

Each player has 50 points to build his armies from. No more than 12 points of magicians or 12 points of cavalry can be used. Each player may bring up to three dragons and 16 points of dragonkin. No minor terrains may be used in this scenario.

Historical Outcome of the Battle...

This battle was so large and chaotic, that it still continues to this day.

Tournament Rules

What Are These Rules?

The tournament rules for the DRAGON DICE game are presented here to make it easy for anyone to organize a fun and fair competition.

What Do I Need To Run A Tournament?

To run a tournament, whether at a convention or at a retail store, three things are required:

- Judge** Generally, this is a player familiar with the game, a convention staffer, or a store employee. The Judge's job is simply to oversee the tournament and keep records of the winners. In tournaments of 20 or more players, the Judge may find it useful to have one or more Assistants.
- Players** Tournaments can be run with any number of participants, but sanctioned events require eight or more players.
- Dice** Some tournaments require players to have pre-built armies, while others require a sealed box of DRAGON DICE for each player. Experienced players enjoy both forms of competition, but sealed box tournaments are a great way to introduce the game to new players.

Tournament Formats

The two basic ways to organize DRAGON DICE competitions are called Alpha Format and Beta Format.

Alpha Format

Alpha format takes advantage the DRAGON DICE game's strength as a multiplayer game. Alpha format is the most common format of play, and is the format used in the DRAGON DICE *World Championship*.

To begin an alpha format tournament, the players should be randomly divided into groups of four players each.

Tournament Rounds

Alpha format tournaments are split into a series of *rounds*. In each tournament round there are four stages. First, the four players sit down to play a multiplayer game together. This is Stage One. After the multiplayer game is complete, players in each group of four pair off. Each player in a group plays every other player in his group. In other words, a pair of 2-player games makes up Stages Two, Three, and Four. See diagram on page 161.

Example: David, Dori, Bill, and Lester are grouped together to form a group of four players in the tournament. First, the players join together in Stage One and play one big multiplayer match. Then each player must play each other player. In Stage Two, David plays Dori while Bill plays Lester. In Stage Three, David plays Bill while Dori plays Lester. In Stage Four, David plays Lester while Dori plays Bill.

Advancement

Only one player from each group of four advances to the next round. The winner of each stage receives *Victory Points*.

The winner of Stage One (the multiplayer game) receives 3 Victory Points. The winner of a Stage Two, Three, or Four match receives 2 Victory Points.

The player with the highest total number of Victory Points at the end of Stage Four is declared the winner of his group, and advances to the next round.

Example: Using the previous example, David wins the Stage One multiplayer match. In Stage Two, David beats Dori while Lester beats Bill. In Stage Three, Bill beats David while Dori beats Lester. In Stage Four, Lester beats David while Dori beats Bill. Totalling the Victory Points, David has 5 (3+2+0+0), Dori has 4 (0+0+2+2), Bill has 2 (0+0+2+0), and Lester has 4 (0+2+0+2). David advances.

In the unlikely event of a tie, all four contestants of the group play another multiplayer match; the winner of this tie-breaker advances.

Subsequent Rounds

The next round begins in the same fashion as winners of the previous round are divided into new groups of four and start again at Stage One. Each player begins Stage One with zero Victory Points; Victory Points do not carry over from one round to the next.

If the number of contestants at the start of a round is not divisible by 4, some blocks may be run in groups of three. Scoring is unchanged. If only two players remain at the beginning of a round, the two players play a best of three match head-to-head to determine the tournament winner.

The tournament is concluded when only one player advances; this player is the tournament champion.

Beta Format

Beta format takes the simplest approach possible: single elimination matches done in pairs.

The players should be divided into pairs randomly. Each pair plays a head-to-head match. The winner of each match advances to the next round. The tournament is concluded when only one player remains and all others have been eliminated; this player is the tournament champion. *See diagram on page 161.*

Sanctioned Events

Some DRAGON DICE tournaments, such as the *World Championship*, are sanctioned by TSR, Inc. and must conform to additional rules and regulations. For information on sanctioned events, contact the RPGA® Network, c/o TSR, Inc., 201 Sheridan Springs Road, Lake Geneva, WI 53147.

Please note, it is by no means necessary to follow the sanctioned events guidelines for every DRAGON DICE tournament. If you are organizing an event for your local game store, or just for your friends and family, the rules presented here are a good basis for a fun and fair competition. Certainly, there are many more ways to organize a tournament than the ones presented here. Feel free to modify these rules, or make up tournament rules of your own, if it will make the event more enjoyable for you and the players.

Diagram 1: Alpha Format Tournament

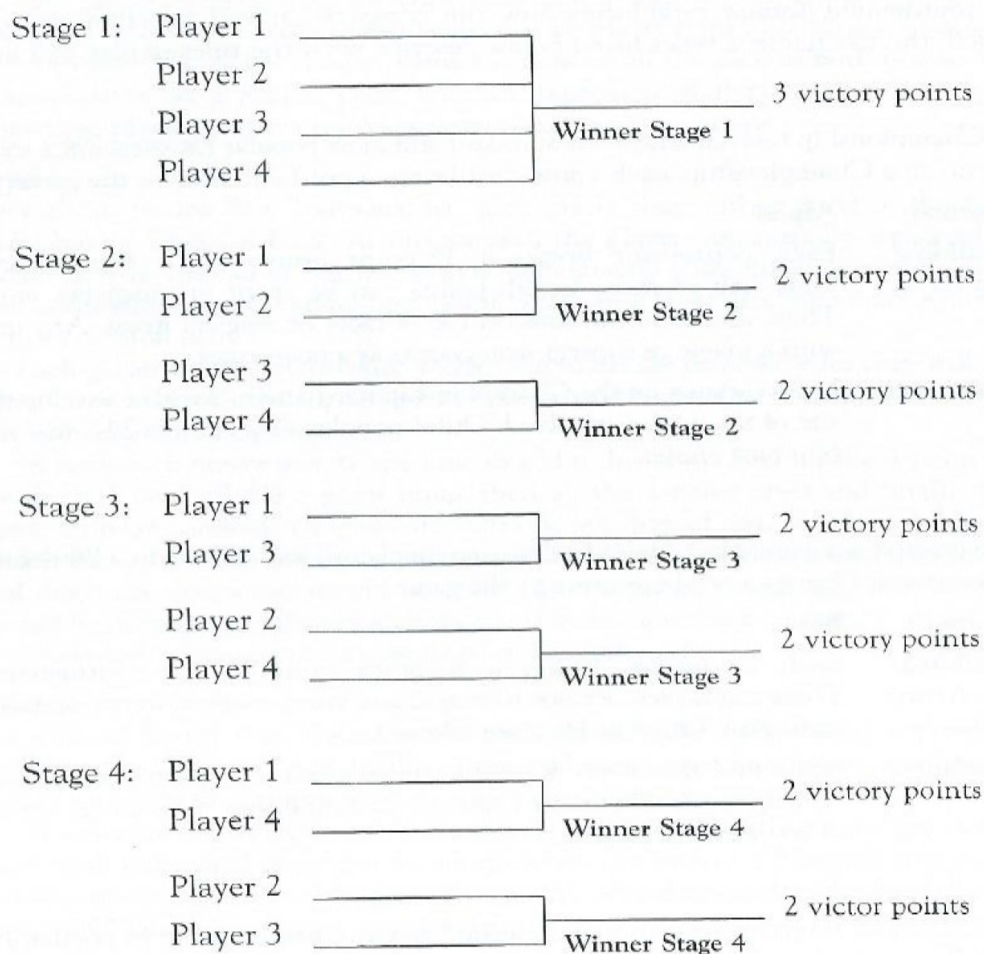
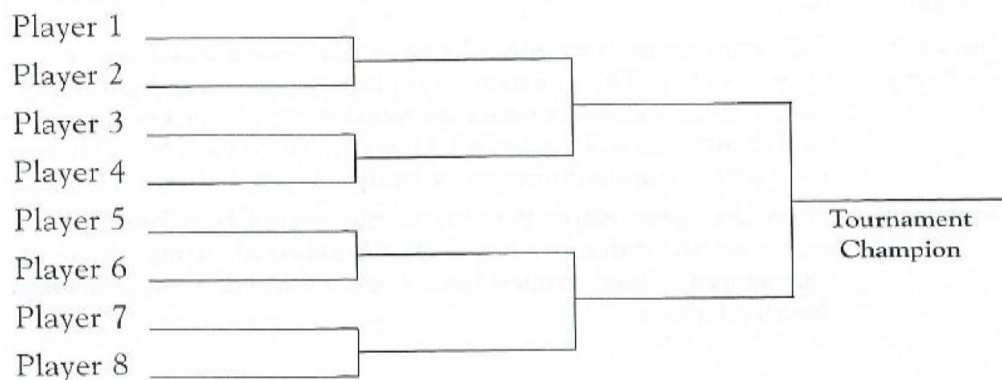


Diagram 2: Beta Format Tournament



Tournament Types

The tournament format establishes how the competition will be organized and divided; the tournament types listed below describe what the rules of play will be.

Championship Tournament

The Championship tournament is the standard and most popular DRAGON DICE tournament. In a Championship, each contestant brings a pre-built army to the game.

- Format:** Alpha
- Building an Army:** Each contestant brings a 36-point army to the tournament. Only half of those health-points can be spent on magician units. There are no restrictions on use of races or magical items. Any unit with a magic or cantrip icon counts as a magic user.
- Variants:** Most variants on the Championship tournament involve altering the size of the armies involved. Other popular sizes include 24-, 48-, and 60-point armies.

Battlefest

The Battlefest is a game played out of a desire to simply roll lots of dice! In a Battlefest, each contestant brings a pre-built army to the game.

- Format:** Beta
- Building an Army:** Each contestant brings a 60-point army to the tournament. There are no restrictions to magic use, races, magical items, or monsters. Any DRAGON DICE are allowed.
- Variants:** Some find that even 60-point armies aren't enough to satisfy their craving to use all of their DRAGON DICE, and they may opt for armies of 96 or even 120 points.

Sealed Box Tournament

The Sealed Box tournaments run a close second to the Championship in popularity. Sealed Box tournaments are the best way to introduce novice players to the game and the competitive nature of tournaments. They are also a true test of an experienced player's skill; seeing if he can turn a random assortment of units into a victorious army.

- Format:** Beta
- Building an Army:** Each contestant must either bring or purchase a *sealed* box of DRAGON DICE. The tournament is played with armies right out of the boxes. Since the assortments are random, no player knows just what kind of army he will command. However, since each box contains an army with a standard number of health-points, balance is assured.
- Variants:** There are three major variants to the Sealed Box Tournament. In each case, the difference lies in the "Building an Army" phase of the tournament. Once armies have been finalized, play continues as described above.

Allies

As with all Sealed Box Tournaments, each player must either bring or purchase a *sealed* box of DRAGON DICE. In this variant, each player must also bring or purchase a *sealed* Kicker Pack of his choice. Armies consist of all the dice in both boxes. Note: *Magestorm!* is *not* a Kicker Pack, it is an expansion of the DRAGON DICE game. Therefore, players may *not* use *Magestorm!* boxes in this variant.

Draft

As with all Sealed Box Tournaments, each player must either bring or purchase a *sealed* box of DRAGON DICE. In this variant, the players are initially separated into groups of 4–8. Instead of beginning play immediately with the contents of a single box, contestants in each group open their boxes, mix their dice, and draft armies out of this common pool.

Each player rolls an eight-sided terrain die to decide in what order they will draft. The player who rolls the highest picks first, second highest next, and so on. Ties are rerolled before drafting begins.

In turn, each player selects one unit to add to his army. First all the 4-point units are drafted, next all the 3-point units, then all the 2-point units and finally the 1-point units are drafted. Dragons and terrains are drafted last. If sealed *Magestorm!* Kicker Packs are being used, magical items and artifacts should be mixed into the general draft, the dragonkin should be drafted in a separate round, and minor terrains should be drafted immediately *after* regular terrains have been chosen.

Trades are *not* permitted during or after the draft.

Trade

As with all Sealed Box Tournaments, each player must either bring or purchase a *sealed* box of DRAGON DICE. In this variant, players open their boxes, and have one half-hour before play begins to trade with other players to modify their army.

Trades must be for units totalling an equal number of health-points. For example, a 3-health unit could be traded for another 3-health unit *or* a 2-health unit and a 1-health unit *or* three 1-health units. At the end of trading, each player must have an army of 23 health, 2 terrains, and 1 dragon.

Frequently Asked Questions

The Top Ten

1. **How do I win the game?** When you capture two terrains, you have achieved victory. A terrain is captured by maneuvering it to the eighth face. Immediately upon capture of a second terrain, you win. You also win if you have the last surviving unit in the game.
2. **Can I both maneuver and take an action during a march?** Yes.
3. **Does the dragon I summoned attack my army, too?** Yes. The dragon you summoned will attack you at the start of your turn just like any other player with an army at the terrain.
4. **Can I summon any dragon at the table?** With the right color and amount of magic, you can summon any dragon at the table, including those brought by other players and those already at a terrain.
5. **Can I attack a dragon during one of my marches?** No.
6. **Are dragons affected by spells?** Only *Summon Dragon* spells can target dragons.
7. **How much does it cost to summon dragonkin?** Two points of magic per health-point of dragonkin.
8. **I have an army of undead and lava elves. When I cast magic, can I use the results from my lava elves to cast an undead spell?** No. The racial spells in the Kicker Packs can only be cast by units of that particular race.
9. **My army is using magical items from the *Magestorm!* accessory. Can the magic results from these magical items be applied to any of the published spell lists which match their color?** The magical items' magic results can only be applied to the basic spell list and the spell lists of a race that has a unit present in the army.
10. **Is DRAGON DICE a fantastically cool game involving elements of strategy and skill which ultimately allow you to crush your enemies in battle?** We hope you think so.

Questions about Set-up

Army Size

Do dragons count toward the size of my army? No, but if you fail to bring enough dragons, you are penalized three 3 out of your starting army size for each dragon you fail to bring.

Can I bring a dragon to the table which I cannot even summon? Yes.

Can I put any mix of races in my starting armies? Yes.

Can I choose to have fewer than 3 armies at start? No.

Can I choose to have more than 3 armies at start? No.

Can I ever have more than half of my total units health in a single army? Yes. The restriction of no more than half your units' total health in any starting army only applies during setup.

Player Sequence

How should I arrange my armies, dragon, and terrain dice before the game begins? Behind a screen, set up your three armies and indicate which terrain die you will use as a home terrain by placing it in front of your home army, and which terrain die is your proposed frontier die by placing it in front of your campaign army. Keep your armies concealed until all the players have finished setting up and you all reveal simultaneously.

Do special action icons count when you are rolling to see who goes first? Only special action icons which count as maneuvers: Fly, Trample, and Rend are examples. Cantrips cannot be used during any maneuver roll, including this one.

What happens if the horde armies tie? Any armies which tie are rerolled.

Example: In a four player game, two players roll 6 maneuvers, and the other two both fail to roll any maneuvers. Both pairs of player roll against one another. The first two players roll to determine who will go first and second, and the second two players roll to determine who goes third and fourth.

Are the maneuver rolls of any race doubled during the roll to see who goes first? No.

Can I choose to use my opponent's proposed frontier die instead of my own? Yes.

Placing Armies

In what order do I place my armies? When it is your turn to place armies, first place your home army, then your horde army, and finally your campaign army.

Where can my home army go? Your home army must go to your home terrain.

Where can my horde army go? Your horde army must go to another player's home terrain. In a multiplayer game, you may choose to send your horde army to any opposing player's home terrain.

Where can my campaign army go? Either to another player's home terrain, or to the frontier.

Can I place my horde and my campaign armies at the same terrain? No. You can never have more than one army at a terrain. At anytime during the game when one or more of your units travels from one terrain to another terrain, or from the reserves to a terrain, they join up with an army already there. If there is no army present at the terrain, the units form a new army.

In a two player game, do I have any choice in placing my armies? No. Your home army defends your home terrain from the enemy's horde army. Your campaign army meets your enemy's campaign army at the frontier. Your horde army engages the enemy at his home terrain.

Can I place an army at a terrain where there are already 3 armies? No. Later in the game, more than 3 armies can be at a terrain, if there are enough players, but not during set up.

I am the last player in a multiplayer game, and all of the other player's home terrains already have 3 armies at them. Where do I place my horde army? Your horde army begins in your reserve area.

At the start of the game, I can only have 3 armies. Later in the game, can I have more than 3 armies? Yes. Your army in reserve could be a fourth army, and in a multiplayer game, even more armies can be formed by dividing your forces between different terrains.

Questions about Turn Sequence

At the beginning of my turn, what happens? First, all spells which last until the beginning of your turn expire. See *Magic*, page 12. Second, any special racial ability activates (feral and swamp stalker powers). See *Racial Abilities*, page 18. Third, the power of any eighth face activates (Temple or City). See *The Eighth Face*, page 17. Fourth, any dragons present at a terrain where you have an army attack. See *Dragon Rules*, page 26. Then you start your turn by taking a march.

Can I choose to take no marches? Yes. You would then proceed immediately to your reserve step.

Can I choose to take only one march? Yes.

Can I choose to take two marches? Yes. This is the standard choice for most players with two or more armies.

Can I choose to take three marches? No. Each player may take up to, but no more than, two marches (except through the use of undead magic).

Does it cost one of my marches to take an action (casting magic, or shooting missiles using amazon units) with the army I have in my reserve? Yes.

Can I take my reserve phase before I take my marches, or before one of them? No. The reserve phase occurs last, after all marches are complete.

During a march, can I choose not to maneuver? Yes. Proceed immediately to the action phase. Most armies already in possession of the eighth face won't want to maneuver, but will want to take an action.

Can I both maneuver and take an action during a march? Yes.

During a march, if I succeed in maneuvering, can I take an action? Yes. The success or failure of your maneuver has no bearing on your ability to take an action.

During a march, can I maneuver and then choose not to take an action? Yes. If you are out-matched, for example, you may not want to make a melee attack against an enemy army since his counterattack may be more than you can handle.

Can I take my second march with the same army that I took the first march with? No.

Questions about Maneuvers

If no enemy army is present to oppose, does my maneuver automatically succeed? Yes. Do not roll. During the maneuver phase of your march, you can adjust the die one step as desired. Or you may instead bring into play a minor terrain from the *Magestorm!* accessory if a minor terrain is not already in play in your army.

If an enemy army or armies are present, but no enemy army decides to oppose, does my maneuver succeed? Yes. Do not roll. During the maneuver phase of your march, you can adjust the die one step as desired. Or you may instead bring into play a minor terrain from the *Magestorm!* accessory if a minor terrain is not already present in your army.

Are maneuver rolls simultaneous? Yes.

My opponent opposed my maneuver roll and we tied. Who won? Ties always go to the acting player (the one trying to maneuver), including the case where each side's results total zero maneuvers.

We are playing a multiplayer game, and two armies are trying to stop my maneuver. Which of the opposing armies' rolls count against my army, or do both? The opposing army who rolled the highest number of maneuver results counts against the acting army. The opposing armies' results are not combined.

Example: Your army rolls to maneuver, and two enemy armies both oppose. Your army rolls 5 maneuver results, one enemy rolls 4 maneuver results, and the other enemy army rolls 3 maneuver results. Your maneuver succeeded.

In a multiplayer game, can one army assist another army's maneuver? No.

Do cantrips count during a maneuver roll? No. The only special action icons that work are those that specifically act as maneuvers (such as Fly, Rend, or Trample) or specifically state that their power has an effect during a maneuver roll. Cantrip, Regenerate, Ferry, Firewalking, and similar special action icons are ignored.

Questions about Melee Combat

When can I make a melee attack during my turn? Generally, you can only make a melee attack when your army is at a terrain die with a sword symbol, or when your army is at a terrain at the eighth face.

If I am at a terrain with more than one enemy army, how many enemy armies can I attack? Your attacking army can choose one enemy army to attack, and only that enemy army gets to counterattack.

If I am at a terrain with more than one enemy army, when do I choose which army to roll against? Before you roll your army for melee hits.

Can I choose not to roll for saves after my army gets hit for damage? No.

Can I roll for saves if my opponent attacks and does no damage? No. You only roll for saves if damage has been done to your army.

Skirmish

My army was just hit for melee damage and rolled for saves. Which army can I counterattack? Only the army which just attacked you.

Can I choose not to counterattack? Yes, the counterattack is optional.

Can I choose to charge during my counterattack? No.

Charge

My army is attacking in a charge. Can I count my ID icons as maneuvers so that they may be doubled by a racial ability or an eighth face? No. The ID icon can only be counted for whatever you're rolling for. During a charge attack, you are rolling for melee icons.

My army is defending during a charge. Can I count my ID icons as saves or hits as want? Yes. When defending from a maneuver, ID icons may count as either saves or melee hits.

My army charged, and the enemy army rolled melee hits against my army. Do I get to roll for saves? No. The charging army only receives the benefits of automatic saves, such as those provided by spells or dragonkin.

Do the save icons my attacking army generated in the charge count? No. Only the defender in a charge counts the saves he rolled. Only magical saves apply to the attacker's army.

Example: Your army charges and you roll a total of 10 points of damage, combining melee results, id icons, and maneuvers. The enemy army then rolls and gets 5 saves and 5 melee hits. Both armies take 5 points of damage.

Questions about Missile Combat

When can I make a missile attack during my turn? Generally, you can only make a missile attack when your army is at a terrain die with an arrow symbol, or when your army is in possession of the eighth face.

My army is firing from the frontier. Where can I shoot? Almost any army. You can shoot at any enemy army at any terrain, but not those in a reserve area.

My army is at a home terrain. Where can I shoot? You can target any enemy army at that same home terrain, or one at the frontier. You cannot shoot at an army at a different home terrain or in a reserve area.

What if my army is in possession of an eighth face with a Tower? Then you can shoot any enemy army at any terrain.

Does the Tower double my missile results? No. The Tower has no effect on the number of missile results generated.

I have amazon units in my reserve. Where can they shoot? Amazon units in your reserve can target an enemy army at your home terrain or at the frontier. They cannot target an army at another player's home terrain.

If my amazon maneuvers are doubled, and I am at a flatland terrain, can those doubled maneuvers be converted into missile results? Yes.

Undead units don't have any missile icons. Do they still roll during missile attacks? Yes. Undead are terrible at archery, but may still roll and hope for ID icons to use as missile results.

Do dragonkin units count during a missile attack? No. They are not rolled.

When do I choose which army to shoot at? Before you roll your army for missile hits.

Can I choose not to roll for saves after my army is hit for damage? No. You must roll for saves.

Can I roll for saves if my opponent attacks and does no damage? No. You only roll for saves if damage has been done to your army.

After my army rolls to save against missile damage, does it get a counter-attack? No.

Questions about Magic Actions

When can I take a magic action during my turn? Generally, you can only take a magic action when your army is at a terrain die with a starburst symbol, or when your army is in possession of the eighth face. If you have an army in your reserve area, you can also spend one of your marches to cast magic with the reserve army.

So I cannot take a magic action when the terrain die is on melee or missile? Correct.

My army doesn't have any magician units. Can I still take a magic action? Yes. ID icons will count as magic results, and may be doubled at the correct terrains.

Do dragonkin units count during a magic action? No. They are not rolled.

Can I use the magic points I roll to purchase a spell more than once? Almost all spells can be cast multiple times. Only the undead spells *Haunt* and *Night Moves* cannot be cast more than once during a magic action. Some spells, like *Stoneskin* and *Hailstorm*, can add the effects of multiple castings together; *Lightning Strike*, *Burning Hands*, and *Flash Flood* are examples of spells for which you must pick more than one target when you cast them more than once.

Can I decide not to use all of the magic points? Yes. Any points left over are simply ignored.

When do spells take effect? Once you have decided how you will spend all of your magic points, and announced all the spells that you intend to cast and their targets, you resolve the spells one at a time in the order you desire.

What about when I target an army with two different effects which could affect one another, like *Transmute Rock to Mud* and *Flash Flood*, or *Evil Eye* and *Hailstorm*? Since you can choose the order to resolve your spells, it's possible that one spell can assist the effect of another.

Example: An army targeted by a Transmute Rock to Mud spell and then a Flash Flood spell has a reduced chance of resisting the Flash Flood spell.

How long do spells last? It depends on the individual spell. Many spells are instantaneous: they cause damage or an effect and are done. Others have a duration. Most spells with a duration last until the beginning of your next turn; a few exceptions exist, like *Watery Double*. Each spell's description specifies how long it lasts.

Do spells with a duration that target an army follow the army if it moves? No. Armies never actually move; only units in that army move. Even if every unit in the army is moved to another terrain or to the reserves, the movement is considered to happen by units. On the other hand, if new units join the army that is under the influence of a spell with a duration, the new units are also affected by the spell.

Example: Your army at the frontier is targeted by a Palsy spell during another player's turn. During your turn, any units which you withdraw to the reserve are no longer under the effect of the Palsy. Any units you bring from another terrain or the reserves into the same army are effected by the Palsy.

Are the bonuses or penalties from spells with a duration cumulative? Yes.

Example: Your army is targeted by Evil Eye, Palsy, and Ash Storm spells. The penalties from each of the spells must be taken into account when generating results. Similarly, an army protected by Stoneskin, Watery Double, and Wall of Ice spells gains the additional saves from each of the spells.

After my opponent has finished his magic action, do I get a counterattack? No.

For questions about individual spells, see Questions About Spells, page 183.

Doubling Magic

Are ID icons the only results which can be doubled? Yes. Neither special action icons which count as magical results, such as Cantrip, nor normal magic icons can be doubled. Since special action icons are never doubled, only during an actual magic action can magic be doubled.

Can a non-magician unit double its magic? Yes. Any unit which rolls its ID icon during a magic action is eligible.

Do I have to double my ID icon's results? No. Doubling magic is optional.

Can an army in reserve double its ID icons results? No.

Terrain Advantage

Where can races double magic? Terrains don't matter to death (black) magic. Non-black magic can be doubled when one of the colors of the unit matches one of the colors of a terrain.

- Lava elves double red magic in highland.
- Dwarves double red magic and gold magic in highland, and gold magic in swampland and flatland.
- Coral elves double blue magic and green magic in coastland, green magic in swampland, and blue magic in flatland.
- Goblins double gold magic in highland, swampland, and flatland.
- Amazons can double any color of magic which matches a color of the terrain *if* they are in possession of an eighth face with Standing Stones. If they are not in possession of an eighth face with Standing Stones, amazon units cannot double magic.
- Undead cast only black magic.
- Feral double gold and blue magic in flatland, gold magic in highland and swampland, and blue magic in coastland.
- Swamp stalkers double green magic in swampland and coastland.

Can I choose to use my magic points in colors I know will be doubled? Yes.

Example: You may choose to use the magic that your coral elves roll while at a flatland terrain to cast only blue magic since their blue magic will be doubled while the green magic will not.

Death Magic

Which races can cast death magic? Lava elves, goblins, undead, and swamp stalkers.

Where can death magic be doubled? Death magic can be doubled at any terrain, but not from the reserves.

Can I target any player to bury dead units of health equal to the points of ID icons rolled? Yes, including yourself.

Can I target more than one player to bury dead units? No. During a single magic action, only one player's dead units can be targeted.

If no player has any units in his dead unit area, can I double death magic? No. Units must be buried for death magic to be doubled.

Who gets to choose which units are buried? The targeted player—not the player casting the black magic—selects the units.

How are those units chosen? The same rules which are followed for taking damage are used: the targeted player must bury health worth of units equal to the points of doubled death magic if pos-

sible, using any combination of units in his dead unit area. The targeted player cannot, however, be forced to bury more health worth of units than the points of doubled death magic.

Is a player whose army is protected by a Temple immune to having his units buried through death magic doubling? No.

When doubling death magic, do I have to spend all the points I've gotten through doubling? Yes. When you force another player to bury his dead units, you must spend all the points you gain.

Reserve Magic

Can reserve magic be doubled? No.

Can I cast spells which target enemy armies or units while my army is in reserves? No.

Can I cast spells which target terrains while my army is in reserves? No.

Which spells can I cast while my army is in reserve? Here is the list of available spells (Note: Some spells have racial limitations.):

- **Earth (Gold):** *Stoneskin, Path, Hide*
- **Air (Blue):** *Breath of Life, Wind Walk, Call of the Wild, Horizon*
- **Fire (Red):** *Spark of Life, Burning Hands, Flashfire*
- **Water (Green):** *Watery Double, Wall of Ice*
- **Death (Black):** *Reanimate Dead, Open Grave, Fade, Restless Dead, Night Moves*

Questions about Applying Modifiers

What is the order in which dice modifiers are applied?

- **First, apply modifiers that subtract.** These include spells such as *Ash Storm, Palsy, Decay, Evil Eye*, and *Transmute Rock to Mud* and special action icons such as *Wave*. If, after this step, the result is negative, skip ahead to the modifiers that add, below.
- **Second, apply modifiers that divide.** These include spells such as *Wall of Fog, Dust Devil, Black Rain*, and *Dancing Lights*, and the Frost breath of green dragons.
- **Third, apply modifiers that multiply.** This includes terrain effects such as doubling maneuvers due to a special race ability, the doubling of melee hits or saves due to a special action icon such as *Trumpet*, the doubling of maneuvers and saves due to the eighth face, or the doubling of magic. (Note: The *Burning Hands* spell is an exception, and should be applied first, when the units are counted individually.)
- **Next, convert.** During a missile action, amazon maneuvers become missile results (in flatlands only). During a roll for saves, lava elf, coral elf, and swamp stalker maneuvers become save results (in highland, coastland, or swampland, respectively). During a charge, maneuvers become melee results.
- **Finally, apply modifiers that add.** This includes spells such as *Stoneskin, Watery Double, Wind Walk*, and *Wall of Ice*.
- **If the final result is less than zero, it becomes zero.** Note: It is possible that the total will be reduced to less than zero during the subtraction step. In this situation, ignore modifiers which multiply or divide.

Questions about the Eighth Face

How do I capture a terrain? When you maneuver a terrain die to its eighth face, you have captured the terrain.

When do I win the game? When you control 2 terrains at the same time. Immediately upon capture of a second terrain, you win the game.

My army captured the eighth face of a terrain. What kind of actions can it do? An army in control of the eighth face may perform any action: magic, melee, or missiles, as you desire.

My opponent's force has captured the eighth face of a terrain. What kind of action can my army take there? Your army can take only melee actions (skirmish or charge). During the maneuver phase, you can attempt to maneuver the terrain die as normal.

What other benefits does an army that has captured a terrain receive? All save results—including save icons, ID icons, and SAs used as saves—are doubled. Magical or automatic saves are not doubled. Dragonkin saves are not doubled as a result of an eighth face. All maneuver results—including maneuver icons, ID icons, and SAs used as maneuvers—are also doubled.

Are eighth face benefits cumulative with racial advantages in terrains? Yes.

Example: A dwarf army which has captured a highland terrain rolls 5 maneuvers. The roll is doubled thanks to the racial advantage, and doubled again because the army is at the eighth face. The result is 20 maneuvers.

Example: A coral elf army which has captured a coastland terrain rolls 5 maneuvers during a save roll. First, these maneuvers are doubled (because the army is at the eighth face). The racial advantage then turns the maneuvers into saves, and 10 saves are the result. The eighth face doesn't double the results a second time.

My army captured the eighth face, and then my army was killed. What happens? The terrain die is turned from its eighth face down to its seventh face. (The terrain die will read "7.")

My army captured the eighth face, and then I withdrew its units to the reserve. What happens? Whenever an eighth face is abandoned, the terrain die is turned down one step as above.

My army just captured a terrain with a City. Can I recruit now? No. You can only use the City's power at the beginning of your turn.

I have no units in my dead unit area. Can I recruit or promote? No. The new unit must come from your dead unit area.

Can I recruit a 1-health unit of any race from my dead unit area? Yes.

Can I promote a 3-health unit to a monster? Yes. The 3-health unit and the monster must be of the same race.

Can I promote a 3-health unit to 4-health promotional die? Only the Dragon Champions are members of a race (dragonkin), and so only they can be promoted in. In this case, the dragonkin are not required to be of an identical element (color). Dragonlords, King's Dice, and Dragonslayers cannot be brought in through promotion.

My army has captured a highland terrain with a Standing Stones. Can all of my units now cast gold and red magic? Yes. When an army captures a terrain with Standing Stones, any units able to cast spells—including undead, but not dragonkin—can cast magic from that terrain's colors.

Can they double? No. Only units with elements in them that match elements in the terrain can double their respective colors of magic.

Example: In the situation described above, while all units could cast spells, only units with gold and/or red elements could double magic.

My army just captured a terrain with a Temple. Can I bury a unit now? No. You can only use the Temple's power at the beginning of your turn.

Who chooses the unit to be buried? The player controlling the army which has captured a Temple selects a player, and that player must choose one of the units in his dead unit area to bury.

Does the Temple prevent black spells which target the terrain from being cast? No. The army is protected by the Temple, but the land itself is not.

Can I cast death (black) magic on my own army if it is at a Temple? Yes.

If my army has captured a terrain with a Tower, where can it shoot? At any enemy army at any terrain. It cannot, however, shoot at armies in reserve.

Does an army in a Tower double its missile results? No. The Tower has no effect on the number of missile results generated, only on where those missile results can be aimed.

Questions about Special Action Icons (SAIs)

What dice have special action icons? Special action icons are found on rare (3-health) units and on monsters (ten-sided, 4-health units).

Why are SAIs special? SAIs have effects other than simply generating save, maneuver, melee, missile, or magic actions.

When do SAIs take effect? They take effect before normal icons, but they cannot nullify a result which has already been generated.

Example: An army attacking in skirmish rolls a Smite. The units killed by the Smite are removed before the enemy rolls to save against any other damage.

Example: A defending army using a Cantrip could not nullify results via a Palsy spell since those results have already been generated. (The Cantrip could be used to cast a Stoneskin, which would indirectly counter damage.)

What if multiple SAIs are rolled? The player who rolls the SAIs decides what order to apply the SAIs.

What about SAIs that count as a normal icons? These icons are counted along with the normal icons. For example, Rends, Tramples, Flies are not counted separately.

Can SAIs be affected by spells? No. A spell cannot subtract, halve, multiply, or add to the effect of an SAI. Any spells which target an army for subtraction apply their effects to the army's normal results only. Even SAIs which act as normal icons are immune to spells. SAIs are immune to the effect of green dragon breath (Frost).

Are SAIs affected by racial abilities and the advantages of an eighth face? Yes. Only SAIs that count their effects as normal results can be doubled by a races special ability or an eighth face.

If an SAI says to target a specific number of health worth of units, can I target a smaller number of health worth of units? Yes. A Confuse could target 3-or-fewer-health worth of enemy units, and a Ferry could move 3-or-fewer-health.

In Kicker Packs, the terms “during melee” and “during missile” are often used. Does this mean that the SAI applies during a save roll during those actions? No. The SAI only takes affect during the “offensive” roll of those actions: when the army is rolling to attack in melee or missiles, or when rolling to defend during a charge.

When an SAI description refers to opposing army or units, does this mean that the SAI must be targeted against the army already targeted by the missile or melee attack? Yes.

Can a Bash be used against a dragon? Yes.

How long does the vulnerability of a dragonkin Belly last? During the current roll only. If a Belly icon is rolled during the a skirmish attack, it is ignored and would not have its affect when the same army was rolling for saves during the skirmish counter-attack.

How many units can be targeted by a Bullseye roll? Only one unit can be targeted by a unit which rolls a face with Bullseye icons, regardless of the number of icons rolled.

When are the units affected by a Charm chosen? The attacker selects the units before the defender rolls. The units roll and add their results to the attackers side, and do not roll for saves with the rest of their army. The units return to their owner immediately after the roll, and can be chosen as casualties.

Do Cantrips always count as instant magic, during any roll? No. Cantrips count as normal magic results during a magic action, and are ignored during a maneuver roll.

Can Cantrips be added together to cast spells with higher costs? Yes.

What attack does a unit affected by a Coil use against the Coiling unit? A standard melee attack. The Coiling unit cannot roll saves.

Is Confuse an exception to the rule that SAIs cannot nullify the results of dice already rolled? Yes.

Does Convert affect a number of units equal to the number of icons rolled? Yes, equal to or less.

If a unit returns from the dead via Convert, is it rolled and included in the current roll? Yes.

How long do the fireminions made by a Create Fireminions SAI last? For the current roll only.

Does Create Fireminions provide results when the unit is rolling individually? No. It only provides results to the army. If rolled during an individual unit roll, this SAI has no effect.

Does a unit killed by a Decapitate icon count the result(s) from its ID icon? Yes.

When rolled, does Dispel Magic nullify all magic which targets the unit, its army or its terrain? Yes.

What is the limit on the number of times that a Double Strike, Rend, or Flurry icon can be rerolled during melee? None. As long as the unit rolls a Rend or Double Strike, it is rerolled and the new result is added.

Who chooses which unit is affected by dragonkin Breath? The player whose army is targeted by the dragonkin.

Can black dragonkin Breath affect an army made entirely of monsters? No. In this case, the breath is ignored.

If an entire army is paralyzed by Entangles, can the army make any rolls? No. It can still take actions which require no rolls, such as reserve moves and unopposed maneuvers.

If I kill the Entangling unit via a special action icon such as Bullseye during a normal roll, do I then get to add the paralyzed units to the current roll? Yes.

When does Ferry work? Like a Cantrip, Ferry takes affect if it is rolled during any action—including melee, magic, missiles, and saves—but not during a maneuver roll.

If units return with the Ferrying unit, are they rolled and included in the current roll? Yes.

Who chooses the units killed by a Firebreath? The owner of the affected units.

Can multiple Firebreaths be added together to affect 3 or 4 health units? Yes.

When does Firewalking work? Like a Cantrip, Firewalking takes affect if it is rolled during any action—including melee, magic, missiles, and saves—but not during a maneuver roll.

If units leave with the Firewalking unit, are their results included in the current roll? No.

Who chooses which units are targeted by Flame? The player controlling the Flaming unit.

When does Galeforce work? Like a Cantrip, Galeforce takes affect if it is rolled during any action—including melee, magic, missiles, and saves—but not during a maneuver roll.

Can any army be targeted by the Galeforce? Yes.

Who chooses which unit is targeted by a Gore? The owner of the Goring unit.

What attack does a unit affected by a Hug use against the Hugging unit? A standard melee attack. The Hugging unit cannot roll saves.

When does the attack caused by an Illusion occur? Immediately, before the normal results are resolved, the affected unit or units are attacked in melee by the rest of their army. The affected units can roll saves, but they do not counter-attack.

Does a unit killed by an Impale count the result(s) from its ID icon? Yes.

Does a unit targeted by a Kick roll for saves? Yes.

Do Kick icons count as maneuvers? No.

How does Plague work? If the target unit does not save by rolling its ID icon, it becomes a plague bearer. The plague bearer makes a standard melee (skirmish) attack against a defending unit of the defender's choice. The plague bearer is then killed. The defending unit rolls to save as normal. If the defending unit survives, the plague ends. Otherwise, the defender chooses another unit to defend against the new plague bearer. If there are no units in the army to affect, the plague bearer dies and the plague ends.

Do units which are targeted by Poison roll twice? Any targeted units who fail to roll saves are killed, and must make a second roll for saves. Any units that again fail to save are buried.

When does Regenerate work? Like a Cantrip, Regenerate takes affect if it is rolled during any action—including melee, magic, missiles, and saves—but not during a maneuver roll.

If units are revived via Regenerate, are they rolled and included in the current roll? Yes.

Can I use the Rise from Ashes as saves, and then take the unit that rolled the icon as a loss and roll it again hoping to get a second Rise SAI to prevent its death? Yes.

If a unit successfully Rises when an enemy army was attempting to double death magic, does the casting army get to double the points used to attempt to double the Rising unit? No.

Is there any save against a Roar? No.

- Can the units affected by a Roar form a new army in the reserve?** Yes.
- Who chooses the units affected by a Seize?** The owner of the Seizing unit.
- Who chooses the unit affected by a Slay?** The owner of the Slaying unit.
- Who chooses the units affected by a Stone or a Smite?** The target army's owner chooses which units are lost.
- Who chooses which units are affected by a Stun?** The owner of the Stunning unit.
- Does the unit rolling a Stun always reroll?** Yes. The unit rerolls regardless of whether any enemy units actually become stunned.
- Who chooses which unit is affected by a Swoop?** The owner of the Swooping unit.
- Does Trumpet affect non-feral units?** No. Only feral units have their melee or saves doubled. During a defending roll of a charge, both are doubled. The effect is cumulative with eighth face benefits. Multiple Trumpets have no increased effect.
- When does Vanish work?** Only on a roll for saves, including a defender's roll in a charge and a dragon attack.
- Does Vanish add saves regardless of whether the unit leaves the terrain?** Yes.
- What is the difference in the Wave subtracting maneuvers and saves instead of adding maneuvers and hits?** Since subtraction modifiers occur first, the Wave takes affect before doubling or multiplying occur. See *Questions About Applying Modifiers*, page 171.
- If I kill the Webbing monster, are my paralyzed units freed?** No.
- When is a unit affect by Wither killed by the effect?** If the Withered unit rolls an adjusted 0 or less during any roll—regardless of the sort of roll (melee, missile, magic, save, or maneuver) or whether the roll was made individually or as part of an army's roll—the unit is killed. The unit's negative results, if any, are ignored in counting an army's results.

Questions about Racial Advantages

- Are racial advantages cumulative with eighth faces benefits?** Yes. However, the eighth face benefits are never counted twice. Maneuver results may double and then become saves, but they are not doubled again. See *Questions About Applying Modifiers*, page 171.
- Do coral elves in coastland, lava elves in highland, and swamp stalkers in swampland always count maneuvers as saves when rolling for saves?** Yes. When these units are rolling during any sort of roll which requires saves—such as the defender's roll during a charge or a dragon attack—their maneuvers count as saves. The advantage applies when the units are rolling individually or as part of an army.
- Do goblins in swampland and dwarves in highland always double maneuver rolls?** Yes. When these units are rolling during any sort of roll which includes maneuvers—including the attacker's roll during a charge—their maneuvers are doubled. The advantage applies when the units are rolling individually or as part of an army.
- Do amazons count maneuvers as missile hits while in flatland terrain only during actual missile attacks?** Yes.

What color of magic do amazons cast? Amazon units can cast the colors of magic which are in the terrain they are currently at. At a coastland, amazons can cast blue or gold magic.

Can amazons cast death magic? Without a terrain representing the element of death, amazons cannot cast death magic. The exception to this is when they are using black magical items.

How do amazons double magic? When in possession of a terrain with a Standing Stones, amazons can cast and double (ID icons only) the colors of magic represented in the terrain.

Can amazons cast magic in reserve? No. Amazons never cast magic in reserve.

What do amazon units do in reserve? If a reserve action is taken by an army with amazon units, the amazon units attempt to generate missile hits during the same roll that non-amazon units attempt to generate magic results. The amazon units must select a target army before rolling, as normal.

Do amazon maneuvers count as missiles in reserve? No.

Can firewalker units move to any terrain during their reserve movement? Yes, but they must start in coastland or flatland.

Can undead units ever cast non-black spells? Only when their army is in possession of a Standing Stones, or using a Dragon Staff artifact.

If a 3-health undead unit is killed, can a 1-health undead unit be traded in for it? No. The unit from the dead unit area which is to be brought to play must be exactly 1 health less than the slain unit, and it must return to the same army from which the slain unit came.

If two undead units, one a 3-health and the other a 2-health unit, are killed during a melee attack, can the 3-health unit be traded in for the 2-health unit? No. The unit to be brought back from the dead unit area must have already been in the dead unit area before the units which are stepping down were killed.

Can the non-undead units in an army charge? No. An army containing an undead unit cannot charge, although the army rolls normally to resist a charge. If an army is targeted by a *Restless Dead* spell, it may charge even if it contains undead units.

When does a feral army or swamp stalker army activate its racial power? At the start of the owning player's turn, after spells expire, but before the effects of City or Temple terrains, and before a dragon attack.

What if no 1-health feral units are in the dead unit area? Then no feral unit generation occurs.

What if no swamp stalker units are left in the promotional pool? Then the swamp stalker army cannot mutate, and no units in reserves are killed.

What is the cost of summoning 1 health of dragonkin? 2 points of magic. The color of magic must match the color of dragonkin summoned, and the dragonkin must be placed in the casting army. If no dragonkin are available, then the spell cannot function.

When are dragonkin rolled? During all actions *except* attempts to generate missile or magic results.

Do the automatic saves of dragonkin count in saves versus missile or magical attacks? Yes.

Do the automatic saves of dragonkin count during all actions, including a charge? Yes, unless the dragonkin either roll a belly icon or are not part of the action (like during a dragon attack when the attacking dragon is of the same color as the dragonkin.)

Can dragonkin be buried? No.

Can dragonkin go to reserves or move to another terrain via magic or special action icon? No. Dragonkin can never leave the terrain to which they are summoned.

Are the Dragon Champion promotional dice dragonkin? Yes. The Dragon Champions must abide by all the rules of the dragonkin.

Questions about Monsters

Do all monsters have 4 health? Yes.

So the ID icon of a monster counts as 4 points of whatever is being rolled for? Yes.

Can monsters double magic with their ID icon like normal units of their race? Yes.

What about the sprite swarm ID icon? The sprite swarm counts its ID icon as 4 points of effect as normal, and rerolls until a non-ID result is generated. The sprite swarm's ID icon doubles blue and green magic normally, and if an ID icon is rolled multiple times during a magic action, all of the ID results can be doubled.

Do the monsters of a race have the special advantages of the race, like a coral elf coral giant counting its maneuvers as saves in coastland terrain? Yes. Monsters are considered full members of their race.

There is only one icon on each face of the monsters. How many points of effect does each of these monster icons count as? Each normal icon counts as 4 points of effect. Special action icons usually have 4 points of effect, but some SAs are unique.

Questions about Minor Terrains

When is a minor terrain removed? When the army containing the minor terrain captures the eighth face of the major terrain, or the army leaves the major terrain through death or retreat, the minor terrain is removed from play. The minor terrain is also removed if it rolls its disaster face.

I have a minor terrain in my army, and my opponent's army at the same terrain just captured the eighth face. Is my minor terrain removed? No.

My minor terrain just rolled its ID icon. What are my choices? You have 2 options. First, you can choose to allow the army to conduct any action you desire: magic, missile, or melee. Alternatively, you can double your army's maneuver and save results. The benefits only last until another march is taken with the army and the minor terrain is rerolled.

After I select my army and roll the minor terrain, am I committed to spending a march on that army? Yes.

When is the doubling maneuver or save effect applied? See *Questions About Applying Modifiers*, page 171.

Is there any way for an army to save from the effects of a flood disaster? No.

Do automatic saves such as those provided by a *Wind Walk* spell help negate the damage caused by a landslide disaster? Yes.

Can a minor terrain ever return to play once removed? No.

Questions about Magical Items and Artifacts

Do my units actually carry magical items? No. You don't need to assign magical items to units. However, an army may have no higher than a 1:1 ratio of magical items to units of matching colors.

Do magical item and artifact special action icons follow all of the usual rules for special action icons? Yes.

Can magical items or artifacts ever double their magic? Magic results from a magical item may never be doubled. When rolled for magic, the ID icon of an artifact may be doubled as per the normal rules.

What color of magic can the magical items and artifacts cast? A magical item or artifact can only cast the color of magic that matches its own color. There is one exception to this rule: the Attune special action icon on the magi's crown, which can be used to create any color of magic.

What spell list can the magical items and artifacts pick spells from? When magical items and artifacts generate magic points, these points can always be used to purchase spells from the basic spell list. In addition, they can purchase spells from the spell list of any race which has one or more units in the casting army.

Example: An army of firewalkers and feral casts magic. A blue magical item generates magical results. These magic results can be used to purchase blue spells from the basic list, the firewalker list, or the feral list.

So if I had one unit of every race in my army, my magical items could use their magic results to cast spells from any list? Yes.

What about the ID icon of a dragonstaff? The magical results generated by the dragonstaff's ID icon can be used to cast spells from any spell list which matches its own color, regardless of whether a unit representing that race's spell list is present in the army.

Example: A black dragonstaff rolls its ID icon when rolling for magic in an army of goblins. The dragonstaff's magic results can be used to purchase black spells from any spell list, including undead or swamp stalker spell lists.

Whenever one of my units moves to or from a terrain, can it carry a magical item or artifact of a matching color with it? Yes. This applies to moves during the reserve step or those due to a special action icon or a spell.

Since magical items and artifacts do not gain the benefits of special racial abilities, can a magical item be carried from one terrain to another by a firewalker? Yes. Magical items and artifacts do not have any of the races' special abilities, but they may take advantage of them.

Some of my magical items were discarded when I lost some units. Can I cast a spell to bring the items back? No. Magical items are buried when discarded. However, Dwarf magicians can cast the *Reforge Item* spell to recover magical items and artifacts from the buried unit area.

Questions about Dragons

Since dragons are kept in the dead unit area, can they be buried like dead units? No.

Can I summon any dragon at the table? With the right color and amount of magic, you can summon any dragon at the table, including those brought by other players and those already at a terrain.

Can I attack a dragon during one of my marches? No. Dragons can only be affected by the act of summoning and during the dragon attack itself.

Are dragons affected by spells which target units, armies, or all armies at a terrain? No.

Conditions of Attack

When do dragons attack? At the beginning of each player's turn, a dragon attack occurs at each terrain where a dragon is present and that player has an army. The dragons attack after all spells which last until the beginning of the turn expire, and after any the special effect of any eighth face (City or Temple), or racial power (feral or swamp stalker) is resolved.

If there is no army present at a terrain where there is one or more dragons, what happens? Nothing. The dragons wait to be summoned to another terrain or for an army to arrive.

If dragons are present at more than one terrain where I have an army, which dragon attacks are resolved first? You get to choose the order in which to resolve the dragon attacks.

Does the dragon I own attack my army too? Yes, the dragon you brought to the table will attack you at the start of your turn just like any other player.

Does the dragon I summoned attack my army too? Yes, the dragon you summoned will attack you at the start of your turn just like any other player.

Who rolls the dragon? The owner of the dragon die, the player who brought the dragon to the table.

What if there is more than one dragon at the terrain? If all of the dragons are of a single color, they all attack the army of the player whose turn it is. If dragons of different colors are present, they attack one another.

Dragon vs. Dragon

Do dragons of the same color ever attack one another? No. They will attack dragons of other colors, if any are present, or the army of the acting player.

If there are more than two dragons at a terrain, what determines how the dragons attack one another? The owner of each dragon selects a dragon of a different color for it to attack. Owners select simultaneously, and the dragons attack simultaneously.

What effect does a breath icon have on another dragon? Normally, 10 points of damage are required to kill a dragon. When the dragon rolls its belly, or is breathed upon, 5 points will slay it. Multiple breaths have no increased effect.

How long does that vulnerability last? For the present attack only.

Dragon vs. Army

If my army is attacked by multiple dragons, how is the attack resolved? The dragons attack simultaneously and their results are added. Your army rolls once. Saves are applied to the combined dragon attack. Total your melee and missile results. These may be split among the attacking dragons as you see fit, but only one type of damage may be used against each dragon, as per the normal rules.

Example: Your very large army is attacked by two dragons. Both dragons roll claw attacks. Your army rolls 5 saves, 14 melee, and 6 missiles. You can use 10 points of the melee to kill one dragon. The other one will survive, however, because you must choose either melee or missile attack to aim at it, and neither attack has enough potency to kill it. If one of the dragons had rolled a belly, you could have killed both, the vulnerable dragon being slain by missile attack.

When is the dragon breath resolved? Before the army rolls to slay the dragon.

Can my army slay a blue dragon that breathes Paralysis on it? No. The army rolls only to save against any non-breath damage, but cannot count its melee or missile results. Multiple blue breaths have no increased effect.

If an effect requires my paralyzed army or its units to roll to prevent it from occurring, can it still roll? Yes.

My paralyzed army can make no rolls until the beginning of the next turn. Can it take actions which require no roll, such as unopposed maneuvers? Yes.

Does a black dragon's Disease breath cause the army to make separate roll before it attacks? Yes. Any units that roll ID icons are killed and buried, and then the army rolls to slay the dragon. Multiple black dragon breath attacks cause the target army to roll once for each breath; units which roll ID icons are killed and buried before the next breath is resolved or the army rolls to slay the dragon.

Does the gold dragon Stone breath require 5 of the army's units to roll individually? Yes. Those who do not save are removed before the army rolls to slay the dragon. Multiple gold dragon breaths cause additional units to roll for saves (10 units for 2 breaths, etc).

What effect do multiple red dragon Flame breaths have? 5 health worth of the army's units are killed and buried for each red dragon breath.

What effect do multiple green dragon Frost breaths have? For each green dragon breath, the army's results are halved until the beginning of the player's next turn. Two breaths divide results by 4, three breaths by 8, etc.

Does Frost affect special action icons (SAIs)? No.

Is there a limit on the amount of damage that Tail rolls may cause? No. The dragon is rerolled each time the Tail icon is rolled, and the new result is added.

When does my army get to promote a unit due to the Treasure icon? After the entire dragon attack is complete.

If the dragon rolls a Wing icon, does my army still get a chance to kill it? Yes.

Army vs. Dragon

How many hits does it take to kill a dragon? Usually 10. If the dragon rolls a belly icon, though, only 5 are required.

When does promotion occur? After the dragon is slain and the army has suffered any losses caused by the dragon.

Can I promote to recover a unit just killed? Yes.

How many units can I promote? As many as possible. Units from the dead unit area must be of the same race and worth exactly one health more than the unit promoted.

Can I promote a unit more than once? No. All promotions happen simultaneously. Each unit can only be promoted once, and no unit which is recovered from the dead during this promotion can itself be promoted.

If the dragon rolls a Treasure and my army slays it, can I promote twice? No. The effects of a Treasure icon and successfully slaying a dragon are not cumulative.

I have no units in my dead unit area. Can I promote? No. New units must come from your dead unit area.

Can I promote a 3-health unit to a monsters? Yes.

Can I promote a 3-health unit to 4-health promotional die? Only the Dragon Champions are members of a race (dragonkin), and so only they can be promoted in. Dragonlords, Kings' Dice, and Dragonslayers cannot be objections of promotion.

SAIs vs. Dragons

How do the various special action icons affect dragons? SAIs affect dragons as follows:

SAI	Effect	SAI	Effect
Attune	no effect	Kick	normal melee result
Bash	standard effect	Plague	no effect
Bullseye	normal missile result	Poison	no effect
Cantrip	standard effect	Regenerate	standard effect
Charm	no effect	Rend	melee hit and reroll
Coil	normal melee result	Rise from the Ashes	standard effect
Confuse	no effect	Roar	no effect
Convert	no effect	Scare	no effect
Counter	normal save and melee result	Screech	no effect
Create Fireminions	standard effect	Seize	normal melee result
Crush	normal missile result	Slay	no effect
Decapitate	kills dragon if it rolled a bite	Smite	normal melee result
Dispel Magic	no effect	Smother	no effect
Double Strike	melee hit and reroll	Sortie	normal melee and save result
Elevate	standard effect	Stone	normal missile result
Entangle	no effect	Stun	no effect
Ferry	no effect	Summon Dragon	standard effect
Firebreath	no effect	Surprise	no effect
Firecloud	normal missile result	Swoop	normal missile result
Firewalking	standard effect	Tail	standard effect
Flame	no effect	Trample	normal melee or maneuver result
Fly	normal save result	Trumpet	standard effect
Galeforce	no effect	Vanish	standard effect
Gore	no effect	Wave	no effect
Hug	normal melee result	Wayfare	standard effect
Illusion	no effect	Web	no effect
Impale	no effect	Wither	no effect

Questions about Spells

Earth (Gold) Spells

Does a *Stoneskin* count when a unit in the army needs to roll a save? No. Unless the spell description specifically says otherwise, spells which affect armies do not affect the rolls of individual units.

Can I cast *Stoneskin* on another player's army? Yes.

Do automatic saves help a charging army? Yes.

When is a *Stoneskin* applied? As a spell that adds, it is applied last. See *Questions About Applying Modifiers*, page 171.

Who chooses which units will be buried by the *Dust to Dust* spell? The caster of the spell.

Can I move another player's unit with a *Path*? No.

Can I move a unit to or from reserves with a *Path*? No, only from one terrain to another.

Can I move a unit from my dead unit area with a *Path*? No.

Does the unit I move with a *Path* have to be in the casting army? No. Any of your units at any terrain is eligible.

If I use a *Cantrip* during a non-magic action to *Path* a unit from another terrain to the acting army, what happens? The unit gets to roll immediately and add its result into the current roll.

If I use a *Cantrip* during a non-magic action to *Path* a unit to another terrain away from the acting army, what happens? The unit leaves immediately, and its results do not count into the current roll.

Can a unit which is *Pathed* take part in more than one march? Yes. If a unit is moved via a *Path* spell to another terrain, it may participate in a second march. The restriction of one march applies to armies, not units.

Can I cast *Transmute Rock to Mud* on any army? Yes.

Does *Transmute Rock to Mud* affect the rolls of individual units, such as those trying to avoid an effect such as a *Smother SAI*? No. Unless the spell description specifically says otherwise, spells which affect armies do not affect the rolls of individual units.

When is *Transmute Rock to Mud* applied? As a spell which subtracts, it is applied first. See *Questions About Applying Modifiers*, page 171.

Using *Summon Gold Dragon*, can I summon any dragon at the table? With the right color and amount of magic, you can summon any gold dragon at the table, including those brought by other players and those already at a terrain.

Is a dragon sent to a new location still under the control of a Dragonlord or Dragonmaster? No.

Can I send a dragon to the reserves? No.

Water (Green) Spells

Does a *Watery Double* count when a unit in the army needs to roll a save? No. Unless the spell description specifically says otherwise, spells which affect armies do not affect the rolls of individual units.

Can I cast *Watery Double* on another player's army? Yes.

Do the automatic saves provided by a *Watery Double* spell help a charging army? Yes.

When is a *Watery Double* applied? As a spell that adds, it is applied last. See *Questions About Applying Modifiers*, page 171.

When does a *Watery Double* expire? At the end of your next turn, not the beginning.

What is the difference between a *Watery Double* and a *Wall of Ice*? Both spells provide automatic saves to an army, but *Wall of Ice* lasts only until the beginning of your next turn and provides 3 saves for 3 points of magic.

Can more than one *Wall of Fog* spell target a terrain at the same time? No.

Does *Wall of Fog* affect SAs like *Bullseye*? No.

When is *Wall of Fog* applied? *Wall of Fog* takes effect after modifiers which subtract, but before modifiers that multiply, convert, or add. See *Questions About Applying Modifiers*, page 171.

Does the *Wall of Fog I* cast affect my army? Yes.

Can *Wall of Fog* be cast at the reserves? No.

What happens if missiles are fired from a terrain affected by *Wall of Fog* into another terrain affected by a *Wall of Fog*? The effect is cumulative. The missile results are halved twice (divided by four and rounded down).

Is a *Wall of Fog* cumulative with a *Dancing Lights*? Yes.

Can more than one *Flash Flood* spell target a terrain at the same time? No.

Can my army attempt to counter the *Flash Flood*? Yes.

If more than one army at the targeted terrain attempts to counter the *Flash Flood*, do all the maneuvers add together? No. A single army must generate at least 8 maneuvers.

Do *Wind Walk* spells or eighth face advantages count during the maneuver roll against a *Flash Flood*? Yes. All maneuver penalties and bonuses are in effect.

Can I cast a *Flash Flood* at a terrain labeled '1'? Yes, but the spell would have no effect.

Does *Summon Green Dragon* follow the same rules as *Summon Gold Dragon*? Yes, in all ways other than the color of magic required.

Death (Black) Spells

Can I use multiple *Reanimate Dead* spells to bring back multiple-health units? No. Only 1-health units can be resurrected.

Can I recover buried units with *Reanimate Dead*? No.

Can I combine the effects of a *Reanimate Dead* with a *Breath of Life* or *Spark of Life* to bring back multiple-health units? No.

Can I target another player's dead units with a *Reanimate Dead* spell? No.

Can I use *Reanimate Dead* to promote units? No.

Do the units I bring back using *Reanimate Dead* have to go to the casting army? Yes.

If I use a Cantrip during a non-magic action to cast *Reanimate Dead*, what happens? The unit gets to roll immediately and add its result into the current roll.

Can I cast *Palsy* at any army? Yes. Any number of *Palsy* spells can be cast at any army. The penalty each *Palsy* gives is cumulative.

Can *Palsy* be cast at the reserves? Yes.

When is an *Palsy* applied? As a modifier which subtracts, it is applied first. See *Questions About Applying Modifiers*, page 171.

Does *Palsy* affect all forms of rolls: maneuvers, saves, melee, missiles, and magic? Yes. It does not, however, affect SAs.

If my army is rolling for multiple results such as saves and hits under the effect of *Palsy*, who selects where the penalty applies? You, the army's owner, choose. You cannot take more penalty points than results in any form of result (melee, saves, etc). See page 185 under *Ash Storm* for an example.

Can *Finger of Death* target a dragon? No.

Can I cast *Finger of Death* on one of my own units? No.

Can I cast two *Finger of Death* spells on the same unit? Yes. By casting multiple *Finger of Death* spells on a single unit, multiple-health units may be killed.

My army casts two *Finger of Death* spells at a 3-health unit. Does the unit die or get replaced by a 1-health unit? Neither; nothing happens. If the damage caused is not enough to kill the unit, the spell is ignored.

Do saves or automatic saves given by spells apply against *Finger of Death*? No. No form of save affects a *Finger of Death* spell.

Does *Open Grave* save units killed via melee, missile, and magic? Yes.

Does *Open Grave* save units which are "killed and buried"? Yes. These units go to reserve as normal.

Can I cast *Open Grave* on another player's army? No.

Does *Summon Black Dragon* follow the same rules as *Summon Gold Dragon*? Yes, in all ways other than the color of magic required.

Questions about Firewalker Spells

What units can cast firewalker spells? Only firewalker units can cast firewalker spells. Magical items and artifacts in an army which contain a firewalker unit may apply their magic points to firewalker spells. The dragonstaff artifact's ID icon can cast spells of its color from any spell list, including firewalker spells.

Can *Firebolt* target a dragon? No.

Can I cast *Firebolt* on one of my own units? No.

Is there a limit on the number of *Firebolt* spells that I can cast on a single unit? No. In this manner, multiple-health units can be killed.

Do automatic saves given by other spells that apply to the save roll against the *Firebolt*? No.

Do racial abilities such as maneuvers counting as saves apply during the save roll against the *Firebolt*? Yes.

Can *Firebolt* target any enemy unit, including those in reserves? Yes.

Can I cast *Flashfire* on my army more than once? Yes. Each spell cast on an army allows one unit to be rerolled. All rerolls are simultaneous. No unit can be rerolled more than once, and extra rerolls are ignored.

Can I cast *Flashfire* on another player's army? Yes.

When do I get to reroll? During any action—melee, missiles, magic, or saves—but not during maneuvers. Units are only rerolled when the entire army is rolling during an action, not during the rolls of individual units. The reroll occurs immediately after the roll is made, before any results are counted.

Who chooses which units are rerolled? The target army's owner chooses which of its units to reroll.

Can I choose not to reroll any units? Yes.

Can *Elemental Blast* nullify a *Lightning Strike*? No. This spell only targets spells which have a duration.

Does *Elemental Blast* nullify dragons? No. The spell has no effect on dragons.

Can I add *Elemental Blast* spells together to nullify spells of higher cost? Yes.

Does *Dust Devil* act just like *Wall of Fog* except that it only affects missile results, not maneuvers? Yes. It affects all armies at a single terrain. See page 186.

Is *Dust Devil* cumulative with *Wall of Fog* and *Dancing Lights*? Yes.

When is *Dust Devil* applied? *Dust Devil* takes effect after modifiers which subtract, but before modifiers that multiply, convert, or add. See *Questions About Applying Modifiers*, page 171.

Can *Mirage* be cast at any terrain? Yes. It cannot, however, target reserves.

Does *Mirage* have any effect on units with more than 1 health? No. These units do not roll, and do not move to the reserve.

Does *Mirage* affect all armies at a target terrain? Yes, including the caster's army.

So every 1-health unit at the terrain who does not roll a save goes to its player's reserve? Yes. Each 1-health unit must roll a save individually to stay at the terrain. Units which have fled to the reserve are eligible to act normally.

Questions about Undead Spells

Which units can cast undead spells? Only undead units can cast undead spells. Magical items and artifacts in an army which contain a undead unit may apply their magic points to undead spells. The dragonstaff artifact's ID icon can cast spells of its color from any spell list, including undead spells.

Can I cast *Evil Eye* at any army? Yes. Any number of *Evil Eye* spells can be cast at any army. The penalty that the *Evil Eye* spell gives is cumulative.

Can *Evil Eye* be cast at the reserves? Yes.

When is an *Evil Eye* applied? As a modifier which subtracts, it is applied first. See *Questions About Applying Modifiers*, page 171.

If my army is under the effect of *Evil Eye* and is rolling for multiple results, such as hits and saves in a charge defense, who selects where the penalty applies? You, the army's owner, choose. As with *Ash Storm*, you cannot take more penalty points than results in any form (melee, saves, etc). See page 185.

Does *Evil Eye* affect the save rolls of units rolling individually, as when rolling to save against a *Lightning Strike*? No. Unless the spell description specifically says otherwise, spells which affect armies do not affect the rolls of individual units.

Can I cast *Fade* on a unit more than once? No.

Does an incorporeal unit roll during a melee attack? No. The incorporeal unit does perform normally during a missile attack or magic action.

What does the spell description “incorporeal unit cannot be affected by melee or missile attacks” mean? During a roll for saves from a melee or missile attack, the incorporeal unit is not rolled and cannot be taken as a loss. Any damage must be taken against corporeal units, if any.

Can incorporeal units be affected by magic? Yes. Against magic they are treated the same as any normal unit.

Can incorporeal units be attacked by dragons? Yes. Against dragons they are treated the same as any normal unit.

Can *Restless Dead* be cast on any army? Yes.

Can *Restless Dead* be cast on an army more than once? No. Multiple castings must be targeted at multiple armies.

Does an army affected by a *Restless Dead* spell have to charge? No.

Can *Haunt* be cast more than once? No, not during a single magic action.

Can *Haunt* be cast from the reserve? No.

Can *Haunt* target any other player's army? Yes. Any other player's army may be targeted, including an army in reserve. It cannot target one of your own armies.

What kind of attack happens in a *Haunt*? A complete skirmish takes place between the caster's dead units and the target army. The dead units attack, and the target army saves. Any units killed are placed in the dead unit area. The survivors in the target army then attack the caster's dead units, which then roll to save. Any units killed are buried.

Where does the attack happen? This skirmish occurs at the terrain at which the target army is. If the target army is in reserve, no racial benefits apply. At terrains, though, the dead units get all the racial benefits they enjoyed during life.

Do all the standard rules for a maneuver apply for the maneuver given by a *Night Moves* spell? Yes. All the rules for a normal maneuver are in effect. All spells and special action icons have their normal effect.

Questions about Feral Spells

Which units can cast feral spells? Only feral units can cast feral spells. Magical items and artifacts in an army which contain a feral unit may apply their magic points to feral spells. The dragonstaff artifact's ID icon can cast spells of its color from any spell list, including feral spells.

Can I cast *Hide* on any of my units? Yes. *Hide* can target any of your units, feral and nonferal, at any terrain or in reserve.

Can I cast *Hide* multiple times to affect multiple health units? Yes.

Can I cast *Hide* on another player's units? No.

Can hidden units make any rolls? No. They can make no rolls until the *Hide* spell ends.

Can hidden units be affected by any kind of attack? Not until the *Hide* spell ends. They cannot be chosen as losses for damage, either. If an entire army is hidden, it cannot suffer damage.

Can I cast *Savage* on one of my own armies? No.

Can I cast *Savage* on any enemy army's units? Yes. You, the caster, choose which units to target in the enemy army.

Can I cast *Savage* multiple times to affect multiple health units or more units in the enemy army? Yes.

Can I cast *Savage* multiple times to affect units in more than one enemy army? No.

What kind of melee attack do the affected units make on the rest of their army? A standard skirmish attack. The affected units roll their attack, and only count icons which are melee hits or can count as melee hits (ignore Cantrips and the like). The rest of the army rolls to save against this damage, then removes any casualties. There is no counterattack against the affected units.

How long does *Backlash* last? Until the beginning of the casting player's next turn.

Can *Backlash* target reserves? No. Any terrain can be targeted, though.

Does *Backlash* affect an army which uses a Cantrip to cast magic? No. The entire army must be casting magic, as in during a magic action.

If I cast *Backlash* where I have an army, will it affect my army there too? Yes.

If I cast *Backlash* during a magic action, does it immediately affect me? No. The spell has to be in effect before the magic action is begun.

Can I cast *Backlash* more than once? Yes. Multiple castings allow you to target more than one terrain.

Can I cast *Scent of Fear* on units in any army at a terrain? Yes, including your own.

Can I cast *Scent of Fear* multiple times to affect multiple health units or more units in the army? Yes. The army's owner chooses which units flee to reserves.

Can I cast *Call of the Wild* to summon a unit from anywhere in the game to any army? The unit summoned must come from one of your armies, either in reserve or at a terrain. The target unit must be a feral unit.

Can I cast *Call of the Wild* to move a feral unit to another terrain? No. The target unit must move to the casting army.

Can I cast *Wilding* on any army? Yes, including those of another player.

Who chooses which unit is affected? The caster of the spell chooses both which unit in the casting army is affected, and whether hits or saves are doubled.

Does *Wilding* allow saves or melee hits to count during a roll when they would normally be ignored? No.

Questions about Swamp Stalker Spells

Which units can cast swamp stalker spells? Only swamp stalker units can cast swamp stalker spells. Magical items and artifacts in an army which contain a swamp stalker unit may apply their magic points to swamp stalker spells. The dragonstaff artifact's ID icon can cast spells of its color from any spell list, including swamp stalker spells.

Can I cast *Foul Water* on one of my own armies? No.

My army has some 1-health units and some multiple-health units, and was just targeted by Foul Water spells. What do the multiple-health units do? Nothing. Only the 1-health units roll to save against the damage given by the *Foul Water* spells, and only 1-health units can be removed to account for the damage. If, after the roll to save, your army must take more damage than you have 1-health units, the multiple-health units are still unaffected.

Who chooses the losses resulting from a Foul Water? The player whose army was targeted chooses which 1-health units to remove.

Can Mire target a terrain more than once? No. Multiple castings of the *Mire* spell must target multiple terrains.

If a Mire spell has been cast on a terrain, can I make a maneuver roll to attempt to bring in a minor terrain? No. While a terrain has been targeted by a *Mire* spell, armies taking a march at that terrain simply skip their maneuver phase and proceed to the action phase.

Can a terrain under the effect of a Mire spell still be the target of a Flash Flood spell? Yes.

Can Black Rain target a terrain more than once? No. Multiple castings of the *Black Rain* spell must target multiple watery terrains.

Does Black Rain affect my army at the target terrain? Yes.

Does Black Rain affect SAIs such as Fly? No.

Can I cast Decay on any army? Yes. Multiple castings increase the effect.

Can I cast Decay on two different armies during one magic action? No.

When is Decay applied? As a modifier which subtracts, it is applied first. See *Questions About Applying Modifiers*, page 171.

Can Decay affect SAIs like Smite or Rend? No.

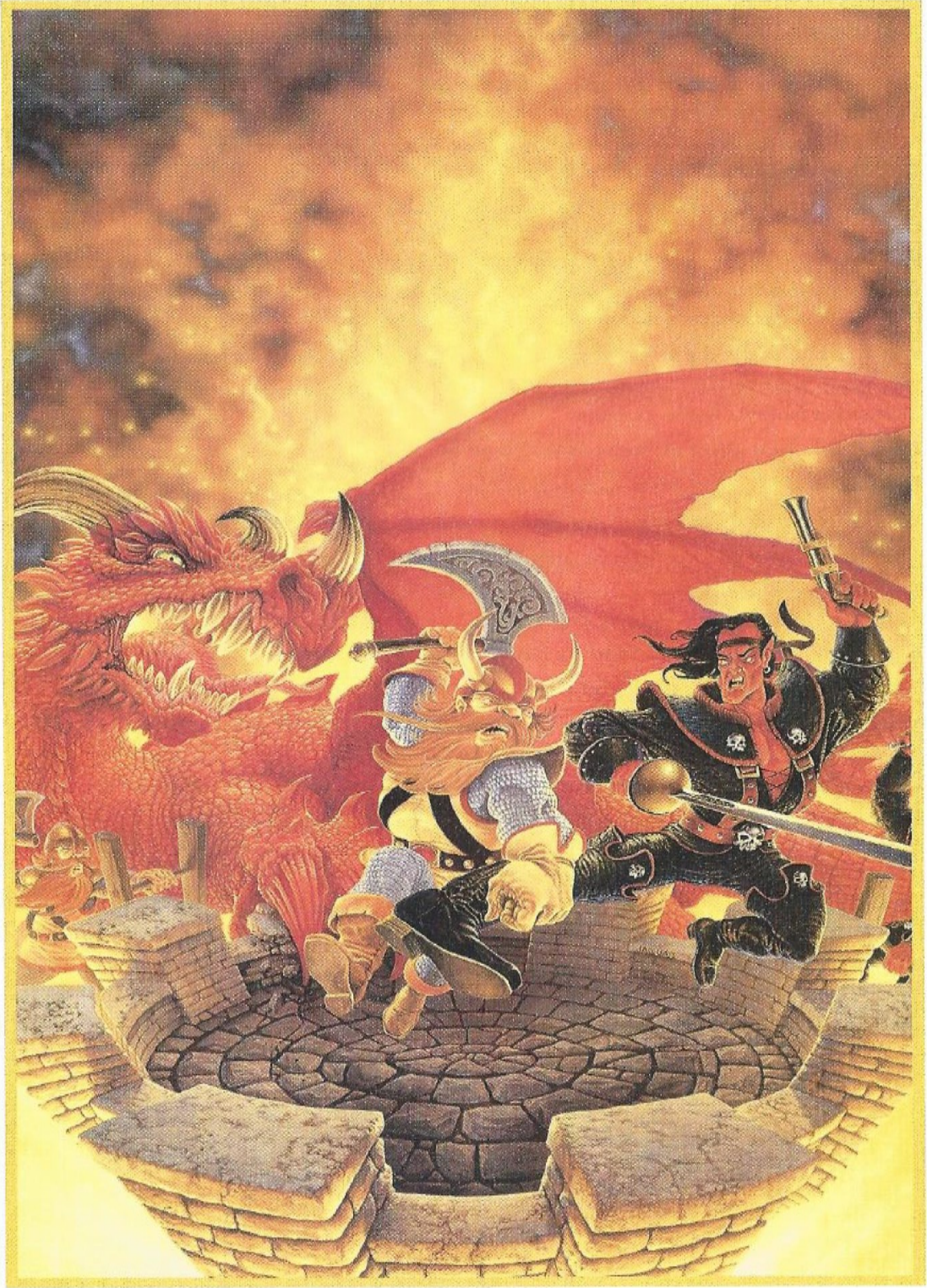
Can Disease target my own units? No.

Who chooses which units a Disease spell targets? The casting player chooses which units in which army he will target.

If I cast multiple Disease spells can I target 4-health units? Yes.

What kind of attack happens in a Bloodlust? A single attack following skirmish rules. The target army rolls only once, both to attack itself and to save against the damage. ID icons count for defense.

Where does the attack happen? The attack occurs at the terrain at which the target army is. If the target army is in reserve, no racial benefits apply.



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