

## DRAGON DICE DEMO INSTRUCTIONS

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

### DEMO RULES MODIFICATIONS

- Demos should be run with pairs of players only. Army construction will be more structured.
- All SAIs will function as their normal icon equivalents.
- ID icons will not be doubled when casting magic.
- No Racial Abilities.
- The spell lists are limited to four spells per race. These were specifically chosen to highlight the differences in spell lists as well as the overlap. The Summon Dragon spell has no color in the demo game and can affect any color dragon. All other spells function as written in the Advanced Rules.
- All dragon breaths function as follows: 5 health worth of units in the target army are killed, no save possible.
- 8<sup>th</sup> face effects are slightly modified.
- Victory may be achieved by capturing only one 8<sup>th</sup> face if desired. In this case the 8<sup>th</sup> face effects will not come into play.

### SETUP

Start with two racial starter sets, one per player, and help the players separate out the dice by Health:

- Home Army: 2 Rare (6 Health)
- Campaign Army: 4 Uncommon (8 Health)
- Horde Army: 9 Common (9 Health)

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

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

Set the Terrain dice in a line. Explain the differences between Home and Frontier terrain. Have each player look at one terrain and explain how the icons describe the actions of armies at that terrain, maneuvers may always be attempted but melee, missile and magic combat can only take place when that icon is face up. Explain that melee takes place at that terrain only, missile fire can be directed to that terrain or any adjacent terrain and magic can target any army in the game.

Have the players set their dragon aside, then place their armies, Home at their own Home terrain, Horde at the opponent's Home terrain and the Campaign at the Frontier. Have each player roll their Horde and help them separate out all maneuver results. Explain the use of ID

icons, that they produce any needed result and are equal to the health of the die. Have the players count all of their Maneuver results, making sure that they understand that each icon on the side counts as 1 result. The player with the higher total goes first. Each player rolls their Home terrain and the first player rolls the Frontier. Reroll any results of 8 and have them turn a 7 down to a 6.

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



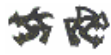




During missile actions remind the players of the possible targets so that they may choose which army to target.

When SAIs are rolled, explain that each has a special effect and many count as different effects depending on when they are rolled. Use the icon chart below to determine how to apply each SAI in the Demo game.

If you choose to let the demo go until two 8<sup>th</sup> faces are captured use the modified 8<sup>th</sup> face effects presented in the table. The 8<sup>th</sup> face always doubles maneuver and save results and allows the capturing player to select melee, missile or magic actions as desired.

Dragon attacks are handled as per the Advanced Rules.

### DRAGON ICONS

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

## DEMO SPELL LISTS BY RACE

Coral Elves		Dwarves	
Points	Spell	Points	Spell
2	Hailstorm	2	Stoneskin
3	Breath of Life	3	Spark of Life
6	Lightning Strike	4	Path
7	Summon Dragon	7	Summon Dragon
Goblins		Lava Elves	
Points	Spell	Points	Spell
2	Stoneskin	3	Palsy
3	Reanimate Dead	3	Reanimate Dead
3	Palsy	4	Finger of Death
7	Summon Dragon	7	Summon Dragon

### UNIT ICONS

#### Melee Icons



#### Missile Icons



#### Magic Icons



#### Maneuver Icons



#### Save Icons



### 8<sup>TH</sup> FACE ICONS



**City:** At the start of your turn recruit one unit from your own DUA or promote one unit.



**Standing Stones:** Your army may cast any spell on any of the Demo lists



**Temple:** Choose a unit in your opponent's DUA to be buried and removed from the game.



**Tower:** Missile attacks may target an army at any other terrain.