

Dragon Dice V4.0 fAQ

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Welcome to Dragon Dice™, where you ROLL TO VICTORY using the dice in your armies to conquer your foes! This FAQ document supports the Dragon Dice rules and answers many questions regarding common interactions and exceptions.

This FAQ will be updated periodically. Check the date at the top of this document to ensure you have the most recent FAQ.

NEW ADDITIONS:

New additions: How medium items count for force size, clarification of Resurrect Dead, Dragonkin auto saves, update on 'count as' example, SAIs functions during a roll against an individual effect, and Counter and Volley action against an individual effect..How penalty spells are applied.

BASIC TERMS:

Do we no longer use the term 'enemy'?

No. The term 'enemy' is no longer used in Dragon Dice. All such references are now made to the opposing player/army/unit etc.

Are Undead black, or black & ivory?

Undead are now correctly listed as black. They are no longer black & ivory as in previous versions of the rules.

SETTING UP THE GAME:

Are there restrictions on the types of units I can take?

Unless specifically noted in the rules there are no restrictions on any units when composing your force. The restrictions on magic capable units or items, as well as Eldarim Champions, from previous rules versions have been removed.

Once the game begins are there any restrictions on how many units can be at a specific terrain?

No, the restriction on having no more than half your total force at a single terrain is for the purposes of game set up only. As soon as the first turn begins this restriction is lifted and you are free to move your units around as you please.

Do two medium items have to match to count as 3 points?

No, any two medium items can be used and count as 3 points.

THE TURN SEQUENCE:

Do I have to take a March?

No. Both first and second marches are optional.

If I take a maneuver and win, do I have to move the terrain die?

Yes.

Do all my spells need to be targeted before I resolve any of them?

Yes. Additionally, if a target of a spell is sent to the DUA or BUA before that spell resolves (such as from the effect of another spell) then that spell may not choose a new target.

During the Reserves Step, do I have to do the Reinforce and Retreat Steps in that order?

Yes. You always move units from reserves, then move units to reserves.

TERRAIN - EIGHTH FACE:

When I control an 8th face, do I double ID results for all rolls?

Yes. When you control an 8th face an ID result always counts as double its usual value, so an ID on a 3-health dice would generate 6 results for maneuver, magic, melee, missile, or save.

When controlling a Standing Stones on an 8th face, can I cast Racial Spells of any color?

No. Racial Spells always require magic to be generated by the associated race. A Standing Stones allows you to convert your magic results into another color to cast basic spells - If casting racial spells all the magic results must come from that race.

DRAGONS:

Will a dragon attack my army during an opposing player's turn?

No. Dragons only attack the marching player's armies and other dragons.

If a dragon attacks another dragon, will that dragon attack back?

Not always. Check the table in the 'Dragon Attacks' section. It is quite possible that one type of dragon will attack another while that dragon attacks an army.

Can I only use melee OR missile damage against a dragon?

Yes. When the combination roll is made you can assign save results to save against the damage and use either the melee or missile results, *but not both*, to inflict damage. Any ID results may be considered saves, melee or missile as you are rolling for all three. Remember that while not all SAIs have special rules during a dragon attack, many of them generate results when rolling for saves, melee and missile so remember to add these results.

If I get hit by two dragon breaths of the same colour, do I suffer double the color effects?

No. Dragon breath effects are not cumulative. Blue, yellow and green breath attacks all cause 'halving' effects - any results halved can never be halved again (there can only ever be one halving or doubling multiplier applied to any result).

RACIAL ABILITIES:

So, black racial abilities do nothing until I have units in my DUA?

Correct. Races with black in their color have powerful abilities that grow in power as more of their units are killed. The more units of that race in the DUA, the more powerful those abilities become. Black (Deadland) minor terrains you control also count as an additional unit of any race in your DUA, so having 1 or more Deadlands in play will allow you to use black racial abilities before any of your units are moved to the DUA.

Amazons

Can I use both Javelin Charge and Kukri Charge in the same march?

No. 'Instead of taking a maneuver' is considered a cost that must be paid to activate either ability. Once you pay that cost for one ability, you no longer have a maneuver available to forfeit for the 2nd ability. In the same way, an army containing Amazon units may not forfeit their maneuver to bring a minor terrain into play as well as using either Javelin Charge or Kukri Charge during the same march.

Coral Elves

When using Defensive Volley, can I counter attack against an army that I could not usually shoot at (such as one which controls a Tower on its 8th face at another home terrain)?

Yes. If Coral Elves are targeted by a missile attack whilst at a terrain that contains blue they may counter-attack regardless of where the missile attack came from.

Can I use Defensive Volley whilst in reserves?

No. Only Coral Elves at a terrain that contains blue may use Defensive Volley.

Treefolk

When using Rapid Growth, can I re-roll in batches to see what results I get before deciding to re-roll everything?

No. You must select all units that you wish to re-roll and roll them together. Any unit that rolled an SAI may not be re-rolled. The new results stand even if they are less favorable than the previous roll.

Undead

Does a unit exchanged through Stepped Damage count as its full health-worth for the purposes of taking damage?

Yes. If you move a 3-health unit to the DUA and exchange it with a 2-health unit it counts as having taken three damage for the purposes of damage resolution, even though you have only really lost 1-health worth from the battlefield. Undead are tough to kill... because they're already dead!

RULES REFERENCES:

Die Roll Resolution

Can action results generated by SAIs be affected by modifiers that subtract or divide?

No. Modifiers that subtract or divide are applied to a roll before the action results generated by SAIs - this is part of what makes a Special Action Icon so special.

When do I apply a 'counts as' result, such as those generated by some racial abilities?

'Counts as' results are considered to be a modifier that adds to the results and so they are applied in step 9 of the Die Roll Resolution table.

Can all results be affected by a 'counts as' effect?

No. Only rolled results may be counted in this way. Results generated by spells may never be counted as another type of result. If the Counts as effect is a racial ability, only results from that race would be counted.

Die Roll Resolution can get confusing! Can I have an example of a complex case?

Of course! Here is an extreme example for you:

An all-Dwarf army makes a maneuver roll at a Highland terrain. The army rolls 8 maneuver results, 3 ID results, 5 melee results and 3 Trample SAIs. The following modifiers apply to the roll: Their racial ability - Mountain Mastery (melee results count as maneuver), two castings of Palsy (-2 non-maneuver results), one casting of Transmute Rock to Mud (-6 maneuver results), one casting of Blizzard (3 from melee results) one Yellow Dragon Breath (halve maneuver results), one casting of Wind Walk (+4 maneuver results) and a minor terrain showing the 'Double Maneuvers' face.

The roll will be calculated as follows:

Starting total of 11 maneuvers (8 results, plus 3 ID results), and 5 melee.

Subtract 6 maneuver (Transmute Rock to Mud), for a new total of 5, subtract 3 melee results (Blizzard), for a new total of 2. Note that Palsy has no effect in a maneuver roll.

Halve results - rounding down (Dragon Breath), for a new total of 2 maneuver (this would be 2 ID results)

Add 3 maneuver from SAI results (Trample), for a new total of 5 (2 of which are IDs), add 3 melee (Trample) for a new total of 5 melee.

Double the 2 remaining ID results (minor terrain), for a new total of 7 maneuver

Add 4 (Wind Walk) and add 5 (Racial Ability makes 5 melee 'count as' maneuver), for a grand total of 16 maneuver results.

Roll Modifiers

Can two different effects that double results be applied to the same result?

No. You may never double or halve a result twice! Only one modifier that multiplies and one modifier that divides a particular type of result may be applied during any roll. Multiple effects that multiply or divide different types of results may still be applied during a single roll (for example, one that doubles melee results and one that doubles maneuver results).

Promotion

If an effect instructs me to promote multiple health-worth of units, can I do this in any combination?

Yes. For example, if you needed to promote 5-health worth, you could promote a 1-health unit to a 4-health Monster and then two 1-health units to 2-health units, or any other possible combination available to you so long as you do not exceed 5-health worth.

Damage

If I roll more save results than damage inflicted, do I get to move units from my DUA back into play?

No. Nice try though!

If a unit is Killed & Buried by a single effect, does it go straight to the BUA?

No. A unit that is killed is moved to the DUA. Any effect that causes a unit to be 'killed and buried', will temporarily move the unit to the DUA before then moving it to the BUA.

When does a Dragonkin unit get its automatic save?

Dragonkin only gets its automatic save if it is rolled. If an effect says "no save possible" or "only magical saves", then a Dragonkin cannot generate saves.

How to subtract penalty spells:

If an Ash Storm or Palsy is affecting your army, you must subtract from what ever you are rolling for on that roll. For combination rolls (e.g. Dragon Attack), you can subtract from any one result you are rolling for.

SPECIAL ACTION ICONS (SAIs):

Do I have to apply the effect of an SAI?

If the SAI states 'may', then the SAI effect is optional. If it does not state 'may' then the effect is mandatory and must be applied if possible.

If I roll 3 Hug SAIs, can I combine them to target the same unit with one triple hug?

No. SAIs that target a single unit may never be combined and must all be targeted and then resolved separately. They may all target the same unit, but if that unit is killed by the first Hug, the unresolved Hugs are cancelled and may not target another unit.

Do SAIs have the same effect when the unit is rolled individually?

Yes. It doesn't matter if a unit is rolling individually or as a part of an army roll. If a rolled SAI is applicable to the type of roll being made then its effects are applied. For example if a melee result is needed, and a Smite is rolled, it counts as melee results (that just happen to be unsavable).

Cantrip

Can I add multiple Cantrip results together to cast more or bigger spells?

Yes. Add all your Cantrip results and spend those magic points on spells as you choose. Note that only spells marked with a 'C' (for Cantrip) may be cast using Cantrip results.

Coil

If I use Coil to target a Dragonkin unit, what happens?

The Dragonkin rolls as normal and adds its automatic saves unless it rolls a Belly result.

Dispel Magic

Do I roll to dispel each spell?

No. The unit with this SAI is rolled once after all spells have been announced. If this SAI is rolled then all magic targeting this unit, its army and the terrain it occupies is canceled. The effect is all or nothing.

Is Dispel Magic able to dispel unit-targeting spells that target other units in the same army?

No. A unit with the Dispel Magic SAI may roll to dispel magic only when it, its army, or the terrain it occupies are targeted with spells. If other units in its army are targeted individually, then the unit with Dispel Magic may not be rolled. If unit with Dispel Magic is rolled because of another spell, any spells that target other units are not dispelled.

Frost Breath

Can I target any opposing army at the same terrain?

Yes. If there are multiple opposing armies present (such as in a multi-player game) you may target any of them with Frost Breath. It does not need to be the army that you are targeting with your melee or missile action.

Does Frost Breath halve the results of SAIs?

No. Frost Breath applies a modifier that divides, which takes place before the action results of SAIs are added. Additionally, Frost Breath does not halve the effects of SAIs that do not generate results, for example, something that inflicts X damage.

Does Frost Breath halve results generated by spells?

No. Frost Breath only halves results which are rolled.

Galeforce

Can I target any opposing army?

Yes. You may target any army at any terrain with Galeforce. It does not need to be the army that you are targeting with a melee action, for example, or an army at the terrain you occupy.

Gore

If a 3-health unit is dealt damage by Gore and then later receives an additional point of damage, is it buried?

No. A unit is only buried by Gore if it is killed entirely by damage from Gore.

Stun

If a unit is affected by a Stun SAI, can it still be rolled during rolls for individual-targeting effects?

Yes. Stun differs from Hypnotic Glare, Net and Web in that the target unit can still make individual rolls.

Summon Dragon

Can this SAI be used to summon an Ivory Dragon from another terrain?

No. Normal summoning rules apply, as such an Ivory Dragon must always be summoned from a player's summoning pool.

SPELLS:

Can spells that have a cumulative effect be cast individually?

Absolutely. For example, You could cast Mirage twice, targeting the same five-health worth twice. Any of the targets that rolled a save result during the first casting would then have to roll a second time for the 2nd casting - effectively you have two chances at moving that 5-health worth to reserves.

Alternatively, you could combine the two castings using the cumulative rules and target 10-health worth of units for a single roll. Any such combinations are possible, but all spells must be targeted before any are resolved. If the target of a spell is removed by a spell you cast before it, then those other spells may go to waste!

Watery Double & Stone Skin

Why are these two spells the same as each other?

Along with Resurrect Dead & Summon Dragon, access to save results generated by spells is a benchmark requirement for most armies in Dragon Dice. Rather than making an elemental spell that provides this ability, the decision was made to make this spell's effect available in two colors, enabling greater access to it from a race's inherent color or a Standing Stones terrain.

Accelerated Growth

If I cast Accelerated Growth twice, can I bring back two 1-health units when I move a larger unit to the DUA?

No. The spell is not cumulative and has no additional effect if cast multiple times.

Flashfire

If I cast Flashfire using a Cantrip, can I re-roll a unit in the current action being resolved?

No. Re-rolling units occurs at step 2 of Die Roll Resolution, which comes before the resolution of SAIs, and as such it is too late to re-roll during this action. The effect applies to any further rolls made by that army.

Mire

If Mire is cast on the same terrain twice, do armies need to roll twice for its effect?

No. The spell is not cumulative and has no additional effect if cast multiple times.

Soiled Ground

If Soiled Ground is cast on the same terrain twice, do units need to roll twice for its effect?

No. The spell is not cumulative and has no additional effect if cast multiple times.

Resurrect Dead

Can multiple colors of magic be used to cast Resurrect Dead on larger units?

Resurrect Dead is an elemental spell and as such may only be cast using magic results of a single color. That color must match at least one color of the unit being resurrected.

If you cast the spell in a cumulative manner then it becomes a single larger spell and thus still has the requirement to be cast with a single color of magic.

What color of magic is used for “Summon White Dragon”?

Note that this spell is an exception to the rule that all magic for an elemental spell must come from one color of magic. This spell can use any combination of colors to add to 14.

My Treefolk army is affected by both a Accelerated Growth and a Soiled Ground. Which happens first?

Accelerated Growth triggers as a unit is being sent to the DUA. Soiled Ground is triggered when the unit is actually placed into the DUA. Accelerated Growth would trigger first and send a small unit (if available in the DUA) back to the army. Then the Soiled Ground would trigger and the unit would need to save or be buried.

ADVANCED RULES

MINOR TERRAINS:

Can I forfeit my maneuver to bring a minor terrain into play or retain its current face during the same march that I Javelin Charge or Kukri Charge (Amazon racial abilities)?

No. ‘Instead of taking a maneuver’ is considered a cost that must be paid to activate these abilities. Once that cost has been paid for one ability, you no longer have a maneuver available to forfeit for the next ability. If you bring a minor terrain into play you may not activate either Amazon racial ability during that march.

ELDARIM CHAMPIONS:

How many Eldarim Champions can I have in my total force?

There are no restrictions on how many Eldarim Champions may be included in your force. The restrictions that existed in previous versions of the rules have been removed.

The Control a Dragon and Tame a Dragon SAIs end if a the targeted dragon is summoned away. Can I summon an affected dragon from and to the terrain it already occupies?

Yes. You can summon a dragon from and to the terrain it occupies. When this happens it is effectively considered to be a different dragon and so the effects of Control a Dragon and Tame a Dragon will expire immediately. This is not possible with an Ivory Dragon however as they must always be summoned from a players summoning pool.

What happens if multiple Tame a Dragon and Control a Dragon SAIs are rolled at the same time and there is only one dragon to target?

You may choose which unit tames or controls the dragon. As only one unit can tame or control a dragon at any time, the other result(s) would do nothing,

Can the same dragon be affected by Control a Dragon and Tame a Dragon at the same time?

No. Only one unit may control or tame a dragon at any time. If another unit tames or controls an already tamed or controlled dragon, the previous effect is ended.

What color of magic can white Eldarim Champions cast?

They can cast any color of magic, black, blue, green, red, or yellow, in any combination. They can also cast Eldarim racial spells using a single color.

KING'S DIE:

Where are the rules for the Kings' Die?

The King's Die is not supported by Dragon Dice V4.0. It takes the crown for being the first die to be officialy discontinued.

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