

## Changes from 4.01b to 4.01c Dragon Dice rules

- Added page number reference whenever another section was discussed
- Added references to Alloys and Dracolem where needed.
- Added new Step 2 (delayed effects) to Die Roll Resolution table. (places that referred to the step number were updated to the new number).
- ID results in a combination roll are decided at step 5 in Die Roll Resolution table.

## Specific places changed (all page #s are the page 4.01c)

- Species on page 3 has reference to Dracolem.
- Species table on page 6 has Dracolem added.
- Page 7 defines new game term “repair”.
- Page 27 has new step 2. All other steps incremented by 1.
- Clarification added to ID results in combination roll on Page 28.
- Page 30. Note that Dracolem can never be promoted or recruited.
- Page 31. Clarification added that single icons on large dice have an X of 3.
- Page 31. Clarification added that single icons on monster, artifact, medallion, relic, or champion dice have an X of 4.
- Page 31. Special or marked with “\*” – check SAI details for more information.
- Page 33. New text in Choke & Confuse that goes with delayed effects in Step 2 of Die Roll Resolution.
- Page 34: new text in Decapitate for delayed effects.
- Page 36: new SAIs, Fabricate & Gate.
- Page 37. New text for Hypnotic Glare & Impale for delayed effects.
- Page 38: New SAI, Magic Suppression.
- Page 39: Seize now only works during missile.
- Page 39: SFR Logo (Relic) added.
- Page 40: New SAI: Spell Disruption.
- Page 44: Added to section “Element” to make it “Element / Alloy”.
- Page 45: Added clarification that multiple casting have one additional effect “if cast on the same target”.
- Page 49: Fearful Flames secondary effect is to cause units to flee to reserves.
- Page 51: Fixed both Summon Dragon and Summon White Dragon to allow it to be cast multiple times. I.e. changed the “one” to be in red highlight.
- Page 61: Updated Earthfang for delayed effect.
- Species reference pages update with above SAI changes as referenced.