Dragon Rage
Rules Reference

Read this second

Dragon Rage Rules Reference

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Dragon Rage Rules Reference

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**Note : If this is your first time playing Dragon Rage, we strongly recommend you start by reading the more didactic
"GAME MANUAL" first.**

1.1 Rulesbook organization

The Dragon Rage rules are organized in two books :

- Game manual : this first manual introduces the main game components and leads you step by step trough 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 second manual holds the detailed rules covering every aspect of Dragon Rage. It is organised in topical subsections for easy reference during gameplay : Rules reference, units special rules, Scenarios and appendixes, Campaign rules, Tournament rules, etc.

The Rules reference manual holds the detailed rules for terrain, movement, combat, and so on. Some units have special rules that supplement or make exception to the normal rules, which are then found in the unit description sections.

Example : the scaling walls section holds the general rules for scaling walls, and the orcs and goblins units descriptions' "scaling walls" subsections hold specific rules for scaling walls with these unit (they leave their ladders behind so they can only scale a wall once per game).

If a rules question arises during play, make sure to first consult the general rule, and then check the unit descriptions for specific rules for that unit. The specific, unit-related rules always take precedence over the general rules.

2 RULES REFERENCE

This 'Rules reference' section contains extensive rules for the full game, organised by subject matter for easy reference during play.

For your first game we recommend you use the rules in the 'GAME MANUAL' book, which are organised by game turn phases, and introduce all the basic concepts needed to play the game.

2.1 The city maps

The Dragon Rage game board shows one city map on each side. The Esirien map is similar to the map of the 1982 Dragon Rage edition, while the Nurkott map is a brand new design for this revised edition.

2.1.1 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 map depicts the attacks on the walled fortress-city of Esirien. One player controls the "invaders" which may be Dragons or other monsters, 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 creatures (sometimes fewer for larger creatures).

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 detail in 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.

2.1.2 Nurkott

"Nurkott is home of dem strong orcs led by Nurk the brash, leader of dem tribe.
Nurk he is dead before me got born but we still call da place Nurkott, for a big chief he was.
Dem rivers and woods do for good hunting and fishing,
An' with dem big walls an doors we control da roadz 'round 'ere. Dem goblins they fight with us when the trolls and giants attack, so they may live outside Nurkott.
Brogg the fierce, da new orcs' boss, he has our warriors raid villages and farms of dem humans around Nurkott. They go for whole moons and come back with food and likkor and gold and weapons from dem weak humans."

Da tale of Prokk the smart'one

"Too many of our farms and villages have been raided by these evil creatures.
We shall assemble a small force of good men from all places threatened by these cruel greenskins and march on their foul lair along the river, after the forests.
Sillarden will commit a hundred men to this raid, and Eklundia seventy. Fuigver has men coming our way, too. Shall the good folks at Trylldoir join us ? How many men can you provide ? Please do join us at Sillarden for we shall start marching on the orcs as soon as you will have joined us."

Letter from the burgermeister of Sillarden to the community leader of Trylldoir.

The Nurkott map depicts the attacks on the Nurkott oppidum. One player controls the "invaders" which may be Humans, Dragons or other monsters, while the other controls the "city forces" defending the ramparts and interior, including orcs, goblins, the orc boss and the tribe shaman.

The invaders attempt to destroy part or all of the city or to free the captive slaves, 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 creatures (sometimes fewer for larger creatures).

The color map shows the Nurkott oppidum, with a key to terrain features in the top. The Terrain Effects Chart summarizes the effect of the terrain, which is explained in detail in the rules. Note that although the inside of the settlement shows many buildings, these are primarily for appearance, since "open terrain" includes hexes with or without buildings. There is no 'sea' terrain in Nurkott, all water hexes are river. There are no gates either, only doors (these are the red buildings on the walls).

Hexes containing mostly land or river and some of the other terrain type should be used as the most prevalent terrain type in that Hex (for instance Hex 0708 is a land Hex). If both terrain types are significantly present in

the Hex, it can be used as either terrain type (ex. Hex 0709 is both land and water). However, movement from shore to shore (ex. 0708 to 0709) is impossible to units that cannot enter river hexes and a dragon crashing in a Hex that contains water must treat it as a river Hex (and is killed).

For most units this should be very simple to deal with as only a few troops can enter river hexes. Just keep in mind that rivers are obstacles for most troops. Review the map with your opponent before the game to assess these. (Should a dispute arise in-game about the status of an Hex, make sure to make a quick decision in order to preserve the flow of the game, and resume play as quickly as possible.)

Last but not least, Nurkott walls are made of loosely jointed wood planks. Archers or goblins in a wall-bordered Hex may fire trough the wall.

2.2 Markers and Counters

2.2.1 Standard units

Invader troop units are dark green, and invader characters light green. Unit types include GOB-goblins, ORC-orcs, TRL-trolls, WRG-wargs, and the characters HERO-invader hero (orc boss), WZD-invader wizard (shaman).

City Defender troop units are orange and characters yellow. Unit types include CAV-cavalry, INF-infantry, MIL-militia, ARH-archers, BAL-ballista, CAT-catapult, HERO-defender hero, WZD-defender wizard, Elowyn-the princess.

Counters for standard units have several unit stats printed on the counter :
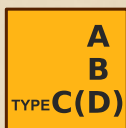
TYPE- Unit type
A - Unit attack strength
B - Unit escape number
C - Unit movement points
(D)- Unit movement points on roads

The type is used to identify the unit.

The attack strength is used for combat resolution. A parenthesized attack strength means it is used only for defence.

The escape number is used for morale checks and to escape special attacks such as the dragon's fiery breath.

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.

A MP value of "-" means the unit cannot move.

2.2.2 Minor monsters

Minor monsters (white) are all invaders and include Giants, Sea Serpents, and Tyrannosaurs. In addition the Elementals can be conjured by defender or invader wizards, and are a special form of minor monster.

Minor monsters have the same kind of statistics printed on the counter than standard units. They usually have only one MP value printed as they normally do not benefit from road movement.

2.2.3 Major monsters

Major monsters have no stats printed on the token, as they use special rules for combat and movement. They have a colored triangle in the background as token orientation matters for these huge creatures.

Flying monsters have an "in flight" version with a white stripe in the triangular background. (use whichever counter is appropriate for the monster's current status).

2.2.4 Markers

Dragon Rage includes several markers to keep track of various events and status during the game :

2.2.4.1 Turn pointer

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

2.2.4.2 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.

2.2.4.3 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.

2.2.4.4 Burned bridge markers

Are placed on wooden bridges that are burned down.

2.2.4.5 Wounded markers

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

2.2.4.6 Magic markers

Show the central location of a Fog or a Whirlwind.

2.2.4.7 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.

2.2.4.8 Killer markers

Are placed on units responsible for killing a young dragon.

2.3 Victory points

The game is won by the invader reaching a scenario-defined amount of victory points, which are gained by destroying parts of the city. Certain hexes have victory points marked, and when the Hex is destroyed, a destroyed marker is placed on that Hex to indicate the fact. In Nurkott, destroying a victory points Hex with a door is done by destroying the door.

The city defenders player wins the game if all invaders are destroyed, or ten complete turns pass in which no victory points are destroyed.

Invaders win the game by reaching the victory points goal mentioned in the scenario. Invaders destroy hexes using one of the methods below:

- The Dragon and other major monsters 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 a Hex will destroy it provided it is unoccupied. Dragonfire into a Hex will always destroy it, except for towers, where only dragonfire breathed through an open entrance will destroy the Hex.

- Giants and minor monsters destroy a Hex by entering it when no city defender is in the Hex. Trolls can also destroy a Hex in this manner, although they are simply troop units.

- Orcs and goblins (including wargs) can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

- On scenarios whith human invaders, infantry, militia, archer and cavalry can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

- A Whirlwind spell will destroy all victory points in a Hex it occupies.

Note - You may also use the following results table for a more gradual assessments of the game results :

VP's destroyed	Results	Invader title
Invaders destroy less than (goal-4) VP's	Invaders are defeated	featherless chicken
Invaders destroy (goal-4) VP's	Invaders marginal victory	dragon whelp
Invaders destroy (goal-2) VP's	Invaders normal victory	destroyer of cities
Invaders destroy (goal) or more VP's	Invaders great victory	the death from above
Invaders destroy all Vp's on the map	Invaders ultimate victory	the bane of the city

2.4 General movement rules

2.4.1 MP values

Each unit has two movement point (MP) values. All units except the Dragon and other major monsters have these printed on the counter itself.

The first number is the normal number of hexes the unit may move. The second parenthesized "()" number is the number of hexes the unit may move along a road. This road speed can only be used if the unit begins on a road Hex, and follows the road for its entire move. The two different moves cannot be combined during the same movement phase.

Dragons and other major monsters have MP values that vary according to the damage received, as explained in each monster's description.

2.4.2 Units facing

The Dragon and other major monsters must be faced toward a specific Hex side. All other units do not have facing — it is irrelevant which hexside they face.

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

Rear   Front

2.4.3 Stacking

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

2.4.4 Heroes & wizards stacking

 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 or major monster, but this automatically ends his move.

2.4.5 Units movement

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 player's turn.

2.4.6 No Z.O.C.

Experienced wargamers, please note that there are no "zones of control" in this game : units never affect movement in any neighboring hexes.

2.4.7 Overrun movement and attacks

2.4.7.1 Overrun Movement

A Dragon and many other monsters 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 (unless it can make an overrun attack, described below). Overrun moves are prohibited inside a tower. Dragons (but not young dragons), giants, Wurms, and the tyrannosaurus rex all have overrun movement ability. For Dragons, overrun movement only applies when walking on the ground, never when slithering, bounding, or flying.

2.4.7.2 Overrun Attacks

A Dragon (but not young dragons) and some other major monsters may make an overrun attack while walking. This allows the monster to move into the Hex occupied by any enemy unit, at a cost of 1 MP extra. A monster cannot overrun inside a tower, due to the small space, but it can overrun through an open or smashed gate in a wall.

2.5 Terrain and special movement

2.5.1 Sea

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

2.5.2 River

No unit can enter a river Hex, except certain monsters. 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.

2.5.3 Walls

No unit can climb over a wall hexside, unless allowed a special "Scaling" move. However, a gateway or door allows

movement through a wall hexside from the inside out freely, or from either direction if it is smashed.

Esirien map : 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.

Nurkott map : there are no gateways in Nurkott, only doors (red constructions on the wall hexes.) Nurkott walls are made of loosely jointed wood planks. Archers or goblins in a wall-bordered Hex may fire trough the wall.

2.5.3.1 Scaling walls

Invader units may attempt to scale walls, but cannot attempt to climb up into tower hexes. Scaling is an alternative to smashing gates, and can be done instead of smashing by a unit (but not in addition to it).

Scaling occurs at the end of the unit's movement phase. The scaling unit must be adjacent to the wall hexside, and have 1 MP as yet unexpended. One die is rolled, and the Scaling & Breaking Table (at the end of the terrain section) consulted for that unit type. Add one (+1) to the die roll if there is no Defender unit adjacent to the Hex entered by the scaling unit. Defenders in towers are ignored, as are hero or wizard units alone.

If the unit attempting to scale is not listed on the Scaling & Breaking Table (at the end of the terrain section), it means it is unable to scale walls. If the scaling unit succeeds,it is immediately moved one Hex over the wall, onto the other side.

Obviously, scaling a wall is impossible if there is no empty Hex to move into. If a Hex is occupied only by a hero or wizard, scaling can succeed into that Hex, and the hero or wizard is simply moved one Hex away by the City Defender player when scaling does succeed.

Orcs and Goblins: these units cannot successfully scale a wall more than once per unit per game (the unit leaves its ladders behind!). Furthermore, these units cannot make any attacks in the same turn they attempt to scale a wall (successful or not).

2.5.4 Towers (Esirien map)

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 to be present both 'in' and 'on top' of the tower.

2.5.5 Doors and Gates

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.

Please note that the Nurkott map only features doors. There are no gates in Nurkott.

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

2.5.5.1 Smashing doors (blue)

A Dragon or major monster 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.)

All other Invader units can only attempt to smash a door by finishing a move touching the hexside, rolling two dice, and then consulting the Breaking & Scaling Table for gate smashing. If the door is smashed, the unit can attack through it that same player-turn. If there is no City Defender unit on the other side of the door hexside, the smashing is automatically successful, no dice roll nor table consultation is needed.

In Nurkott destroying a door in a victory points Hex destroys the Hex. (and earns the VP's.)

2.5.5.2 Smashing gates (red)

A Dragon or major monster 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 or major monster must resolve its

attempt separately.

Movement could continue through the gateway (if any MPs remain).
A Dragon or major monster with all legs destroyed can still try to smash a red gate. Unguarded red gates can then be broken on a 6+ on 1d6, and gates with city guards on the other side can be broken on 11+ on 2d6.

All other Invader units can only attempt to smash a gate if they finish movement next to it, and then roll two dice and consult the appropriate part of the Breaking & Scaling Table. If the gate is smashed, the unit can attack through it that same player-turn. However, if there is no City Defender unit inside the tower, the Invader unit can smash the gate simply by expending one MP during movement (need not wait until after movement, and need not consult the table). This is because without defenders to shore up and defend the gateway, entrance is relatively easy.

2.5.5.3 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 until that player's next turn, allowing the enemy to move (by Overrun, unless the unit is in a tower) and attack through it.

2.5.6 Roads

Any units can move along a road, following it from Hex to Hex. A unit that follows the road for its entire move uses its road MP value. Note that the Dragons and most monsters have no special road MP value, and thus gain no benefit from moving along a road.

Esirien map : 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.

2.5.7 Destruction of bridges

The wooden bridges (Esirien : on hexes 1407 and 1413. Nurkott : on hexes 0402, 1002, 2108, 2211, 1914, and 2412) can be destroyed.

2.5.7.1 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 un-destroyed, when it moves off, the bridge is wrecked behind it, replace the "broken" with a "burned" marker.

2.5.7.2 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 Esirien Hex 1410 is indestructible. (Nurkott : 1610)

2.5.7.3 T-rex

If a tyrannosaurus enters a wooden bridge, it immediately falls into the river and drowns, while the collapsed bridge is treated as if it burned down.

2.5.8 Scaling walls and breaking entrances table

Scaling walls and breaking entrances table

Type of unit	Scaling walls (1d6)	Smash Door Blue - (2d6)	Smash Gate Red - (2d6)
City troop unit	impossible	10+	impossible
City troop unit with Hero	5+	7+	10+
Goblins	6 *	impossible	impossible
Orcs, Wargs	6	10+	impossible
Trolls	5+	7+	10+
Giants, Wurms	4+	automatic	9+
Sea serpents	impossible	automatic	9+
Hero alone	impossible	10+	impossible
Wizard alone, Elowyn, Other	impossible	impossible	impossible
* goblins cannot scale walls if an enemy is adjacent to the hex they try to enter.			

Note : add one (+1) to the scaling walls die roll if no enemy is adjacent to the Hex enemies adjacent but in a tower are ignored for this modifier.

Dragons smash any doors they face at end of movement at no MP cost. To smash gates they face at end of movement, MP spent on smashing (1 or more) or less must be rolled on 1d6 to smash the gate. Smashing gates is resolved at the end of the movement phase.

2.6 Game turn order

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 defending player automatically and instantly wins.

If ten or more turns pass without any invaders within the walls of the city, the defending player automatically wins.

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

Game Scenarios may specify different or supplemental victory conditions for either side.

2.6.1 Turn order summary

The game turn sequence is organised in 10 phases as follow :

2.6.1.1 (1) Invading player spell-casting phase

The invading player may cast one spell with each of his his magic user units, if any.

2.6.1.2 (2) Invading player movement phase

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

2.6.1.3 (3) Invader Archery and Dragonfire phase

The invader player resolves any Archery and dragonfire flame attacks.

2.6.1.4 (4) Invading player melee phase

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

2.6.1.5 (5) Defending player spell-casting phase

The defending player may cast a spell with his magic user units, if any.

2.6.1.6 (6) Defending player reinforcements phase

On turns 10, 14, 18, 22, 26, 30, and so forth (every 4 turns) the defending player receives reinforcement units.

2.6.1.7 (7) Defending player movement phase

The defending player may move his units on the map.

2.6.1.8 (8) Defending player archery phase

The defending player resolves any archery

attacks.

2.6.1.9 (9) Defending player melee phase

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

2.6.1.10 (10) Advance turn pointer

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

2.7 Standard combat

These combat rules are used to resolve attacks against standard units (not monsters).

2.7.1 Melee Attacks

The "melee" attack is the standard method of attacking units.

A unit makes a melee attack only in its own melee phase, and only against an enemy unit in a neighbouring Hex.

To resolve the attack, total the combat strength of all attacking units, and reference it against the combat strength of the enemy unit on the combat resolution table. The result is the number needed, or more, on the roll of one die for victory. The attacker then rolls one die for that attack, and if victorious the defender is destroyed. If the die roll is lower than the victory number, the attack fails and has no effect.

The active (attacking) player may decide in what order melee attacks are resolved.

2.7.1.1 Extreme Odds

If the table result is "D", the enemy is automatically destroyed (victory is automatic). If the target number is "11+", there is still a chance of victory. The attacker rolls two dice, and is successful if the total is "11" or "12", and fails on any lower result. If the table result is "M", the difference is too high and the attacker automatically misses.

2.7.1.2 Multiple Unit Attacks

Two or more units 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 unit can only make one melee attack per turn, no matter how many enemies may be adjacent.

2.7.1.3 Walls & Towers

A unit 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).

2.7.2 Melee attacks on dragons and other major monsters

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

Major monsters have a chart with locations, areas, and target numbers for attacking. When a unit attacks, it indicates what area of the major Monster is being attacked, and rolls one die. If the proper number results (target number or more), the Major Monster is hit.

When a Major Monster 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.

Melee attacks are carried out in the proper phase of the attacker's player turn. Attacks against other major monsters are resolved like attacks against a Dragon, although the areas available to hit, and the die rolls needed, may vary from monster to monster.

2.7.3 Melee attacks on minor monsters

When attacking a Giant, or some other minor monster, a simple die roll of 5+ is needed to hit, regardless of the location of the attacker. If a hit is scored, the monster suffers damage points equal to the attacker's combat strength.

2.7.4 Effect of attacks on monsters

2.7.4.1 Damage Points

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

2.7.4.2 Location of Damage

When an attack is made, the attacker must indicate which area on the Monster is being attacked. 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.

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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.

2.7.5 Combat resolution table

FULL COMBAT RESOLUTION TABLE

Defender combat strength

Attacker combat strength

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	6	M	M	M	M	M	M	M	M	M	M	M	M	M	M
2	5	6	11	M	M	M	M	M	M	M	M	M	M	M	M
3	4	6	6	11	11	M	M	M	M	M	M	M	M	M	M
4	3	5	6	6	11	11	11	M	M	M	M	M	M	M	M
5	2	5	6	6	6	11	11	11	11	M	M	M	M	M	M
6	D	4	5	6	6	6	11	11	11	11	11	M	M	M	M
7	D	4	5	6	6	6	6	11	11	11	11	11	11	M	M
8	D	3	5	5	6	6	6	6	11	11	11	11	11	11	11
9	D	3	4	5	6	6	6	6	6	11	11	11	11	11	11
10	D	2	4	5	5	6	6	6	6	6	11	11	11	11	11
11	D	2	4	5	5	6	6	6	6	6	6	11	11	11	11
12	D	D	3	4	5	5	6	6	6	6	6	6	11	11	11
13	D	D	3	4	5	5	6	6	6	6	6	6	6	11	11
14	D	D	3	4	5	5	5	6	6	6	6	6	6	6	11
15	D	D	2	4	4	5	5	6	6	6	6	6	6	6	6
16	D	D	2	3	4	5	5	5	6	6	6	6	6	6	6
17	D	D	2	3	4	5	5	5	6	6	6	6	6	6	6
18	D	D	D	3	4	4	5	5	5	6	6	6	6	6	6
19	D	D	D	3	4	4	5	5	5	6	6	6	6	6	6
20	D	D	D	2	3	4	5	5	5	5	6	6	6	6	6
21	D	D	D	2	3	4	4	5	5	5	6	6	6	6	6
22	D	D	D	2	3	4	4	5	5	5	5	6	6	6	6
23	D	D	D	2	3	4	4	5	5	5	5	6	6	6	6
24	D	D	D	D	3	3	4	4	5	5	5	5	6	6	6
25	D	D	D	D	2	3	4	4	5	5	5	5	6	6	6
26	D	D	D	D	2	3	4	4	5	5	5	5	5	6	6
27	D	D	D	D	2	3	4	4	4	5	5	5	5	6	6
28	D	D	D	D	2	3	3	4	4	5	5	5	5	5	6
29	D	D	D	D	2	3	3	4	4	5	5	5	5	5	6
30	D	D	D	D	D	2	3	4	4	4	5	5	5	5	5

Combat results: D   Destroyed   11   Roll 2d6, hit on 11+

M   Missed   #   Roll 1d6, hit on ?+

NB Should you ever need to resolve a combat situation outside the bounds of this table, you can use the following procedure :
- If the attacker's strength is double the defender's it's automatically destroyed.
- If the defender's strength is double the attacker's, the attack automatically misses.
- Otherwise, divide attacker's strength by defender's, dropping any fractions.
  Substract the result from 7 to have the target number. Treat 7+ as 11+ results.

2.7.6 Ranged combat (archery)

2.7.6.1 Missile Fire

Only archer and goblin units may fire missiles. Missile fire is resolved either in the archery phase, or the unit's melee phase of the turn. Units only fire in their own phase, not in the enemy phase.

Archers and goblins may fire up to two hexes, and their range increases to three hexes if firing from a tower and the target is neither in a tower nor flying, nor into a melee attack.

If resolved as a separate attack, total the combat strength of all archer or goblin units firing into a Hex, and compare it to the combat strength of the unit(s) in the target Hex. Use the normal melee procedure for resolving the result.

If resolved as part of melee, simply add the combat strength of the archer or goblin units into the normal melee attack strength total.

An archer or goblin 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.

2.7.6.2 Line of Sight

An archer or goblin 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 exist from the ground to a flying creature).
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 or goblin may shoot through an opened or broken 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).

Last but not least, Nurkott walls are made of loosely jointed wood planks. Archers or goblins in a wall-bordered Hex may fire trough the wall.

2.7.6.3 Missile fire against Dragons and monsters (5+, 6+)

This is resolved in the archery phase of the player's turn. Archers fire two hexes, three if from a tower (and the target is neither in a tower, nor flying).

To hit with missiles the attacking player announces the target area of the monster (minor monsters only have one area), then one die is rolled. At one Hex range and shooting at a monster that is not flying, a 5+ is needed to hit. In any other situation, including any firing at a flying monster, a 6+ is needed to hit. A Line of Sight to the monster is needed (see above).

If a non-flying Dragon is hit by missiles, it normally will suffer one damage point in the wings, legs, or head (area selected by the firer). If the Dragon is flying when hit, it automatically takes two damage points in the belly.

On other Monsters, missile fire is resolved using exactly the same procedure and result. This includes any firing on minor monsters such as Giants : 5+ on a non-flying monster in an adjacent Hex, 6+ otherwise.

2.8 Magic and spellcasting

2.8.1 Magic-using units.

Only the wizards can cast spells. Orange 'WZD' units represent a wizard, while green 'WZD' units represent either an evil wizard, a goblin shaman, or an ogre mage.

2.8.2 Spell points

Each time a magic-using unit casts a spell, it must use up a certain number of "spell points." The spell points used vary with the spell. Each magic-using unit only has ten (10) spell points for the entire game. They cannot use more, and when these are exhausted, are unable to cast any more spells. Transfer of unused spell points is normally not possible between magic-using units.

2.8.3 Casting spells

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

2.8.4 Casting limitations

A magic-using unit cannot cast more than one spell per turn. It may cast the same spell turn after turn, or a different one each turn, provided sufficient spell points remain.

The magic-using unit may cast a spell into any Hex within range, regardless of line of sight. The magic-user is presumed to have a crystal ball that allows it to see "through" normal obstacles.

2.8.5 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 monsters : All units making

a melee attack on a Dragon or major or minor monster add one (+1) to the die roll.

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

Militia attack ability : A militia unit may attack a Dragon or other monsters 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.

2.8.6 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 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 monster may neither bound into nor out of Fog, nor may it land (from flight) in Fog. A monster can take off in the Fog, bound over it (if starting and ending outside of it), and fly completely over Fog. A monster may still walk in Fog, and can destroy

victory points in the Fog. A unit cannot scale a wall if the Hex in front of, and just over the wall are both in Fog.

2.8.7 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 or other monster in a Whirlwind may attack with its head and legs only.

A Dragon or other monster 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.

Entrances and bridges are unaffected by a Whirlwind. No units may unload from ships onto docks covered by a Whirlwind.

Victory points : Any victory points in a Hex occupied by a Whirlwind are automatically destroyed.

2.8.8 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.

When cast at other major monsters, treat just like a hit on a Dragon. When cast at other minor monsters, the lightning simply inflicts damage points equal to its strength.

When cast at any other unit, the lightning bolt is treated like normal missile fire, and is either resolved as a separate shot (immediately), or it can be added to melee combat strengths, if a melee attack is being made at the target that turn.

2.8.9 Summon Elemental (5SP)

This powerful spell consumes 5 spell points.

Effect : An earth or fire elemental is placed within two hexes of the wizard, under the control of the wizard. On the player-turn it is summoned it cannot move, but may attack.

The Elemental functions like a normal unit (using the standard combat table for attacks and defense), under control of the wizard who summoned it. However, it cannot enter any bridge, dock, or water Hex (it will be immediately destroyed). An Elemental ignores all other units while moving, it can move through them, or into the same Hex without penalty. If the Elemental stops in a Hex with another unit, it must attack that unit in the melee combat phase later that player turn.

Control : If an Elemental is ever further than five hexes from the wizard that summoned it, or the wizard is attacked (by melee, missiles, or dragonfire), the wizard loses control of the elemental. The Elemental thereafter moves toward and attacks the nearest unit of either player, moving in whichever player movement phase is necessary (possibly moving and attacking in both!). If two or more units are equally close, the elemental will choose units to attack in the following order: wizard, dragon (belly first by moving under it), hero, any other monster, and the strongest troop unit (in combat strength). If there is still a choice, assign an equal number of die roll numbers to each, and roll a die to determine which is attacked.

An Elemental may pass through any entrance, even a closed one, but cannot otherwise enter towers or move through or over walls.

Victory points : If an Elemental enters a Hex that contains victory points, the victory

points are automatically destroyed.

Duration - Dispelling : An Elemental may be dispelled by a magic spell, cast like any other. If the summoning wizard still has control of it, he can dispel it for no cost in spell points. Otherwise, a wizard (including an opposing wizard) must roll one die to determine the spell points needed to dispel it that player-turn (thus the spell points cost will vary from one to six). The caster first rolls the dice and then decides whether he is willing to spend the required spell points.

2.9 Reinforcements

The Esirien 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).

In the Nurkott map, reinforcements can be normally placed on any road Hex from two roads on the bottom right of the map (2017 to 2015 and 2017 to 2413). The Nurkott defender receives 4 orcs, or goblins if no orc counters are left available.

Specific Scenarios may modify the pace and place of arrival for reinforcements. Feel free to vary the entry point of reinforcements, as long as both players agree before the game starts.

2.10 Units

This section contains special rules that are unit-specific. There rules complement or replace the standard movement and combat rules. The unit-specific rules always take precedence over the standard rules.

2.10.1 Militia (MIL)

2.10.1.1 Leadership

The militia units are untrained and poorly disciplined troops (giving a peasant a sword doesn't make him a soldier.) They will not attack a Dragon or any other major or minor monster 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.

2.10.1.2 Victory points

Militia can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.2 Infantry (INF)

Infantry is the standard defender troop in Dragon Rage. These are trained soldiers, with no special rules.

2.10.2.1 Victory points

Infantry can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.3 Cavalry (CAV)

Cavalry are the local nobles, armored and mounted. These are superior units, with above average movement and fighting ability.

2.10.3.1 Cavalry and towers

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

2.10.3.2 Victory points

Cavalry can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.4 Archers (ARH)

Archers are infantry troop equipped with range weapons instead of swords. They use ranged (missile) combat rules for their attacks, even if adjacent to the target.

In case of Hero death, archers do not need to check morale to fire missiles.

Nurkott walls are made of loosely jointed wood planks. Archers in a wall-bordered Hex may fire trough the wall.

2.10.4.1 Victory points

Archers can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.5 Hero (HERO)

2.10.5.1 Hero Attacks

When an unwounded hero is in the same Hex as any other unit, the combat strength of the unit is doubled for attacks. This doubling does not apply when the stack is being attacked, nor does it apply in attacks against the Dragon or other major monsters.

2.10.5.2 Victory points

Heroes can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.5.3 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.

2.10.5.4 Hero support versus monsters

When any unit is attacking a Dragon or other monster, major or minor, 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 or other major monster. No addition is made when attacking giants or other minor monsters.

2.10.5.5 Death of a Hero

If a player had heroes among his units, and all are dead, the rest of his forces except Dragons and other major monsters become demoralized. The demoralized units must "check morale" successfully each time they wish to attack a Dragon or any other major or minor monster. If the unit fails, it cannot attack that player-turn. Archers and goblins 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.

2.10.6 Wizard (WZD)

The wizard has special magic spells (see 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 in a Hex alone.

2.10.6.1 Victory points

Wizards cannot destroy a Hex by any other means than their spells.

2.10.7 Elowyn

Elowyn is the city ruler's daughter. Help the good princess Elowyn to flee the city during the invader's onslaught using this optional character for the Esirien Scenarios : Place the Elowin counter in the Citadel (Hex 1910) at the beginning of the game. Elowyn can be stacked with a single other unit, as can the Hero and Wizard.

She does not fight but has a combat strength of 2, for defense purposes only, as the wizard. Elowyn moves 3 hexes per turn, 4 if she makes her whole movement on roads.

Elowyn can be wounded twice, as the Hero, before she dies. If she is killed, the invader player immediately wins 2 VP's.

Once Elowyn has left the Citadel tower (1910), that Hex's value falls to 4 V.P.

The city defender player must try to lead Elowyn out of harm's way, away from the city.

If he manages to bring Elowyn on a road exit to the map (hexes 0403 , 0110, 2508, and 2516), Elowyn is saved. If she is present on the bridge at Hex1516 at the beginning of a turn where reinforcements arrive in town, she is saved as well. If the city defenses player manages to save Elowyn, the invader player immediately loses 3 VP's.

Elowyn can be used in Nurkott as well, she then starts in the slave cages and must be freed by a human unit before she can move out of the cages (Just bring a human unit on Elowyn's Hex). The game effects are different in Nurkott : The invader immediately wins if she manages to leave the map via one of the road exits. Obviously, only human troops can free Elowyn from Nurkott's slave cages. If she's killed after she has been freed from the cages, the defending player gains 2 Vp's.

For a game with an orc defender and non-human invaders, the defending player may escort her out of Nurkott (stack an orc with Elowyn, and she must follow him. If the orc dies, she'll try to escape on her own.) If the defender successfully escorts Elowyn out of the map, the invader loses 3 VP's. If Elowyn is killed, or manages to escape on her own, the invading player gains 2 VP's.

2.10.7.1 Victory points

Elowyn cannot destroy a VP Hex by any means.

2.10.8 Ballista & Catapult

These units are heavy missile-throwing engines. They cannot move, but the unit includes a standard crew and has combat strength. It has no escape die roll, it is destroyed if it must escape. Missile engines fire like archers, and cannot make melee attacks at all.

2.10.8.1 Catapult (CAT)

This is a heavy torsion-arm engines that throws large rocks or buckets of gravel, burning oil, etc. It has a maximum range of 4 hexes, but a minimum range of 2 hexes. It need not have a line of sight to fire (it can fire over walls or towers), but is so inaccurate it cannot fire at an airborne target (monster in flight during the firer's player-turn). It has a combat strength of two when firing, but only one if attacked. When firing at a monster, it needs a 6 to hit (with one die roll) regardless of range.

2.10.8.2 Ballista (BAL)

The ballista is a giant crossbow-type engine with a maximum range of 3 hexes, +1 (4) if placed on a tower. It has a combat strength of two when firing, but only one if attacked in melee. If firing at a monster, roll one die to determine if it hits:

at 1 Hex range - need 4,5,6 to hit
at 2 Hex range - need 5,6 to hit
at 3-4 Hex range - need 6 to hit

If firing at troop units, the combat strength of two is only used at 1-2 Hex range, the combat strength is reduced by one at 3-4 Hex range.

2.10.9 Orc (ORC)

Orcs are standard invader units, similar to the city's infantry.

2.10.9.1 Victory points

Orcs can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.9.2 Orcs scaling walls

Orcs are able to scale walls. These units cannot successfully scale a wall more than once per unit per game (the unit leaves its ladders behind!). Furthermore, these units cannot make any attacks in the same turn they attempt to scale a wall (successful or not).

2.10.10 Troll (TRL)

Trolls are elite invader units, fiercer and smarter, though as vicious as their orcish brethren.

2.10.10.1 Victory points

Trolls destroy a Hex by entering it when no city defender is in the Hex, even though they are simply troop units.

2.10.11 Warg (WRG)

Wargs are wolf-like creatures the size of a little poney. Goblins use them as mounts. these troops are similar to the city defender's cavalry.

2.10.11.1 Victory points

Wargs can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are

"attacking" the Hex, and automatically destroy it.

2.10.12 Goblin (GOB)

Goblins (GOB) are standard units, similar to the city's archers (ARH)

In case of Hero death, Goblins do not need to check morale to fire missiles.

Nurkott walls are made of loosely jointed wood planks. Archers or goblins in a wall-bordered Hex may fire trough the wall.

2.10.12.1 Victory points

Goblins can only destroy a Hex by occupying it during movement, and then refraining from any missile or melee attacks for the rest of that player- turn. Instead, they are "attacking" the Hex, and automatically destroy it.

2.10.12.2 Goblins scaling walls

Goblins are able to scale walls. These units cannot successfully scale a wall more than once per unit per game (the unit leaves its ladders behind!). Furthermore, these units cannot make any attacks in the same turn they attempt to scale a wall (successful or not).

2.11 Minor monsters

These creatures have just one area, and one group (their entire body). They are hit on a 5+ result. When all damage points are destroyed, the monster dies. Giants and other minor monsters are removed from the map when they die - they do not destroy units or victory points in the Hex, and do not block it to other units.

2.11.1 Giants (10hp)

These primitive humanoids are fierce warriors, with great strength and resistance.

2.11.1.1 Victory points

Giants destroy a Hex by entering it when no city defender is in the Hex.

2.11.1.2 Overrun attacks and movement

Giants may make overrun movement, as described in the movement section.

2.11.1.3 Giants & Rivers

A giant may move freely into any river Hex It is large enough that it can ignore the river. It may freely enter bridge hexes, regardless of whether the bridge is intact. Giants may not enter sea hexes. Esirien map : Bridge

1413 ends the river, while the sea begins at 1414. Nurkott map : all water hexes ar river hexes, there are no sea hexes on the Nurkott map.

2.11.1.4 Survival

Each giant has ten (10) damage points. However, it is only hit on attack die rolls of 6 -- its skin is extremely strong.

2.11.2 Sea serpents (15hp)

The sea serpent is a minor monster that attacks from and travels on the sea although it can swim upriver.

2.11.2.1 Movement

The sea serpent cannot leave a sea or river Hex, but can enter a bridge Hex even if occupied by another unit already (the serpent is swimming underneath). The serpent cannot enter a river Hex already occupied by another monster. It may enter a vacant docks Hex (Esirien map).

A sea serpent cannot scale walls, but can break entrances using the appropriate part of the Scaling & Breaking Table.

2.11.2.2 Special Attacks

Although the serpent cannot move onto land, it can attack any Hex along the edge of the sea or the river. It can strike against towers along the coastline and river shore, but it cannot attack over a wall hexside. (Nurkott map - the sea serpent may break walls as if they were (red) gates. Once the wall is breached, the sea serpent may attack trough the breach. Broken walls can be used by any unit to enter or leave the city, provided they can enter river hexes.)

The sea serpent cannot destroy bridges. It can destroy victory point hexes, by simply "attacking" any such Hex if vacant. The attack is made in the Invader's melee phase, and is automatically successful as long as the target Hex is vacant. (It costs one attack to destroy a Vp Hex thus if it is occupied, one successful attack to clear the enemy units and a subsequent attack to destroy the Hex will be required.)

2.11.2.3 Survival

The sea serpent can be melee or missile attacked normally, and a 5+ on one die roll is needed to hit it. The sea serpent has 15 damage points. If not in a Hex next to river shore, coastline, or docks, the sea serpent cannot be hit by missile fire, as it is under water.

2.11.2.4 Setup

Esirien : Sea Serpents set up along the south edge, on any full sea Hex
Nurkott : Sea serpents set up on Hex 109 and/or 208.

2.11.3 Tyrannosaurus rex (10hp)

This unintelligent but monstrous reptile is the greatest of the prehistoric dinosaur hunters, and a few still exist in the forests about the city. In the game, it is a minor monster, similar to a giant, with the following special rules:

2.11.3.1 Movement

The Tyrannosaurus cannot scale walls, break gates, or move into any river Hex (it may enter the ford). If it enters a wooden bridge, it immediately falls into the river and drowns, while the collapsed bridge is treated as if it burned down.

2.11.3.2 Attack

The Tyrannosaurus has a Combat Strength of eight (8) when making a melee attack, but a strength of only four (4) when being attacked by others.

2.11.3.3 Special Attacks

If the Tyrannosaurus is attacked in melee, on the next player-turn it must attack one of the units which attacked it. The Tyrannosaurus isn't very bright, and reacts to obvious stimuli!

2.11.3.4 Survival

Like a giant, the Tyrannosaurus has ten (10) damage points. However, it is only hit on attack die rolls of 6 -- its skin is extremely strong.

2.11.3.5 Victory points

T-Rex destroys a Hex by entering it when no city defender is in the Hex.

2.11.3.6 Overrun attacks and movement

The Tyrannosaurus Rex may make overrun movement, as described in the movement section.

2.11.4 Fire/Earth Elemental (ELM) (no hp)

Please see the summon elemental spell for a description of this special minor monster.

2.12 Major monsters

Major monsters may have different groups, numbers of areas, and combat strengths with different attack characteristics. However, the basic concept is the same as the Dragon for all major monsters, and all limitations are the same unless otherwise indicated.

2.12.1 Dragons

(Head 8 hp, Wings 2x6 hp, Legs 4x3 hp, belly 6 hp, Breath 2x)

2.12.1.1 Dragon Movement modes

Each turn, a Dragon may use only one of the following four movement modes: Walk, Slither, Bound, or Fly. A combination of modes in the same move is prohibited.

2.12.1.1.1 Walk

A Dragon is allowed one movement point (1 MP) for every three undamaged leg points still available, with fractions rounded up. An undamaged dragon can therefore 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 make additional 60° turns at the cost of 1MP each.
Movement and extra turning can be combined in any order during a Walk move.

2.12.1.1.2 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 perform any other type of move!
Slithering into a vacant VP Hex destroys it.

2.12.1.1.3 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

2.12.1.1.4 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 first 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 (with a white stripe). 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 prohibiting him to attack during 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.

2.12.1.1.5 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 damage 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.

2.12.1.2 Terrain effects

Dragons on the ground may not enter the river hexes. The Dragons may walk, slither, bound, or land on a bridge, but cannot enter the fords. Of course, the Dragons could bound or fly over the river instead.

Note that the Dragon (and some other monsters) have no special road MP value, and thus gain no benefit from moving along a road.

2.12.1.3 Victory points

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 a Hex will destroy it provided it is unoccupied. Dragonfire into a Hex will always destroy it, except for towers, where only dragonfire breathed through an open entrance will destroy the Hex.

2.12.1.4 Overrun attacks and movement

Dragons may make overrun movement and overrun attacks, as described in the movement section. Overrun attack or movement only applies when walking on the ground, never when slithering, bounding, or flying.

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).

A dragon that made an overrun attack move can still make normal melee attacks. Note that if it overrunned 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.

2.12.1.5 Dragonfire

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.

2.12.1.5.1 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.
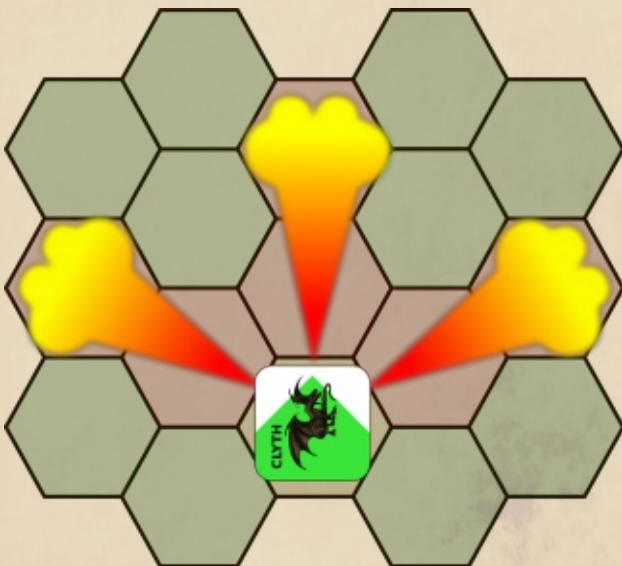
A Dragon cannot breathe fire through a wall or into a tower except through an open entrance. If breathing fire into a tower, if that is the first Hex (of the two), the fire stops

within the tower, and travels no further.

2.12.1.5.2 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.

2.12.1.5.3 Fire limitations

A Dragon can only breathe fire twice in a game.

2.12.1.6 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.

2.12.1.6.1 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:
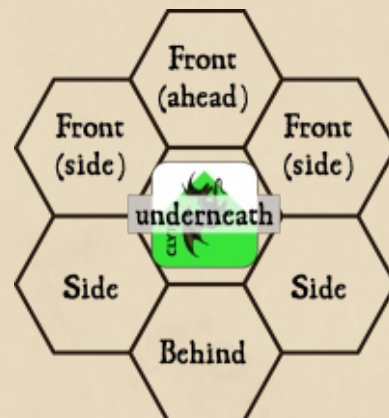
Around means all six hexes surrounding the Dragon. Underneath means the Hex the Dragon occupies. Above means any tower Hex around the Dragon.

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 + [2x2] + [4x1] = 3 + 4 + 4 = 11). The various areas or groups can attack separate hexes if desired.

2.12.1.6.2 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.

To resolve the attack, total the combat strength of all attacking areas, and reference it against the combat strength of the defender units in the target Hex in the combat resolution table.

2.12.1.6.3 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.

2.12.1.6.4 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).

2.12.1.7 Melee attacks on Dragons

Melee attacks on dragon follow the melee attacks on major monsters rules.

2.12.1.7.1 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.

When the entire head area (one group of 8 damage points) is destroyed, the Dragon cannot use dragonfire, 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 if able. After each Invader player-turn, roll one die for each berserk Dragon. On a 5+, the Dragon dies.

In addition, the normal combat strength of the head is destroyed when the head area is destroyed.

2.12.1.7.2 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.

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 the combat strength of that group.

2.12.1.7.3 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.

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 the combat strength of that group. When all leg groups are destroyed, the Dragon is unable to walk.

When half or more of the leg groups are destroyed, the dragon is unable to bound and can only take off for flight from a tower.

2.12.1.7.4 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.

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

2.12.1.8 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 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.

2.12.1.9 Missile attacks on Dragons

Missile attacks on dragon follow the Missile attacks on major monsters rules.

If a non-flying Dragon is hit by missiles, it

normally will suffer one damage point in the wings, legs, or head (area selected by the firer). If the Dragon is flying when hit, it automatically takes two damage points in the belly.

2.12.2 Young Dragons

(Head 3 hp, Wings 2x3 hp, Legs 2x4 hp, Belly 3 hp, Breath 1x)

These monsters are similar to Dragons, except the number of groups in each area, and the combat strength of each, is slightly different. Young Dragons have only 3 damage points in the head area group, 3 points in each of two wing groups, 4 points in each of two leg groups, and 3 points in the belly. Otherwise, they suffer attacks and effects just like a normal Dragon.

A young Dragon has a head with a combat strength 2, two wing groups with a strength of 1 each, and two leg groups with a strength of 1 each, for a total combat strength (if all groups are combined) of 6.

2.12.2.1 Dragonfire

A young Dragon can only breathe fire once in a game. It cannot do it while flying (not even at a tower), and any unit hit by fire from a young dragon add two (+2) to the escape die roll (add four if also within a tower).

2.12.2.2 Movement

Young Dragons move like normal adult Dragons, with the following exceptions:

- A young Dragon cannot make overrun attacks, nor can it make overrun moves.

- The Young Dragon walks one movement point (1 MP) for every four undamaged leg points so an undamaged Young Dragon moves 2MP on his turn.

- The Young Dragon flies at a maximum speed of four hexes each move (not six).

- Slithers and bounds are unaffected.

- If a Young Dragon crashes, it only suffers one die roll of damage, not two.

2.12.2.3 Death of a Young Dragon

If a young Dragon is killed, or its head area is destroyed, any normal Dragon in the game becomes enraged at the killers : All units that inflicted any damage on the young Dragon the turn it was killed have a "killer" marker placed on them. Attacks by any normal Dragon on "killer" units are made at triple the normal combat strength. "Killer" units must subtract two (-2) when rolling to escape a Dragonfire missile from an enraged Dragon.

2.12.3 Rocs

(Head 6 hp, Wings 2x8 hp, Legs 2x4 hp, Belly 12 hp, no Breath)

Rocs are giant predator birds, who share many common traits with dragons in game terms.

2.12.3.1 Movement

Rocs have only 3 movement modes : Walk, Bound or fly. They cannot slither.

Walking rocs have 1 MP/leg group, and can not overrun other units.

Flying rocs can go up to 8 hexes, following the same sequence as dragons (2 Hex straight then 60° rotation, and so on).

Bounding rocs can bound 4 hexes.

2.12.3.2 Attacks

Rocs cannot make overrun attacks, nor can they breathe fire.

Unlike dragons, a flying rock that just landed can attack on the same turn.

The roc can attack with all areas excepts his belly : the head bites (but cannot reach the Hex directly behind the roc), the wings buffet (on the front, above, and to the 4 side hexes), and the legs claw (anywhere).

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 roc is one group, with a combat strength of 2. The wings of the roc form two groups, each with a strength of 2.

The legs of the roc form two groups, each with a strength of 1, but when bounding or landing, the combat strength of the legs is raised to 3 for that attack round.

2.12.3.3 Survival

The head of the roc is one group, with 6 hit points. it can be hit from the Hex directly ahead and from above, on a 6+.

The wings of the roc form two groups, each with 8 hit points. They can be hit from the 4 side hexes and from above, on a 4+.

The legs of the roc form two groups, each with 4 hit points. They can be hit from around or underneath, on a 5+.

The belly of the roc is one group with 12 hit points. It can be hit from underneath on a 5+.

Missile fire on a roc works in the same fashion as on a dragon (2 points in belly area

if hit when flying.)

A roc with 0 hit points in the head area becomes berserk, and follows the same rules as dragons.

2.12.3.4 Dead Rocs

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

2.12.3.5 Setup

Rocs may set up on any map edge Hex, north, south, east or west.

2.12.3.6 Victory points

Rocs destroy a victory point Hex by walking into the Hex and spending one MP in it (in that or some later turn). Landing from flight or a bound in a Hex will destroy it provided it is unoccupied.

2.12.4 Wurms

(Head 8 hp, Legs 6x3 hp, Belly 4 hp, no Breath)

Wurms are monstrous giant snakelike creatures.

2.12.4.1 Movement

Wurms have only 2 movements mode : Walk and Slither.

Wurms have no legs, but the game uses a 'legs' area and a 'walking' movement for consistency.

The 'legs' area refers to the movement-capable parts of the wurm's belly, while the 'belly' area refer to non-motional areas.

'Walk' and 'slither' are used to differentiate the motion of a wurm able of regular movement and a crippled wurm.

Walking wurms have 1 MP/leg group, and can overrun other units.

Silthering wurms can either rotate 60° or enter an unoccupied Hex directly in front, as slithering dragons do.

Wurms cannot fly, but they can scale walls on 4+ (3+ if no enemy is adjacent to the Hex being scaled).

2.12.4.2 Attacks

Wurms can make overrun attacks with an attack strength of 9, but cannot breathe fire.

The Wurm can attack with all areas excepts his belly : the head bites (to the 3 front hexes, above and underneath), and the 'legs'

crush (anywhere around, and underneath).

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 wurm is one group, with a combat strength of 8. The legs of the wurm form six groups, each with a strength of 1.

2.12.4.3 Survival

The head of the wurm is one group, with 8 hit points. It can be hit from the Hex directly ahead and from above, on a 6+.

The legs of the wurm form six groups, each with 3 hit points. They can be hit from around or underneath, on a 5+.

The belly of the wurm is one group with 4 hit points. It can be hit from underneath on a 4+.

Missile fire on a wurm follows the standard missile attacks on major monsters rules.

A wurm with 0 hit points in the head area becomes berserk, and follows the same rules as dragons.

2.12.4.4 Dead Wurms

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

2.12.4.5 Victory points

Wurms 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.

2.12.4.6 Overrun attacks and movement

Wurms may make overrun movement, as described in the movement section.

3 SCENARIOS AND APPENDIXES

3.1 Esirien Scenarios

The Esirien scenario 1 - Dragon Rage is the standard scenario of the game, and is also an ideal first game. It is the scenario used in the 'GAME MANUAL' booklet.

The other scenarios can be played later for additional variety. Agree on a scenario before playing, or choose one using a die roll.

3.1.1 Set Up

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.

Invading Forces then set up along any Hex at the west, north, or east edge of the map next to the forest. Sea Serpents set up along the south edge, on any full sea Hex. Rocs may set up on any map edge Hex, north, south, east or west.

Other Rules: normal stacking limitations apply in set-up, and the Invader always has the first turn (except in scenario 2, where the City Defender has the first turn).

Reinforcements follow the standard rules (see 'reinforcements').

3.1.2 Esirien Scenario 1 — Dragon Rage

- Invading Forces: 2 Dragons.
- City Defenders: 4 cavalry, 8 infantry, 4 archer, 4 militia, 1 hero, and 1 wizard.
- Victory Objective: invaders must destroy 19 points.

3.1.3 Esirien Scenario 2 — Horde from the Wilds

- Invading Forces: 4 giants, 3 trolls, 6 orcs, 4 goblins.
- City Defenders: 3 cavalry, 8 infantry, 4 archers, 3 militia, 1 hero, 1 wizard.
- Victory Objective: invaders must destroy 16 points.

3.1.4 Esirien Scenario 3 — Alliance of Arym

- Invading Forces: 1 Dragon, 1 giant, 3 trolls, 3 orcs, 3 goblins.
- City Defenders: 4 cavalry, 8 infantry, 4 archers, 4 militia, 1 hero, and 1 wizard.
- Victory Objective: invaders must destroy 17 points.

3.1.5 Esirien Scenario 4 - Alliance of Belm

- Invading Forces: 1 Dragon, 1 young Dragon, 1 giant, 3 trolls.
- City Defenders: 4 cavalry, 8 infantry, 4 archers, 4 militia, 1 hero, and 1 wizard.
- Victory Objective: invaders must destroy 17 points.

3.1.6 Esirien Scenario 5 - Alliance of Clyth

- Invading Forces: 1 Dragon, 1 young Dragon, 1 giant, 5 orcs.

- City Defenders: 4 cavalry, 10 infantry, 4 archers, 1 militia, 1 hero, and 1 wizard.
- Victory Objective: invaders must destroy 18 points.

3.1.7 Esirien Scenario 6 - Giants' March

- Invading Forces: 6 giants, 2 goblins.
- City Defenders: 3 cavalry, 8 infantry, 4 archers, 4 militia, 1 hero, and 1 wizard.
- Victory Objective: invaders must destroy 17 points.

3.2 Nurkott Scenarios

The Nurkott scenarios see orcs and goblins as the defending units, defending their settlement against human invaders and various monsters. Nurkott is only an oppidum, with light fortifications, and harder to defend than the city of Esirien.

3.2.1 Set Up

Defending City Forces set up first, anywhere within the oppidum, including in the two goblin settlements, and along the walls (inside) as desired. Units may set up on the bridges if desired.

Invading Forces Start off the map, and enter the game by hexes 0202 and 0516. Sea Serpents enter play trough Hex 0109. Rocs may set up on any map edge Hex, north, south, east or west.

Other Rules: normal stacking limitations apply in set-up, and the Invader always has the first turn (except in scenario 2, where the City Defender has the first turn).

Reinforcements follow the standard rules (see 'reinforcements')

3.2.2 Nurkott Scenario 1 — Them Human Attack

- Invading Forces: 4 cavalry, 1 hero, 1 magician, 6 infantry, 4 archers, 4 militia.

- City Defenders: 3 Wargs, 8 orcs, 7 goblins, 1 hero (orc boss), 1 wizard (shaman).

- Victory Objective: invaders must destroy 17 points.

3.2.3 Nurkott Scenario 2 — Raiding party

- Invading Forces: 12 infantry, 5 cavalry, 4 archers, 4 militia.

- City Defenders: 5 Wargs, 10 orcs, 2 trolls, 8 goblins.

- Victory Objective: invaders must destroy 16 points.

3.2.4 Nurkott Scenario 3 — Them Dragons!

- Invading Forces: 2 Dragons.

- City Defenders: 4 wargs, 5 orcs, 3 trolls, 8 Goblins, 1 hero (orc boss), 1 wizard (shaman).

- Victory Objective: invaders must destroy 23 points.

3.2.5 Nurkott Scenario 4 — Unlikely alliance

- Invading Forces: 1 Dragon, 1 giant, 3 trolls, 3 infantry, 3 militia.

- City Defenders: 4 wargs, 8 orcs, 8 goblins, 1 hero (orc boss), 1 wizard (shaman).

- Victory Objective: invaders must destroy 18 points.

3.2.6 Nurkott Scenario 5 - Clyth returns

- Invading Forces: 1 Dragon, 1 Young Dragon, 1 giant, 5 infantry.

- City Defenders: 4 wargs, 6 orcs, 4 trolls, 5 goblins, 1 hero (orc boss), 1 wizard (shaman).

- Victory Objective: invaders must destroy 20 points.

3.2.7 Nurkott Scenario 6 - The giants' revenge

- Invading Forces: 6 giants, 2 archers.

- City Defenders: 3 wargs, 8 orcs, 8 goblins, 1 hero (orc boss), 1 wizard (shaman).

- Victory Objective: invaders must destroy 18 points.

3.3 Points choice Scenarios (units draft)

3.3.1 Points & Planned Points Scenarios

One player selects forces for each side, giving the Invader 80-85 points, and the City Defender 72-77 points and about 20 to 22 units. He also determines the number of VPs the Invader must score to win.

Then his opponent selects which side he will play. This helps insure the design of a fair scenario!

3.3.2 Point Choice Scenario

Here, the Invader is given 80 points, and the Defender is given 75 points. Each player selects the forces he desires secretly, and when selection is complete, choices are revealed, and set up begins.

3.3.3 Victory Points goals

The following system is given as a guideline to planned points Scenarios, and as an aid to point choice Scenarios.

Normally, the invader must score 17 victory points to win. However, the number of victory points needed varies in some cases. Add and subtract all the numbers that apply (given below) to 17 to determine actual victory points needed to win:

- +2 per Dragon selected by Invader
- +1 per Roc, Young Dragon, or Wurm selected by Invader
- +1 if Invader selects 11 or more units
- +1 if Defender uses the Princess (see optional rules)
- -1 per Defending unit over a total of 20 units
- +1 if using the Nurkott map

Note that in planned points Scenarios, the player planning the scenario is free to adjust the points required somewhat, the above can simply be used as a guideline.

3.3.4 Handicaps

It is possible to use the points system to develop "handicap" ratings for players. Each time a player wins a game, add one to his handicap; each time he loses, subtract one. The player with the higher handicap rating, at any time, is considered the better player. Although it is best if a separate handicap record is made for each opponent, it is possible to combine handicap ratings together into one overall handicap (by adding them). Any handicap of "10" or higher indicates that one is "cheating" by consistently playing opponents of vastly inferior ability!

Handicaps work by comparing the two handicap ratings. Subtract the smaller from the larger, and divide by two (drop any fractions). If the better player is the Invader, he must score this many more victory points to win. If the better player is the Defender, the Invader needs to score this many less points to win.

45	Great Wurm	40	Dragon
25	Roc	18	Wizard, invader
17	Hero, invader	16	Young Dragon
15	Hero, defender	14	Wizard, defender
13	Giant Tyrannosaurus Rex Sea Serpent	5	Warg
4	Troll	4	Cavalry
3	Ballista	3	Catapult
2,5	Infantry orc	2	Archer goblin
1	Militia		

4 CAMPAIGN RULES

Take the game one step further and retrace the history of Esirien or Nurkott over several attacks. Campaign rules allow two players to link several games of Dragon Rage, with the results of each attack impacting the starting situation of the next.

4.1 Campaign play concepts

A Dragon Rage campaign consists of 5 linked games. During a campaign, each player will always play the same side (invader/defender), and all 5 games will be played on the same map (Esirien or Nurkott).

The campaign covers a period of 10 years of the city's history, with an invader attack every 2 years. This is usually enough to allow for the rebuilding of most damaged parts of the city, but the impact on the available troops will carry on from attack to attack. To represent this, each player receives a rating, the 'roster points' that will be modified after each game to reflect the game results. Each player begins with 60 roster points.

Furthermore, the maximum number of units each player can recruit will vary over time. At the beginning of the campaign, the city is in a peaceful state so less troops are available. Over time, as attacks over the city accumulate, more units become available, as this war attracts more warriors.

4.2 Campaign setup

First, both players must agree on using the Esirien or the Nurkott map. Then, they must agree on who will play the invader and the defender.

4.3 Pre-game sequence

4.3.1 Unit recruitment :

Units are recruited using the values above, using the player's roster points : the defender can recruit up to his roster points, the invader up to his roster points.

Roster points are not spent for recruitment,

they represent the total amount of points the player will be able to use for each game of the campaign.

When playing the Esirien map, the defender can only recruit human units (orange and yellow, including catapult and ballista) and these are not available to the invader.

When playing the Nurkott map, the defender can only use greenskin units (green and light green, excluding monsters) and these are not available to the invader.

For the first game of the campaign no player may recruit more than 15 units. The second and third game will allow up to 20 units per player, and the fourth and fifth game up to 25.

4.3.2 Victory points goal :

Players then determine the victory points goal for the game about to be played. The base is 17, with the following modificators :

- +2 per Dragon or major monster selected by Invader
- +1 per minor monster selected by Invader
- +1 per Roc, Young Dragon, or Wurm selected by Invader
- +1 if Invader selects 11 or more units
- +1 if Defender uses the Princess (see optional rules)
- -1 per Defending unit over a total of 20 units (rounds 4 and 5 only)
- +1 if using the Nurkott map

4.3.3 Balance adjustment :

If the roster points value of the defender is greater than the invader's by 15 points or more, the invader may place destroyed markers over several VP hexes before the game for a total value of 1VP for each 5 full roster points difference. (ex. a difference of 18 points gives 3 VPs). These points are considered as already destroyed and count towards the invader's total for the game.

If the roster points value of the invader is greater than the defender's by 15 points or more, the victory points goal is raised of 1 VP for each 5 full roster points difference. (ex. a difference of 18 points gives +3 VPs).

Both players can then proceed to play the next campaign game, with the selected units and the determined victory points goal.

4.4 Post-game sequence

After the game ends, both players stand to improve their roster points total for the next games.

First compare the roster points value of each player, then consult the following chart to find how much roster points each player earns :

Difference is less than or equal to 10 points ?	
Winner	loser
10	5

Difference is more than 10 points ?			
Weaker player		Stronger player	
loses 10	wins 15	loses no change	wins 5

Furthermore, Each player that killed a hero or a dragon during the game improves his roster points value by 5.

4.5 Campaign end

Once all 5 campaign games have been played, the player with the highest roster points value is the winner. In the unlikely event of a tie, both players are tied and should consider playing a sixth scenario (or a second campaign) to break the tie.

5 TOURNAMENT RULES

Dragon Rage is short enough that it can be used for competitive play. This section covers the rules and variants that should be used for such competitions.

Tournaments use the full Dragon Rage rules with the exception of Elowyn, the points choice scenarios and the campaign rules, which cannot be used in tournament play.

5.1 Tournament match concept

A tournament is made of several 'matches' between two players. Each match consists in two games played using the same scenario, and alternating the invader/defender roles.

- Each game won earns 1 match point to that player.

- The invader earns resistance points equal to the amount of victory points destroyed during the game.

- The defender earns resistance points equal to the amount of victory points not destroyed at the end of the game.

- Resistance points will be used to break ties for players with the same amount of match points.

The event organisator will announce the map and scenario to be used prior to each match.

5.2 Tournament formats

For small events (up to 8 players), simple or double elimination works well : pair the players randomly for the first match, and assign the same scenario to all players for each match. In case of a tie, both players pass to the next level. In case of an odd number of players, one randomly picked player gets a 'bye' and pass to the next level without playing that match.

For bigger events, a swiss rounds style format is better suited. Here is a summary of the swiss rounds format :

- For the first round, pair players randomly.

- In case of an odd number of player, one player sits out for the round and gets a 'bye', 2 points just as if he had won the two matches.

- For each subsequent rounds, pair the players against players that they haven't played before during the event and that have earned the same amount of points at this stage.

- If one player must be paired to a lower-scoring opponent, pick him randomly, preferring players who haven't played lower-scoring opponents before. Use 'resistance

points' to pick the player with the lowest resistance points.

- The number of rounds needed to get a single winner varies according to the number of participants. 5 rounds is enough for 32 players, 7 for 64 players.

- For larger events, a dual format with swiss rounds followed by a top 8 single elimination may be used.

- Extensive information on how to run a swiss rounds format tournament can be found online as this format is very popular with chess and Magic:the gathering® (Magic:The Gathering® is a trademark of Wizards of the Coast). Dedicated software to run swiss rounds tournaments can also be found online.

5.3 Esirien tournament scenario

Either use the Esirien scenario 1 - "Dragon Rage" for all rounds, or pick a random scenario using 1d6 for each new round. Changing scenario each round is better as it ensures the winner of the event will have been able to adapt to all kind of situations.

5.4 Nurkott tournament scenario

Either use the Nurkott scenario 1 - "Them human's attack" for all rounds, or pick a random scenario using 1d6 for each new round. Changing scenario each round is better as it ensures the winner of the event will have been able to adapt to all kind of situations.

TERRAIN EFFECTS SUMMARY

Open Terrain or City

movement: 1 MP to enter Hex.

combat: no effect.

Road

movement: 1 MP per Hex, may use road MPs, if enter move is spent on the road .

combat: no effect.

Bridge

movement: same as road if intact, ignore if destroyed.

combat: no effect, see 'destruction of bridges'.

Ford

movement: 1 MP to enter Hex (any type of unit)

combat: no effect

River

movement: impassable, except to Giant or Sea Serpent (who spend 1 MP per Hex).

combat: no effect

Sea

movement: impassable except to Sea Serpent (1 MP/Hex).

combat: no effect

Tower

movement: can only enter via open door or gate (1 MP) .

combat: can shoot at, or be shot at, over all other terrain melee attacks only possible through open entrance, or from underneath at a major monster on top.

Wall

movement: cannot cross except at open door, gate, or scaling; see 'scaling walls'.

combat: no combat across is allowed.

Nurkott : arrow fire trough wall possible if adjacent.

Gate (red)

movement: free if control inside, must smash otherwise

combat: combat through gate only possible if it is open.

Door (blue)

same as Gate, but smashing is generally easier.

Victory Points Hex.

movement: no additional effect.

combat: no additional effect.

Note: each Hex costs 1 MP to enter in Dragon Rage. Terrain may only allow entrance in certain situations, and special actions may cost additional MP (such as smashing gate, overrun, etc.), but no terrain per se costs over 1 MP to enter.

MAJOR MONSTERS DATA SUMMARY

Body area	Attack directions	groups in area	combat strength per group	how to attack body area	die roll to hit area	hits per group
DRAGON						
Head	3 front hexes underneath above	x1	3	directly ahead above	6	8hp
Wings	3 front hexes above	x2	2	4 side hexes above	4	6hp
Legs	all hexes around underneath	x4	1	All hexes around underneath	5	3hp
Belly	cannot attack	x1	n/a	underneath only	4	6hp
Notes : Walks 1MP/leg/round, flies 6 hex., bounds 3 hex., overrun with 6 strength, Breathe fire twice with 2 hex. range.						
YOUNG DRAGON						
Head	3 front hexes underneath above	x1	2	directly ahead above	6	3hp
Wings	3 front hexes above	x2	1	4 side hexes above	4	3hp
Legs	all hexes around underneath	x2	1	All hexes around underneath	5	4hp
Belly	cannot attack	x1	n/a	underneath only	4	3hp
Notes : Walks 1MP/leg/round, flies 4 hex., bounds 3 hex., cannot overrun , Breathe fire once with 1 hex. range (cannot when flying).						
GREAT WURM						
Head	3 front hexes underneath above	x1	8	directly ahead, above	6	8hp
Legs	all hexes around underneath	x6	1	All hexes around, underneath	5	3hp
Belly	cannot attack	x1	n/a	underneath only	4	4hp
Notes : Walks 1MP/leg/round, cannot fly, may scale walls, overruns with 9 attack strength, does not breathe fire.						
ROC						
Head	anywhere except directly behind	x1	2	directly ahead above	6	6hp
Wings	front 4 side hex above	x2	2	4 side hexes above	4	8hp
Legs	anywhere	x2	1*	All hexes around underneath	5	4hp
Belly	cannot attack	x1	n/a	anywhere	5	12hp
* becomes 3 on turn it bounds or lands. Notes : Walks 1MP/leg/round, flies 8 hex., bounds 4 hex., cannot overrun , does not breathe fire.						

Credits

FULL COMBAT RESOLUTION TABLE

Defender combat strength

Attacker combat strength

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	6	M	M	M	M	M	M	M	M	M	M	M	M	M	M
2	5	6	11	M	M	M	M	M	M	M	M	M	M	M	M
3	4	6	6	11	11	M	M	M	M	M	M	M	M	M	M
4	3	5	6	6	11	11	11	M	M	M	M	M	M	M	M
5	2	5	6	6	6	11	11	11	11	M	M	M	M	M	M
6	D	4	5	6	6	6	11	11	11	11	11	M	M	M	M
7	D	4	5	6	6	6	6	11	11	11	11	11	11	M	M
8	D	3	5	5	6	6	6	6	11	11	11	11	11	11	11
9	D	3	4	5	6	6	6	6	6	11	11	11	11	11	11
10	D	2	4	5	5	6	6	6	6	6	11	11	11	11	11
11	D	2	4	5	5	6	6	6	6	6	6	11	11	11	11
12	D	D	3	4	5	5	6	6	6	6	6	6	11	11	11
13	D	D	3	4	5	5	6	6	6	6	6	6	6	11	11
14	D	D	3	4	5	5	5	6	6	6	6	6	6	6	11
15	D	D	2	4	4	5	5	6	6	6	6	6	6	6	6
16	D	D	2	3	4	5	5	5	6	6	6	6	6	6	6
17	D	D	2	3	4	5	5	5	6	6	6	6	6	6	6
18	D	D	D	3	4	4	5	5	5	6	6	6	6	6	6
19	D	D	D	3	4	4	5	5	5	6	6	6	6	6	6
20	D	D	D	2	3	4	5	5	5	5	6	6	6	6	6
21	D	D	D	2	3	4	4	5	5	5	6	6	6	6	6
22	D	D	D	2	3	4	4	5	5	5	5	6	6	6	6
23	D	D	D	2	3	4	4	5	5	5	5	6	6	6	6
24	D	D	D	D	3	3	4	4	5	5	5	5	6	6	6
25	D	D	D	D	2	3	4	4	5	5	5	5	6	6	6
26	D	D	D	D	2	3	4	4	5	5	5	5	5	6	6
27	D	D	D	D	2	3	4	4	4	5	5	5	5	6	6
28	D	D	D	D	2	3	3	4	4	5	5	5	5	5	6
29	D	D	D	D	2	3	3	4	4	5	5	5	5	5	6
30	D	D	D	D	D	2	3	4	4	4	5	5	5	5	5

Combat results:
D	Destroyed	11	Roll 2d6, hit on 11+
M	Missed	#	Roll 1d6, hit on ?+

NB Should you ever need to resolve a combat situation outside the bounds of this table, you can use the following procedure :
- If the attacker's strength is double the defender's it's automatically destroyed.
- If the defender's strength is double the attacker's, the attack automatically misses.
- Otherwise, divide attacker's strength by defender's, dropping any fractions.
  Substract the result from 7 to have the target number. Treat 7+ as 11+ results.

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