



Dragon Rage Game Manual

Read this first

English - V.0.011



Dragon Rage Game Manual



Designer Biography :

Dr. Lew Pulsipher started playing boardgames more than 50 years ago. He designed his own games, then discovered strategic "realistic" gaming with early Avalon Hill wargames, and ultimately earned a Ph.D. in military and diplomatic history at Duke University. His first commercial title was published in 1980. He is designer of Britannia, Dragon Rage, Valley of the Four Winds, Swords and Wizardry, and Diplomacy Games & Variants.

After a 20 year hiatus from game design to teach himself computing and work as a programmer and chief of PC support at a major Army medical center, Lew has come back to designing games.

Britannia (2nd edition) appeared in 2006 with foreign editions (German, French, Spanish, Hungarian) in 2008. Britannia is among the games covered in the book Hobby Games: The 100 Best, edited by James Lowder. It was described in an Armchair General online review of a 2006 edition as "ready to continue on as one of the great titles in the world of games".

Players of Britannia, a strategically deep, four-player game depicting the history of Great Britain from the Roman invasion to the Norman Conquest, play primarily for entertainment, but some schools use it to teach Dark Ages history. Other games are forthcoming, among them an abstract boardgame from Mayfair Games.

A former contributing editor to several role-playing game magazines, and author of over a hundred game magazine articles, he is now Monthly Contributor to GameCareerGuide and Gamasutra. These sites, owned by Game Developer Magazine, are the premier Web sites for those interested in video game creation.

He is a contributor to the books Hobby Games: the 100 Best and Family Games: the 100 Best (Green Ronin), and to the forthcoming Tabletop Game Design (ETC Press). He is finishing his "howto" book, Get it Done: Designing Games from Start to Finish.

"Dr. P's" "day job" is teaching game design and other video game creation topics in the southeastern US, where he has 17000 classroom hours of experience, mostly teaching computing and especially computer networking, in college and graduate school.

Current projects are at PulsipherGames.Com.

Blogs:

<http://pulsiphergamedesign.blogspot.com/>

<http://teachgamedesign.blogspot.com>.

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Introduction to the revised edition

Designed by Lewis Pulsipher, designer of the classic game 'Britannia', Dragon Rage was published in 1982 by Dwarfstar, an imprint of Heritage Models. Heritage was primarily a miniatures producer run by Duke Seifried. Shortly after the initial release of Dragon Rage, the company went bankrupt for reasons not related to the boardgames and the game became unavailable.

Dragon Rage is a good introduction to the world of hex-and-counter wargames with a very strong theme and deep, yet simple gameplay.

I was thrilled when the occasion to publish a new edition of this classic presented itself. Dragon Rage is now available again, about 30 years after the original publication. To some of you it'll be a fond memory of the past, and to the others it will be a new game altogether. I hope all of you will enjoy it the same.

The rules book has been rewritten from the ground up, with only minor modifications to the game system. This revised edition includes a remake of David Helber's original map and counters that is very close to the classic Heritage edition. However, the counters are two-sided, and include brand new art by Lionel Liron on the back, in full color. I also developed an optional campaign system, allowing to play a few linked games whose outcome influences the next as the campaign unfolds. The last addition to this revised edition is a new original map on the back of the Esirien map, Nurkott, along with new scenarios.

I hope you'll enjoy this new edition, and that you'll have a lot of fun with it!

Eric Hanuise,
FlatlinedGames.

Missing parts

If any parts to this game are missing or damaged, please return them to:

Dragon Rage Customer Service , Flatlined Games, 39 rue gheude, 1070 brussels.

Your damaged part will be replaced free of charge, as will missing parts.

Rules organisation

The Dragon Rage rules are organised in two books :

- Game manual : this manual introduces the main game components and leads you step by step through your first games of Dragon Rage using the main scenario of two dragons attacking the city. This is the 'user manual' for the game, and will teach you the basic rules.

- Rules reference : this manual holds the detailed rules covering every aspect of Dragon Rage. It is organised in subsections for easy reference during gameplay : Rules reference, Scenarios and appendixes, Campaign rules, Tournament rules, etc.

Your first game

The game

Dragon Rage is a two-player fantasy game that depicts the attacks on the walled fortress-city of Esirien. One player controls the "invaders", a pair of dragons, while the other controls the "city forces" defending the ramparts and interior, including knights, infantry, archers, militia, the hero-lord ruler, and his wizard.

The invaders attempt to destroy part or all of the city, while the defenders attempt to protect it. Each map Hex represents about 25 yards, each turn about a minute, and each unit about 50 men or one Dragon.

For best results, read the 'Your first game' section once through quickly. Then immediately try a game, even if it is solitaire. Refer back to the rules during your first game, re-reading the fine points as necessary. After the first game or two you will have learned the rules clearly.

Should a rules question arise during play, look at the relevant section of the rules reference to answer it. Anything not specifically allowed in the rules is not a valid game move, and is not 'legal' during play.

Dragon Rage is a simple and fast-paced game so during a session, game flow is more important than in-depth rules discussion. In the unlikely event that you encounter a rules question that is not covered by the rules reference, agree on a temporary ruling to allow the game to continue without further disruption, and look for a definitive resolution after the game session is completed.



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The city of Esirien

Esirien is an old city, veteran of many wars. The eastern section was built first, as a military colony of the Empire.

Time passed and the Empire fell. Now it was a trading center, and the western portion grew up around the docks and warehouses. Now alone, it needed an army and a militia to repulse attacks from the wilds beyond the gates.

Giants, trolls, orcs and goblins all attempted to pillage and plunder Esirien, but after each attack it rebuilt.

One day, the monsters disappeared. Dragons had moved into the far mountains. Esirien's army sallied forth to destroy their lair, capturing wealth and breaking the eggs. Then the dragons came to avenge the death of their family ...



The esirien city map

The color map shows the city of Esirien, with a key to terrain features in the corner. The Terrain Effects Chart summarizes the effect of the terrain, which is explained in more detail within the rules.

Note that although the inside of the city shows many buildings, these are primarily for appearance, since "open terrain" includes hexes with or without buildings.

The river that runs through the city ends in Hex 1413, the sea begins in 1414. Dock hexes include the moles in 1315 and 1516, as well as 0815, 0915, 1014, and 1115.

Finally, note that large gates are indicated by a red glow around the structure, while doors are indicated by a blue glow.

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The counters

Turn pointer



This counter is used to point to the current game turn on the track printed across the bottom of the mapboard. Blue squares indicate turns with reinforcements for the defending player.

Last damage pointer



This counter is used to mark the last game turn the invader destroyed a VP Hex on the track printed across the bottom of the mapboard. If ten turn pass without the invader destroying a VP hex., he loses the game.

Broken pointer



Is used to show when a door or gate is broken open. Use the top of the arch on the counter to point to the broken hexside.

Burned bridge markers



Are placed on wooden bridges that are burned down.

Wounded markers



Are placed on top of a hero when he receives a wound (a hero who is wounded again is killed).

Magic markers



Show the central location of a Fog or a Whirlwind.

Destroyed / Victory points markers



Are placed in a city Hex when the invader "destroys" it to gain its victory points value. Note that destruction (for victory points) has no additional effects — terrain is unchanged, the invader simply scores the appropriate victory points, represented by placing a marker of the appropriate value in the Hex.



Troops & individual characters counters

City Defender troop units are orange and characters yellow. Unit types include CAV-cavalry, INF-infantry, MIL-militia, ARH-archers, HERO-defender hero, WZD-defender wizard. Combat ability, Escape and Movement are printed on the counters.

Each city defender counter provides the unit's statistics as follow :

TYPE- Unit type
A - Unit attack strength
B - Unit escape number
C - Unit movement points
(D) - Unit movement points on roads

Each unit has two movement point (MP) values. The first number "C" is the normal number of hexes the unit may move. The second, parenthesized "(D)" number is road movement : if the unit starts on a road Hex and follows the roads for its whole movement, use that number instead.

Dragon counters



The dragons have no numerical values on the counter itself. See the rules and tables for information about their capabilities. All Dragons have a facing direction, as shown by the colored arrowhead, and an "in flight" version (use whichever counter is appropriate for the monster's current status).



Heart counters



These counters are used to track the dragon's damage on the play aid.

SP counters



These counters are used to track the wizard's remaining spell points.

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Setup

- Each player rolls the die, the player with the highest result chooses to play the Dragons or the city defender.
- Place the Esirien map on the gaming surface
- Defending city forces set up first, anywhere within the city, including in any tower, in the waterfront district, and along the walls (inside) as desired. Units may set up on the bridges if desired. Maximum one city force counter, plus either the wizard or hero, may be placed in a single Hex.
- City defender forces: 4 cavalry, 8 infantry, 4 archer, 4 militia, 1 hero, and 1 wizard. The invading forces then set up along any Hex at the west, north, or east edge of the map, next to the forest.
- Invading forces: 2 Dragons.

Victory points

The dragons win by destroying parts of the city : certain hexes have victory points marked (Numbers 1-5 in blue), and when the Hex is destroyed, a victory points marker is placed on that Hex.

The Dragons destroy a victory point Hex by walking into the Hex and spending one MP in it (in that or some later turn), or by slithering into it. Landing from flight or a bound in an unoccupied Hex will destroy it. Dragonfire into a Hex will always destroy it, except for towers, where only dragonfire breathed through an open entrance will destroy the Hex.

A Whirlwind spell cast by the defending wizard will destroy all victory points in a Hex it occupies.

Victory conditions

City defenders win the game when all invaders are destroyed, if 10 game turns pass in which no victory points are destroyed, or if 10 game turns pass in which no (grounded or airborne) invader units are within the walls of the city.

Invaders victory is assessed using the following criteria :

- Dragons destroy less than 16 VP's : Invaders are defeated (invader title : featherless chicken)
- Dragons destroy 16 VP's : Invaders marginal victory (invader title : dragon whelp)
- Dragons destroy 18 VP's : Invaders normal victory (invader title : destroyer of cities)
- Dragons destroy 20 or more VP's : Invaders

great victory (invader title : the death from above)

- Dragons destroy all Vp's : Invaders ultimate victory (invader title : the bane of Esirien)

After a few plays, the invader player should aim for at least a 20 VP great victory.

The ultimate victory has so far never been claimed, so if you do manage that rare feat, by all means send us a session report!

The game turn

The game turn sequence is organised in 9 phases as follow :

(1) Invading player movement phase

The invading player moves his dragons on the map, and resolves any overrun attacks.

(2) Dragonfire phase

The invader player resolves any dragonfire flame attacks.

(3) Invading player melee phase

The invading player may resolve any melee attacks made by his units.

(4) City forces spell-casting phase

The city player may cast a spell with his wizard.

(5) City forces reinforcements phase

On turns 10, 14, 18, 22, 26, 30, and so forth the city player receives reinforcement units.

(6) City forces movement phase

The city player may move his units on the map.

(7) City forces archery phase

The city player resolves any archery attacks.

(8) City forces melee phase

The city player resolves any melee attacks made by his units.

(9) Advance turn pointer

At the end of the turn, the city player moves the turn pointer to the next box on the turn record track.

Game turns are repeated, one after another, until either the invader concedes defeat, or gains sufficient victory points to win.

- If all invaders are killed, the city forces player automatically and instantly wins.

- If ten or more turns pass without any invaders within the walls of the city, the city



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forces player automatically wins.

- If ten or more turns pass without any victory point hexes destroyed, the city forces player automatically wins.

Stacking

No troop unit may move into a Hex occupied by any other unit. Characters and Dragons may enter hexes occupied by another unit in certain circumstances (see below).

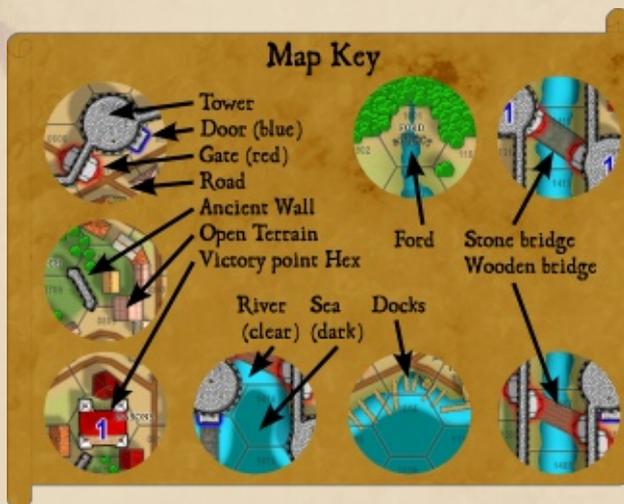
Heroes & wizards

These special character units may stack with any other friendly unit in the same Hex. However, a stack of no more than two units is allowed (hero or wizard with some other unit, or just a hero and wizard together).

In addition, a hero (but not a wizard) may move into a Hex occupied by a Dragon, but this automatically ends his move.



Terrain & Movement



Sea

No unit can enter a sea Hex (all-water hex.)

River

No unit can enter a river Hex. However, a unit can enter a bridge or ford hex., but only from the hexsides where the bridge or ford is connected to the banks of the river.

The Dragon may walk, slither, bound, or land on a bridge, but it cannot enter the ford. Of course, the Dragon could bound or fly over the river instead.

Walls

No unit can climb over a wall hexside. However, a gateway allows movement through a wall hexside from the inside out freely, or from either direction if it is smashed.

There are wall gateways connecting hexes 0606-0707 and 2113-2212, as well as at either bank of the wooden bridges over the river in 1407 and 1413.

Towers

A unit can only enter a tower Hex through an entrance, or by bounding or landing (from flight) on it directly. The player defending the city controls all towers and their entrances, and can enter or exit freely. The Invader cannot use these entrances until they are smashed, which permits free passage to all.

Units in a tower are always considered both 'in' and 'on top' of the tower.

Cavalry units cannot end movement in a tower, although they may cross a tower by following the road in hexes 0914, 1310 and 1511.

Roads

Any units can move along a road, following it from Hex to Hex. The road passes through walls at the gates, and actually passes through the lower floors of the towers in 0914, 1310, and 1511. The road does not enter any other towers, so units entering or leaving other towers cannot use road movement. All three bridges have roadway over them, so road movement can continue across bridges.

A unit that follows the road for its entire move uses its road MP value.

Note that the Dragons have no special road MP value, and thus gain no benefit from moving along a road.

Entrances to walls & towers

Entrances include both large gates (red) and small doors (blue). Towers may have either type of entrance on one or more sides, while wall hexes sometimes have a gateway (red) through them. Entrances are indicated by a colored glow on the map. Only a unit against that hexside (or moving over that hexside) can use the entrance.

The City Defender automatically controls all tower entrances, and can use them freely, at no movement cost. The player who last had a unit in the Hex on the inside part of a wall gateway controls that gate, and can use it freely. If a player does not control an

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entrance, he cannot use it unless it is smashed open. Once smashed, an entrance cannot be repaired.

Smashing doors (blue)

A Dragon automatically smashes open a door by simply facing it at any time during movement (or at the end of its move). No MP cost is required, and the Dragon can continue moving into the tower if desired (if the tower is occupied, see Overrun rules : a dragon may not overrun in a tower).

Smashing gates (red)

A Dragon can attempt to smash a gate by moving to face it while walking, and then spending one or more MPs (from its remaining MPs that move) to "smash" it. If there is no City Defender unit on the other side of the gate, after one MP is spent smashing the gate automatically shatters. Otherwise, when the MP expenditure is made, one die is rolled. If the roll is equal to or less than the MPs spent, the gate is smashed; otherwise it is unaffected. Smashing MPs cannot be accumulated from turn to turn, and each Dragon must resolve its attempt separately.

Movement could continue through the gateway (if any MPs remain).

A Dragon with all legs destroyed can still try to smash a red gate. Unguarded red gates can be broken on a 6+ on 1d6, and gates with city guards on the other side can be broken on 11+ on 2d6.

Opening an entrance

A City Defender unit in a tower or behind a gate may open it during its own player-turn during combat, to make an attack out to an enemy on the opposite side of the entrance. In this case, the entrance remains open throughout the following enemy (Invader) player-turn, allowing the enemy to move (by Overrun, unless the unit is in a tower) and attack through it.

Destruction of bridges

The wooden bridges (on hexes 1407 and 1413) can be destroyed.

Troops

A unit of troops can destroy a bridge by moving onto it, and not making any normal melee or missile attacks that player turn. Instead, place a "broken" marker underneath. On the following player-turn, if the unit is undestroyed, when it moves off, the bridge is wrecked behind it, replace the "broken" with a "burned" marker.

Dragons

A dragon will automatically destroy a wooden bridge if it bounds onto it, or lands from flight on it. A "broken" marker is placed underneath the Dragon on the bridge. If the Dragon does not leave on its next move, it will fall into the river (which instantly kills a Dragon).

Note: the stone bridge in Hex 1410 is indestructible.

(1) Invading player movement phase

The 'terrain and movement' section above describes the effects of terrain on movement during this phase.

Dragon Facing

A Dragon must face toward one of the six adjacent hexes with the front (top) of the counter. Facing is important in movement and combat: if a Dragon is faced ambiguously, the opposing player decides which hexside it faces toward.



Dragon Movement modes

Each turn, a Dragon may use only one of the following four movement modes: Walk, Slither, Bound, or Fly.

Walk

An undamaged dragon can walk 4 MP on his turn. the Dragon damage record sheet tracks the remaining MPs according to the leg damage sustained so far.

A walking dragon gets one free 60° rotation before each Hex movement, and spends 1 MP for each Hex entered.

He may also make additional 60° turns at the cost of 1MP each.

Movement and extra turning can be combined in any order during a Walk move.

Slither (no attack)

A slithering Dragon may go forward, snakelike, 1 Hex (directly forward, no turn allowed); or turn 60° once while remaining in place.

A slithering Dragon cannot move further, nor make any attacks the same player-turn it slithers.

As a result, slither moves are generally a "last resort" used by a Dragon unable to

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perform any other type of move!

Bound

At least half the Dragon's leg points and wing points must be intact to permit this movement mode (exception: a Dragon may bound from a tower regardless of leg points intact).

In a bound, the Dragon may first rotate 60 degrees right or left if desired, and then bounds 1 to 3 hexes forward in a huge hop.

The Dragon may bound over any hex., including terrain normally impassable, and/or hexes occupied by friendly or enemy units. However, the Dragon cannot land on any unit except a hero and/or wizard. Note that because the bound must be in a straight line, there are only nine hexes a Dragon could bound into on such a move.



Example of bound options for a Dragon
Dragons can bound 1 to 3 hexes

Fly (no attack)

At least half the Dragon's wing points must be intact to permit flying. Furthermore, to take off at least half the leg points must also be intact, or the Dragon must be making a take off from a tower. The Dragon may either take off or land in addition to flying, but cannot both take off and land during the same movement phase.

In a flying move, the Dragon must move straight forward at least two hexes, then it can turn 60° left or right, then it can move another two hexes, turn again, etc. No other turns are allowed while flying, even if taking off or landing also.

Overall, a Dragon can fly up to 6 hexes each turn. A Dragon in flight is denoted by using the "in flight" version of the counter. This shows it is at 60-90 meter altitude. A Dragon in flight is flying above all terrain and units, it can ignore both. A Dragon that

begins its move in flight may land in the Hex where it starts (no change of facing is possible, obviously), but the landing still counts as part of a flight move (prohibiting any other type of move, and attacking that phase).

A flying Dragon cannot land on any unit except a hero and/or wizard.

A dragon cannot make attacks if it made a flying move that turn.

Crash

A bounding or flying Dragon will "crash" if it is in the same Hex as a Whirlwind spell, or is in flight and has its wing points reduced below half.

When it crashes, the Dragon lands in that hex., and suffers 2d6 wound points. The Dragon player determines how these damage points are distributed over its body. If the Dragon crashes into any river or sea hex., it instantly dies. Units in the crash Hex must roll to "escape" or are killed, and any victory point locations or wooden bridges are destroyed (scored).

To escape, a unit must roll its escape number (printed on the counter) or more on 1d6 or be destroyed. Each unit has its "escape" determined separately.

A Dragon in a tower with one or more wing points remaining may deliberately fall out of the tower in any direction and crash into the neighboring Hex below. Of course, the Dragon must suffer the crash result (2d6 damage). Crashing replaces the normal move of a Dragon.

Overrun attacks and movement

Overrun attack or movement only applies when walking on the ground, never when slithering, bounding, or flying.

overrun attacks

A Dragon may make an overrun attack only while walking. This allows the Dragon to move into the Hex occupied by any enemy unit, at a cost of 1 MP extra. A Dragon cannot bound or fly into an enemy-occupied Hex. A Dragon cannot overrun inside a tower, due to the small space, but it can overrun through an open or smashed gate in a wall.

An overrun attack is resolved the instant it occurs, with the Dragon worth six combat strength for this purpose. See Combat resolution Table for details on how to resolve it. After the attack, the Dragon may continue moving, or simply sit there (on top of the enemy, if the attack failed).



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Overrun movement

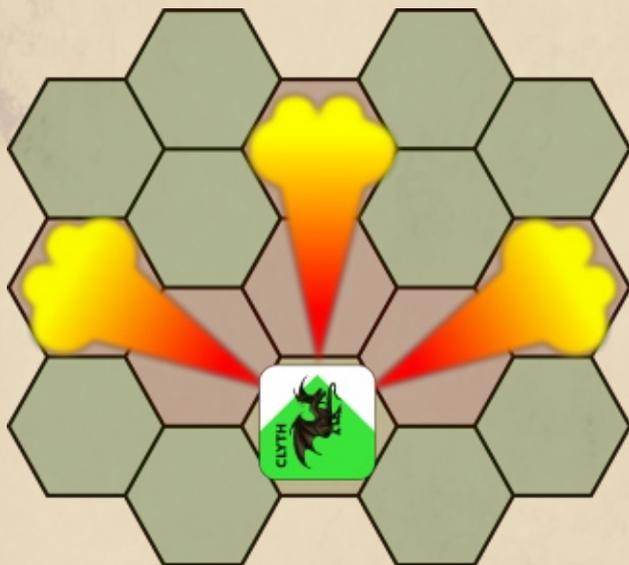
A walking Dragon may simply overrun through an enemy-occupied Hex. In this case, the beast simply passes through the hex., ignoring the enemy units. An overrun move is prohibited if the monster must stop in the enemy occupied Hex. (E.g., if it has no movement point left with which to make an overrun attack, described above.) Overrun moves are prohibited inside a tower.

(2) Dragonfire phase

A Dragon that is neither flying nor slithering may "breathe fire" with its head. This is done in the dragonfire phase before normal melee combat in the Invader's player-turn.

A flying Dragon may breathe fire onto a tower Hex if the Dragon neither took off nor landed that turn. Only tower hexes can be hit by fire from a flying Dragon.

The head has a combat strength of zero (0) on the turn it breathes fire -- in effect, the head cannot be used for other attacks for the remainder of the turn.



Range

Dragonfire is breathed into any one of the three hexes to the front of the dragon. It then extends to a second Hex directly beyond the first, in a straight line from the Dragon. The dragonfire cannot be breathed into the Hex the dragon occupies.

A Dragon cannot breathe fire through a wall or into a tower except through an open entrance. If breathing fire into a tower, if that is the first Hex (of the two), the fire stops within the tower, and travels no further.

Effect

All units in hexes hit by dragonfire are destroyed unless they escape. To escape, a unit must roll its escape number (printed on the counter) or more on 1d6. Any unit in a tower has a +2 bonus to the die roll. Each unit has its "escape" determined separately.

Dragonfire into a Victory Points Hex will always destroy it, except for towers : If the dragon is on the ground level, only dragonfire breathed through an open entrance will destroy the Hex If he is flying, dragonfire on a tower will always destroy it.

Fire limitations

A Dragon can only breathe fire twice in a game.

(3) Invading player melee phase

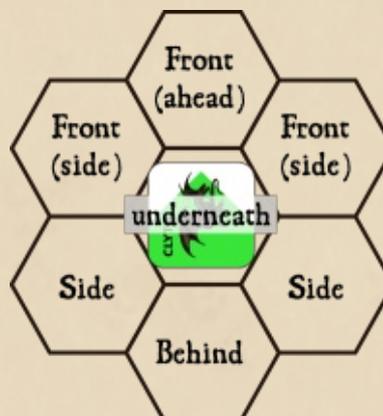
Types of Dragon attacks

Each area of the Dragon, except its belly, can be used for an attack. The head can bite, the wings buffet, and the legs claw and kick. Each area has one or more "groups", each with a combat strength for attacks. As an area takes damage, groups are destroyed, and thus the combat strength for attacks will decrease.

The head of the Dragon is one group, with a combat strength of 3. The wings of the Dragon form two groups, each with a strength of 2. The legs of the Dragon form four groups, each with a strength of 1.

Attack limitations

Each type of group can only attack certain hexes, depending on the facing of the Dragon, and terrain. See the diagram below for the terminology used for various directions and facings:



Around means all six hexes surrounding the Dragon. Underneath means the Hex the

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Dragon occupies. Above means any tower Hex around the Dragon.

The Head can only attack to the front including above, and underneath. The Wings can only attack to the front including above. The legs can attack all around and underneath, but not above.

Various groups from one or more areas of the Dragon may combine to attack a single Hex. If the entire, undamaged Dragon combines its combat strength to attack one Hex (it would have to be to the front), the total would be 11 ($3 + [2 \times 2] + [4 \times 1] = 3 + 4 + 4 = 11$). The various areas or groups can attack separate hexes if desired.

Additional limitations

A dragon cannot make attacks if it made a flying or a slither move that turn. It can only attack over a wall or into a tower if an entrance is open. Two or more dragons cannot combine their combat strengths, each Dragon must attack separately, and must attack separate hexes.

Combat resolution table

		Defender combat strength					
		1	2	3	4	5	6
Attacker combat strength	1	6	M	M	M	M	M
	2	5	6	11	M	M	M
	3	4	6	6	11	11	M
	4	3	5	6	6	11	11
	5	2	5	6	6	6	11
	6	D	4	5	6	6	6
	7	D	4	5	6	6	6
	8	D	3	5	5	6	6
	9	D	3	4	5	6	6
	10	D	2	4	5	5	6
	11	D	2	4	5	5	6
Result:		D	Destroyed	11	(on 2d6)		
		M	Missed	#+	(on 1d6)		

To resolve the attack, total the combat strength of all attacking areas, and reference it against the combat strength of the city force units in the target Hex in the combat resolution table. If the result is a target number (2 to 6), roll 1d6 : The defending unit is destroyed on a roll equal or higher than

the target number. If the result is D, the defending unit is destroyed. If the result is M, the attacker misses and the attack has no effect.

Extreme odds

11 indicates that you must roll the dice twice and add results, the defending unit is destroyed on a total of 11 or 12.

Multiple areas attacks

Two or more areas can combine combat strengths to attack one enemy. If two or more enemy units are stacked in the same hex., they must be attacked as one combined group. Two or more different hexes with enemies must be attacked separately (a different attack against each hex.). Each area can only make one melee attack per turn, no matter how many enemies may be adjacent.

Walls & towers

A Dragon cannot make a melee attack into or out of a tower, nor across a wall, unless an open or smashed entrance is used (i.e., the entrance is between the attacker and his enemy).

Special characters in melee

Hero wounds

The first time a hero is "killed" by any attack, he is just wounded instead. Place a wounded marker underneath the hero counter. When a wounded hero is "killed" he is finally destroyed and removed from the game. A wounded hero performs just like a normal hero unless otherwise indicated.



Wizard

The wizard has special magic spells (see Wizard Spells section). In addition, when stacked in a Hex with another unit, the wizard adds his combat strength only when attacked. The wizard himself has no combat strength to make attacks (but his reputation and magic help protect him). This defensive strength also applies if the wizard is alone in a Hex.



Overrun

A dragon that made an overrun attack move (see Movement) can still make normal melee attacks. Note that if it overran and stopped on a unit, and the overrun failed to kill it, the Dragon can now make normal attacks with head and/or legs "underneath" itself.

(4) City forces spell-casting phase

The wizard & magic

Only the wizard can cast spells.

Spell points

Each time the wizard casts a spell, he must use up a certain number of "spell points." The spell points used vary with the spell. The wizard only has ten (10) spell points for the entire game. He cannot use more, and when these are exhausted, he is unable to cast any more spells.



Casting spells

Spellcasting occurs at the beginning of the player's turn, **before** any movement. The player simply selects one spell from the list below, uses the appropriate spell points, and notes the effect. Markers are provided for some, to indicate the area affected.

Casting limitations

A wizard cannot cast more than one spell per turn. He may cast the same spell turn after turn, or a different one each turn, provided sufficient spell points remain.

The wizard may cast a spell into any Hex within range, regardless of line of sight. The wizard is presumed to have a crystal ball that allows him to see "through" normal obstacles.

Boost Morale spell (1-3 SP)

This spell costs 1 spell point, with an extra cost of 1 spell point per Hex of radius applied, up to a maximum cost of 3 points (for 2 hexes radius).

The spell is cast into the wizard's own hex., and if extra cost for radius is spent, will extend one or two hexes outward from there as well. The spell affects units on the same side as the wizard only, and only for that turn.

Melee attack effect : All units within Boost Morale add one (+1) to the die roll when resolving a normal melee attack. If some units have Boost Morale, and some do not in a melee attack, the addition is made only if half or more of the combat strength involved has Boost Morale.

Melee attack on dragons : All units making a melee attack on a Dragon add one (+1) to the die roll.

Escape bonus : If either the unit is hit by dragonfire, or all heroes are dead, or both, any escape die rolls have one added (+1).

Militia attack ability : A militia unit may attack a Dragon without a hero being with or

adjacent to it.

Note: the effect of this spell is not cumulative with normal bonuses due to a hero. A unit can either take the effect of boost morale, or a hero, but not both at the same time.

Fog spell (2 SP)

This spell costs 2 spell points.

The spell can be cast into any Hex within a radius of three from the wizard. The Fog marker should be placed to show the Hex it's cast into. The Fog itself covers that hex., and all hexes within a radius of two from it (for a total area of 19 hexes).

Duration : The Fog spell lasts until the casting player's next spellcasting phase. Then it dissipates.

Effect : No attacks or combat of any sort (neither melee, missile, nor dragonfire) may occur by units in the Fog, or against units in the Fog. A dragon may neither bound into nor out of Fog, nor may it land (from flight) in Fog. A dragon can take off in Fog, bound over it (if starting and ending outside of it), and fly completely over Fog. A dragon may still walk in Fog, and can destroy victory points in the Fog.

Whirlwind spell (2 SP)

This spell costs 2 spell points. It is cast in any Hex within four of the wizard. When cast, place the "Whirlwind 1" marker in that Hex.

Duration & travel : The spell remains in effect during the whole turn. On the caster's next turn magic phase, replace the marker with "Whirlwind 2" and move it randomly one Hex. To determine the direction, roll one die, 1-N, 2-NE, 3-SE, 4-S, 5-SW, 6-NW. The spell then lasts for one last turn in the new hex., and then dissipates on the beginning of the caster's next magic phase.

Effects : A Whirlwind in a Hex prevents any unit in that Hex from attacking, nor may it be attacked (by missiles, melee or Dragonfire). However, a Dragon in a Whirlwind may attack with its head and legs only.

A Dragon must spend one extra movement point (+1 MP) to enter a Whirlwind hex., and one extra to leave it. If the monster flies or bounds into, out of, or through a Whirlwind it crashes on a die roll of 4+. If the monster is in flight, and the Whirlwind occurs in its hex., it must roll for crashing at that instant, but if it doesn't crash, it can move out of the Hex during his movement phase without needing a second check.

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Any victory points in a Hex occupied by a Whirlwind are automatically destroyed. Entrances and bridges are unaffected by a Whirlwind. No units may unload from ships onto docks covered by a Whirlwind.

Lightning spell (3 SP)

This spell costs 3 spell points. It is cast into any Hex within four of the wizard, and hits one unit in that Hex (selected by the wizard casting it).

Effect : The power of the Lightning is 5 minus the distance (in hexes) the spell was cast from. A Lightning cast into the same Hex has a full power of 5, into an adjacent Hex a power of 4, etc., to a power of 1 if cast 4 hexes away.

When cast at a Dragon, the strength of the Lightning bolt is the number of damage points inflicted on the Dragon (the Lightning automatically hits). The Invader player decides which areas are hit, but must give each area one damage point before any area is given two damage points. Areas as yet undamaged are always the first to take damage from Lightning.

(5) City forces reinforcements phase

The City Defender receives reinforcements from the sea starting on the 10th turn, and every fourth turn thereafter (i.e., on the 14th, 18th, 22th, etc. turns). These turns are marked in blue on the turn track.

Each group of reinforcements consists of four infantry troop units, which arrive on any dock Hex along the seafront, and/or on the wooden bridge in 1413. If the wooden bridge is burned, reinforcements cannot be placed there.

Reinforcements can only arrive in vacant hexes at the start of the movement phase of the player-turn. If insufficient vacant dock and bridge hexes exist, those which cannot arrive are delayed until the next turn.

If there are insufficient infantry counters for reinforcements, due to all infantry already being in play on the mapboard, militia is substituted. If all infantry and militia units are already in play, no additional reinforcements are received until "dead" units become available for reinforcements on a subsequent reinforcement-arrival turn.

Dock hexes where reinforcements arrive include 0815, 0915, 1014, 1115, 1315, and 1516 (as well as the bridge on 1413).

(6) City forces movement phase

The 'terrain and movement' section above describes the effects of terrain on movement during this phase.

Units are moved one at a time, but movement of one may be halted temporarily to move another.

A player can move as many or as few units as desired, including all or none. A unit need not move its full MP, it can move only part instead. MP cannot be saved from turn to turn, nor can it be transferred from one unit to another. Movement only occurs during the proper phase of the game turn.

(7) City forces archery phase

Only archer units may fire missiles.

An archer unit can either fire missiles or make a normal melee attack, but not both in the same turn. Such a unit can only fire missiles once a turn, regardless of the different target hexes available.

Line of sight

An archer unit must be able to see the target Hex to fire on it. If firing from a tower, any Hex can be hit. If the target is in a tower or flying, it can be hit regardless of terrain (A Line of Sight always exists to a flying Dragon). In all other cases, the firer is unable to see through any tower or wall hexside. To determine this, trace a straight line from the center of the firer's to the center of the target's Hex. If the line intersects any part of the wall or tower structures painted on the map, firing is prohibited.

An archer may shoot through an entrance in a wall, but only to the Hex immediately on the opposite side. The smaller buildings painted on the mapboard inside the city have no effect on the line of sight (it is presumed archers, etc. are in upper floors and on roofs; however, buildings that act as walls still block line of sight within the city).

Missile attacks against Dragons (5+, 6+)

Archers fire two hexes, three if from a tower (and the target is neither in a tower, nor flying). To hit with missiles, one die is rolled.

At one Hex range and shooting at a Dragon not in flight, a 5+ is needed to hit.

In any other situation, including any firing at a flying Dragon, a 6+ is needed to hit.

If the Dragon is flying when hit, it automatically takes two damage points in the belly.

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If a Dragon is hit by missiles, it will suffer one damage point in the wings, legs, or head (area selected by the firer).

(8) City forces melee phase

Any unit in the same or a neighboring Hex to a Dragon may attack it. Melee attacks are prohibited if either unit or Dragon is in a tower, but both are not, or if the attack is across a wall hexside, or if the Dragon is in flight.

When a unit attacks, it indicates what area of the Dragon is being attacked, and rolls one die. If the proper number results, the Dragon is hit.

When a Dragon is hit, the number of damage points inflicted equals the combat strength of the attacker. Thus a unit with combat strength 2 will cause two damage points with each hit.

The head (6+)

Can only be attacked from the Hex directly in front of the Dragon, or from any tower Hex around it (i.e., any Hex above it). A die roll of 6+ is needed to hit, and the head is a single group with 8 hit points.

Once both wings and all 4 legs are lost, the dragon's head can be attacked from all three front hexes.

The wings (4+)

Can be attacked from the four side hexes or any Hex above it. A die roll of 4+ is needed to hit, and the wings are in two groups, each with 6 hit points.

The legs (5+)

Can be attacked from any except above. A die roll of 5+ is needed to hit, and the legs are in four groups, each with 3 hit points.

The belly (4+)

Can only be attacked from underneath (in the same hex.) A die roll of 4+ is needed to hit, and the belly is one group with 6 hit points.

damage points on Dragons

Each successful attack on a Dragon inflicts damage points. The number of damage points suffered equals the combat strength of the attacker.

Location of damage

When an attack is made, the attacker must indicate which area on the Dragon is being targeted before rolling the dice. This often influences the die roll needed to hit. If the attack is successful, that area is hit. Some areas cannot be hit from some

positions.

When an area is hit, the first group (if more than one) in that area always takes the damage first.

When enough damage accumulates to destroy the first group, the next group takes the damage, etc. When an entire group is destroyed, its combat strength for attacks drops to zero (0). If an entire area is destroyed, any further hits on that area have no effect.

Note that groups are always marked off one after another, regardless of the direction of attack. This is a game device to represent gradually decreasing strength and power. A specific group within an area does not correspond to any specific part of the body.

Head area damage

When the entire head area (one group of 8 damage points) is destroyed, the Dragon cannot use dragonfire anymore, and goes berserk.

A berserk Dragon only moves if not facing an enemy. It will rotate to face the nearest unit, and if none are adjacent, will walk, slither or bound toward the nearest enemy unit and attack. After each Invader melee phase, roll one die for each berserk Dragon. On a result of 5+, the Dragon dies.

In addition, when the head area is destroyed, it cannot be used in combat anymore.

Wing area damage

When one entire group of wings is destroyed (there are two, each of 6 damage points), the Dragon can neither fly nor bound. The loss of a wing group also eliminates that group from combats.

Leg area damage

Each leg group destroyed (there are four, each of 3 damage points) reduces the movement points of a walking Dragon by one (-1 MP/leg group lost). In addition, the loss of a leg group eliminates that group from combats. When all leg groups are destroyed, the Dragon is unable to walk or bound, and can only take off for flight from a tower.

Belly area damage

When the entire belly area (one group of 6 damage points) is destroyed, the Dragon immediately dies.

Dead dragons

When a Dragon dies, it collapses in the Hex it occupies. Any other unit in the Hex must roll its escape number or higher to

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avoid being crushed and destroyed. Any victory points in the Hex are destroyed and scored by the Invader player. The Hex becomes impassable to all units, even other monsters, although a unit may fly or bound over it.

Heroes & militia hero attacks

When any unit is attacking a Dragon, add one (+1) to the die roll of all attacks if the hero is next to or stacked with the unit. This only applies if the hero is not wounded. If wounded, the hero does not cause this addition.

The hero unit itself also adds one (+1) to its die roll when attacking a Dragon.

Militia leadership

The militia units are untrained and poorly disciplined troops. They will not attack a Dragon unless a hero is in the same or adjacent hex., or they are within the influence of a "Boost Morale" spell from the wizard. In either case, the militia would add one (+1) to its attack die roll, due to the hero or the morale spell.

Death of a hero

If a player had heroes among his units, and all are dead, the rest of his forces become demoralized. The demoralized units must "check morale" successfully each time they wish to attack a Dragon. If the unit fails, it cannot attack that player-turn. Archers need not check morale to fire missiles.

Each unit checks morale separately, by rolling one die, and adding one (+1). If the result is greater than or equal to the escape number, it passes morale and may attack that player-turn. If the result is less than the escape number for that unit, it fails morale and cannot attack.

	MIL	INF	ARH	CAV	WZD	HERO
Morale check (including +1 modifier on die roll)	5+	4+	5+	3+	2+	2+

(9) Advance turn pointer

The city defender player concludes his turn by advancing the turn pointer.

Players continue taking turns until either the invader player or the city defending player meets his victory conditions.



This concludes the 'Game Manual' booklet. You should stop reading here and start a game right away, even if solo! We recommend you play the basic game a few times before you move on to the full rules detailed in the rules reference manual.

Credits

Original Game : Game design by Lewis Pulsipher, development by Lewis Pulsipher and Arnold Hendrick. Playtesting by Robert Dudley, Kevin Garbleman, Albie Fiore. Bob Lansdell, Mundy Peale, Jim Adams, Mark Humphreys, Ian Livingstone, Sue Pulsipher, Martin Crim, Keith Ivey, Roland Gettliffe, Eric Bracey. Steve Raymond, and others; and Albert Pare, Cameron Owen, Rommie Stults, and Bruce Webster.

Revised edition : Game design by Lewis Pulsipher, development by Lewis Pulsipher and Eric Hanuise. Graphic design by Eric Hanuise (maps, play aids, rules) , David Collignon (old style counters) Lionel Liron (new style counters) and Miguel Coimbra (cover art).

Revised Edition Playtesting : Eric hanuise, Jean-Michel gevels, Axel Calingaert, Olivier Caprini, Alain Peters, Alain Gotcheiner, Marc Dave, Marc Elsoght, Frederic Moyersoan, Olivier Doyen, Jean Lognay, Serge Lehman, Greg Charles, Frederic Prévot, Anthony Desert, Vincent Boulanger, Romain Laurent, Didier Vandamme.



Defender combat strength

Attacker combat strength

	1	2	3	4	5	6
1	6	M	M	M	M	M
2	5	6	11	M	M	M
3	4	6	6	11	11	M
4	3	5	6	6	11	11
5	2	5	6	6	6	11
6	D	4	5	6	6	6
7	D	4	5	6	6	6
8	D	3	5	5	6	6
9	D	3	4	5	6	6
10	D	2	4	5	5	6
11	D	2	4	5	5	6
Result:	D	Destroyed		11	(on 2d6)	
	M	Missed		#+	(on 1d6)	

Dragon combat summary

	Combat value	Is hit on	Hit points
Head	3	6+	8
Wings	2/each	4+	6/each
Legs	1/each	5+	3/each
Belly	-	4+	6