DRAGONBOND

BATTLES OF VALERNA

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RULES
VERSION 5.1

Taster Prototype

The following ruleset for Dragonbond: Battles of Valerna features a quick skirmish game to experience a taster of the full and expandable wargame of Dragonbond. More epic creatures, heroes, units, new armies, special terrain and display of powerful magic through vaala cards, await for you in wargame expansions.

Discover more at: **www.dracostudios.com/dragonbond**

CREDITS

Based on the universe created by Daniel Servitje.

DRACO STUDIOS

RIVER HORSE

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GAME RULES

Objective

In *Dragonbond: Battles of Valerna* (DB:BoV, for short) the players take on the role of commanders leading a force in one of the many skirmishes and battles from Valerna's history. The objective of the game depends on the scenario chosen, but typically, it is to defeat your enemy on the battlefield. To do so, players will have to outmaneuver, assault, and use powerful magics to gain the upper hand over their foe.

Normally the game is played between two opposing forces, each controlled by a single player. However, it is also possible for several players to share control of parts of a large force, or indeed to join different forces in an alliance that sees one or more players on each side of the battle. Finally, it is even possible to have battles featuring three or more factions fighting against all others in a free-for-all!

More information about these alternative multi-player games will be found in future expansions. These rules will instead concentrate on more 'standard' games (i.e. battles between two sides, with one player per side).

Components

Unit Cards

In DB:BoV, your force is composed of units. A unit is a model or group of models that move and act together. Each unit comes with a **unit card** which looks like this:

(Fig. 1)

An important type of unit that you should be aware of from the start are the **Heroes** of our game. They are units consist of a single model and their unit cards are labeled with the Hero keyword. More about them later. You'll need at least one Hero in your force to be your General.

(Fig. 2)

Epic Creature Cards

Epic Creature cards are unit cards for the largest and most fearsome units in the game, like dragons. They are identical to regular unit cards except that they are double-sided, with both a regular side on the front and an Injured side on the back (see "Epic Creatures" on page 19).

(Fig. 3)

Vaala Cards

Vaala cards represent spells and other great feats of magic or skill that certain units can accomplish (see "Vaala Cards" on page 21).

(Fig. 4)

Artifact Cards

Artifact cards are mighty magical items that are normally carried by Heroes to enhance their already formidable powers (see "Artifact cards" on page 21).

(Fig. 5)

Fig. 1

Fig. 1

Bloodfangs (A)

(B) *Blooded, Trooper* | 15 pts (C)

(D) 6
(E) + 2
(F) → 8
(G) shield

Fangs | Javelin

(H) melee | Fangs
(I) ranged
(J) 8

(K) **Quick Reactions**
After this unit is targeted for a charge, it may move. Place a fatigue token on this unit. (L)

DRAGONBOND (M)

(A) Unit Name
(B) Keywords
(C) Force list points
(D) Quantity of models (this icon is omitted if quantity = 1)
(E) Health
(F) Movement speed
(G) Defense die
(H) Melee attack dice
(I) Ranged attack dice
(J) Ranged attack range
(K) Power description
(L) Power type
(M) Faction logo / Dragon Brood logo

Fig. 2

Hateful Hamaj

4 pts | *Hero*

+ 2
→ 10
shield

Fangs | Javelin

melee | ranged
12

Fury
At the end of a turn which this unit removed at least one enemy model, you may take another turn, activating this unit.

DRAGONBOND

Fig. 3

Nagasha Magnifex

Epic, Dragon, Flying, Mount | 15 pts

+ 5
→ 12
shield

Slash | Bysmuth Breath

melee | ranged
12

Shimmering Scales
Ranged attacks against this unit are downgraded unless the attacker is a Dragon.

DRAGONBOND

Nagasha Magnifex (Injured)

Epic, Dragon, Flying, Mount | 15 pts

5
→ 8
shield

Slash | Bysmuth Breath

melee | ranged
12

Shimmering Scales
Ranged attacks against this unit are downgraded unless the attacker is a Dragon.

DRAGONBOND

Fig. 4

TELEPORT
Dreamcaster

Play instead of making a Vaala attack with a dreamcaster unit. Move a friendly unit within Vaala range anywhere within Vaala range. This does not trigger opportunity attacks.

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Fig. 5

MASK OF TERROR

All units within 6" must test morale when they lose any amount of models, rather than half or more.

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Markers and Counters

You will keep track of your units' values or statuses with markers and counters included in the game. If there are not enough of these in the supply, use other dice, chips or small elements from outside of the game as substitutes.

WOUND AND FATIGUE TOKENS

DB:BoV uses wooden cubes as counters to help you track certain values for your units during the game. These counters are placed "on the unit" (either directly on the unit's card or on the battlefield next to the unit).

Counters in the game are distinguished by their color; the kinds of counters used are:

- Red wound tokens.
- Blue fatigue tokens.
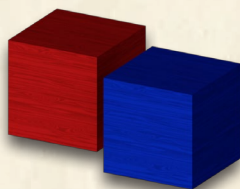
STATUS EFFECT MARKERS

The game also uses special markers to represent units suffering from certain status effects. These are small cardboard discs with images on them that show which status they stand for (see "Status Effects" on page 23).

Victory Points Dials

A game of DB:BoV is played over a number of Rounds, and many scenarios make use of tallying victory points. In order to track these, a Victory Points Dial can be used.

At the start of the game, players set both dials to zero. At the end of each Round, record the victory points by rotating the the left-hand dial (tens) and the right-hand dial (units).

The dial in the picture below, for example, is showing that the player has currently scored 24 victory points.

Rulers

Speed and range are measured in inches (*) in DB: BoV. Any tape measure or ruler can be used to measure distances, and two rulers are included: one for general distances and a 1" ruler useful for checking unit coherency (see "Unit Coherency" on page 8).

Terrain

In order to make each game more interesting and varied, DB: BoV uses terrain elements to break up the empty playing surface the forces are battling over. To begin with, these rules will assume you are using 2D terrain elements (see "Terrain" on page 23).

Dice

DB:BoV uses custom ten-sided attack dice and custom six-sided defense dice. Both kinds of dice are provided in three varieties of strength: black, gray, and white, with black being the strongest and white being the weakest.

If you need to roll more dice than the maximum number that are available, keep track of the results showing after rolling all available dice. Then, take a number of the dice equal to the amount you still need to roll and roll them again to finish your roll. This is not considered a reroll.

DICE SYMBOLS

The tables below show what the different symbols on the dice mean.

Attack dice

EFFECT	SYMBOL
Miss	
Single Hit	💧
Double Hit	💧💧
Single Critical Hit	💧
Double Critical Hit	💧💧

Defense dice

EFFECT	SYMBOL
Block	▽
Fail	

REROLLS

Some rules will allow you to reroll all or some of the dice you just rolled. It is important to remember that a die cannot be rerolled more than once. In other words, you cannot reroll a reroll. You must also always accept the new result of a reroll, even if it is worse than the original.

UPGRADING & DOWNGRADING

Normally, you will roll a batch of dice at the same time. For example, when one of your units attacks an enemy unit, you might need to roll a batch of 6 gray attack dice.

Certain rules in the game allow you to modify which dice you roll. Dice can be upgraded or downgraded as follows:

Upgrade (⬆):
Take all the dice you are rolling and replace them with stronger dice, as shown in the chart below (i.e., white dice are replaced by gray dice, and gray by black). If you are already rolling black dice before the upgrade, you instead reroll any results of a miss or fail during this roll.

Downgrade (⬇):
Take all the dice you are rolling and replace them with weaker dice, as shown in the chart below (i.e., black dice are replaced by gray dice, and gray by white). If you are already rolling white dice before the downgrade, you instead reroll any hit or block results during this roll.

DIE	UPGRADE	DOWNGRADE
Black	Black + White	Gray
Gray	Black	White
White	Gray	Remove

Multiple Downgrades and Upgrades
If a roll has more upgrades than downgrades, the roll is upgraded.

If a roll has more downgrades than upgrades, the roll is downgraded.

If a roll has equal upgrades and downgrades, they cancel out, and you roll the dice as normal.

In other words, you can only upgrade/downgrade dice to the next dice in the sequence, regardless of how many upgrades/downgrades apply to the roll. For example, if you are rolling white dice, and three sources upgrade and one downgrade that roll, you will be rolling gray dice, not black.

FACE-OFF ROLLS

Certain situations, such as when rolling for initiative, will call for players to make a face-off roll in order to determine the winner of a particular situation or the order of particular events. To make a face-off roll (sometimes also referred to as a 'roll-off'), each player rolls three black attack dice and counts the number of hits. The player with the most hits wins the face-off roll.

Tiebreakers
In the event that the face-off roll ends in a tie, the player who rolled the most critical hits wins. If you are still tied, reroll all dice.

USING NORMAL DICE

If you want to use normal, numbered dice to play the game instead of the BoV custom dice, the leftmost column in the tables below shows what each result on a normal die corresponds to on the game's custom dice.

Defense dice

D6	◼	◼	◻
1			
2			
3	▽		
4	▽	▽	
5	▽	▽	▽
6	▽	▽	▽

Attack dice

D10	⬢	⬡	⬡
1			
2			
3			
4			
5	💧		
6	💧	💧	
7	💧	💧	💧
8	💧💧	💧	💧
9	💧	💧💧	💧
0	💧💧	💧	💧💧

Important Concepts

Distance

Distance in DB:BoV is measured in inches. When measuring the distance between two units, measure from the nearest point on the base of the nearest model in each of the two units. Note that you can measure any distance at any time. **(Fig. 6)**

Fig. 6

To measure the distance between two units, use the two closest models.
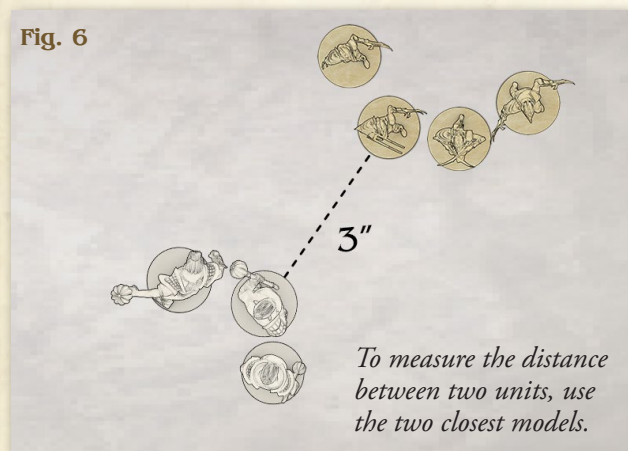
Unit Coherency

Units are considered to be in coherency when each model in the unit is within 1" of at least one other model in the unit, in an uninterrupted line or group. Units must be in coherency at the end of any movement that they make. It is also recommended to keep units more than 1" apart from other friendly units, in order to more easily tell them apart. **(Fig. 7)**

Fig. 7

1"   1"

1"

1.5"

This unit is out of coherency, which means it needs to re-establish coherency the next time it moves.
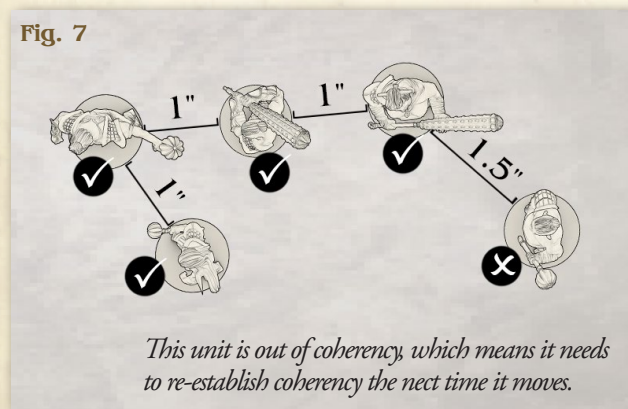
Simultaneous Effects

Some abilities and effects during the game occur at the same time. In cases where it is important to know what order two or more effects happen in, players complete a face-off roll. The winner decides the order of the effects.

Line of Sight

Unless otherwise stated, units may not target or charge other units that they don't have line of sight on. A unit is considered to have line of sight on another if any of its models are able to draw a straight line from any part of their bases to any part of the base of a model from the target unit without passing through something that blocks it. The elements that most commonly block line of sight are:

— Units (both friendly and enemy) block line of sight, both the bases of the models and the imaginary line that links one model to other models in the same unit, as shown below. **(Fig. 8)**

— Many terrain features in the game block line of sight (this will be specified in the terrain type), as shown below. **(Fig. 9)**

Fig. 8

C   ✗   A

B

✓

Unit A can see unit B, but not unit C.

Fig. 9

C   ✗   A

B

✓

Unit A can see unit B, but not unit C.
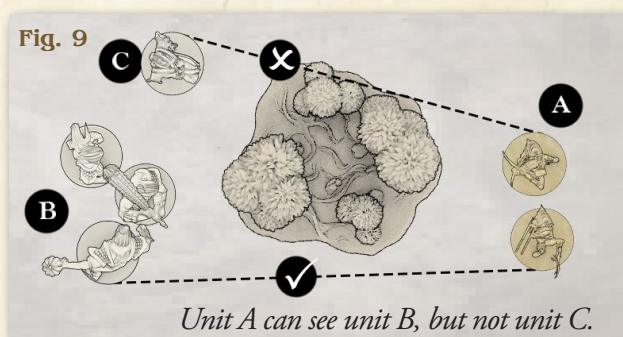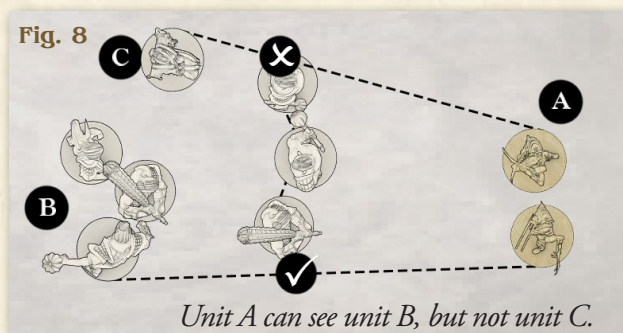
Game Symbols

The game uses certain symbols to illustrate specific effects and reduce the amount of text that players have to read. These symbols are:

Speed (→)
The number of inches the unit's models can move.

Defense (▼)
The unit's defense to both melee and ranged attacks.

Health (✚)
The number of wounds of each model in the unit.

Troopers (⚏)
The number of models in the unit (omitted if the number is 1).

Melee Attack (✗)
The melee attack strength of each model in the unit.

Ranged Attack (⤳)
The ranged attack strength of each model in the unit.

Upgrades & Downgrades

Attack Roll Modifiers (see page 12-14, 19 & 20)

CONDITION	MODIFIER
Fresh (no Fatigue tokens)	⬆ Upgrade
Exhausted (3 or more Fatigue tokens)	⬇ Downgrade
Charge action (move + melee attack)	⬆ Upgrade
Skirmish action (half move + ranged attack)	⬇ Downgrade
Dragonbonded (Dragonrider & Mount)	⬆ Upgrade

Defense Roll Modifiers (see page 14-15, 19, 20 & 24)

CONDITION	MODIFIER
Fresh (no Fatigue tokens)	⬆ Upgrade
Exhausted (3 or more Fatigue tokens)	⬇ Downgrade
Majority inside or behind Obscuring terrain	⬆ Upgrade
Flanked	⬇ Downgrade
Dragonbonded (Dragonrider & Mount)	⬆ Upgrade

Morale Test Modifiers (see page 14, 19, 20 & 21)

CONDITION	MODIFIER
Fresh (no Fatigue tokens)	⬆ Upgrade
Exhausted (3 or more Fatigue tokens)	⬇ Downgrade
In Command of a Hero	⬆ Upgrade
General's Aura of Command	⬆ Upgrade
Dragonbonded (Dragonrider & Mount)	⬆ Upgrade

Rounds

The game is played in rounds. During a round, both players take turns until one declares that they are passing instead of taking a turn, after which the other player continues to take turns until they pass as well. Once both players have passed, the round ends.

Initiative

At the start of the game, and then between each round, the players make a face-off roll (see page 7). The player who won the roll becomes the active player and takes the first turn for the following round. After that, players continue alternating turns until the round ends.

Turns

On your turn, you activate a single unit on your force and perform an action with it.

Turn Order

1. Pass or Activate
2. Select a Unit
3. Start of Activation
4. Choose Action
5. Resolve Action
6. End of Turn

PASS OR ACTIVATE

The active player chooses whether to activate a unit or to pass, which ends their turn immediately (step 6). Once you have chosen to pass, you must pass every one of your turns until the end of the round.

SELECT A UNIT

The active player chooses a unit to become the active unit. This can be any friendly unit that is not Exhausted (i.e. does not have 3 fatigue counters on it, see "Fatigue" on page 18). You may choose to activate the same unit you activated on your previous turn or select a different one.

Place a fatigue counter on the chosen unit to indicate it's been activated.

START OF ACTIVATION

Any effects that occur at the "Start of Activation" take place now. For example, units with the Command keyword have an ability that they can use at this time (see page 22).

CHOOSE AND RESOLVE AN ACTION

The active player chooses an action from the list below for the active unit to use and then resolves its effects. The actions are described in detail starting on page 12.

– March
– Attack
– Charge
– Skirmish
– Activate Power

END OF TURN

Any effects that occur at 'End of Turn' take place now.

Unless both players have passed, a new turn then begins with the opposing player as the active player. Once both players have passed, the round is over.

End of Round

When a round ends, and before beginning the next round, the players must do the following:

1. Calculate Scoring
2. Restore Fatigue
3. Roll for Initiative
4. Next round, or End of Game

Calculate Scoring

Some scenarios grant players points for certain objectives achieved during rounds (see "scenarios" on page 27). If playing one of these scenarios, the scoring and recording of points happens at this time.

Restore Fatigue

Each player removes 2 fatigue counters from each of their units (or 1 fatigue counter if they ended the round with just 1 fatigue counter on them). This can mean that units that have 3 or more fatigue counters on them can retain some fatigue counters between rounds.

If a unit ended the round with only 1 fatigue counter on it, you may remove 1 status effect marker from that unit as well as the fatigue counter (see "Status Effects" on page 23).

If a unit ended the round with no fatigue counters on it, you may remove up to 2 status effect markers from that unit (see "Status Effects" on page 23).

Roll Initiative

The players make a face-off roll (see page 7).
The player who wins the roll is the active player for the first turn of the next round.

Next Round, or End of Game

Unless this is the end of Round 4, the next round begins. If it is the end of Round 4, the game ends instead.

End of Game

Unless the players have agreed otherwise, the game ends at the end of Round 4 or immediately when only one player has units left on the battlefield.

If you manage to completely defeat every enemy unit on the battlefield, you win, regardless of the scoring system of the scenario being played. Otherwise, the winner of the game depends on the scenario that was being played (see page 27).

Movement

When units move, use the following rules:

- The unit must be in coherency at the end of the move (see page 8).

- No model in the unit may move more inches than the unit's Speed.

- A moving model can freely move through friendly models' bases.

- The unit may make any changes in direction during its move, provided that the total distance traveled by any given model during that turn does not exceed its Speed.

- The unit cannot break up its movement with any other action. In other words, it cannot move a portion of its movement, then take another action, and then finish its move.

- Some Actions, Terrain, special rules or status effects, such as Slowed, affect how much a unit is able to move (see pages 23 and 24).

- A moving model cannot move through enemy models' bases. Also, it must end its move at least 1" away from enemy models. No model may end its movement engaged with an enemy unit unless that movement is part of a Charge action (see page 13).

Fig. 10

10"
8"
7"

No model in the unit has moved further than the unit's Speed value.

Actions

The following actions are available to an activated unit, unless otherwise specified. When a unit must choose and resolve an action, select one from those listed below.

- March
- Attack
- Activate Power
- Skirmish
- Charge

March

Move each model in the active unit up to a number of inches equal to the unit's Speed. (**Fig 10**)

Attack

Select an enemy unit that is within range and in line of sight of the active unit, declaring an attack against it. In order to declare a melee attack, the target unit must already be engaged with the attacking unit.

The rules for Attacks are described in the "Attacks" section (page 14).

Activate power

The unit chooses one of its action powers from its unit card to activate (see "Powers" on page 20).

Skirmish

The active unit makes a limited move before making a downgraded ranged attack against an enemy unit.

The steps for skirmishing are:

1. Skirmish Move
2. Select Target
3. Skirmish Attack

SKIRMISH MOVE

Move each model in the active unit up to a number of inches equal to **half the unit's Speed**.

Example: *Lucy wants to take a Skirmish action with her Fai Hunters. Her Fai Hunters have a Speed of 12. Their Skirmish move will be limited to a maximum of 6", just as if they had a base Speed of 6.*

SELECT TARGET

Select an enemy unit within both range and line of sight of the active unit (see page 8). This is the target of the skirmish.

SKIRMISH ATTACK

If, after the movement, the skirmishing unit still has line of sight and is in range of their selected target, they may make a **downgraded** ranged attack against the selected target (see "Attacks" on page 15).

Charge

The active unit charges toward an enemy unit in order to make an upgraded melee attack against it.

A unit cannot take the Charge action while engaged.

The steps for charging are:

1. Select Target
2. Charge Move
3. Charge Attack

SELECT TARGET

Select a single enemy unit within line of sight of the active unit to be the target of the charge. Note that in order to select a unit as a target, there must be a chance that the charge move will succeed. (Normally, this means the target must be within the charging unit's Speed + 6".)
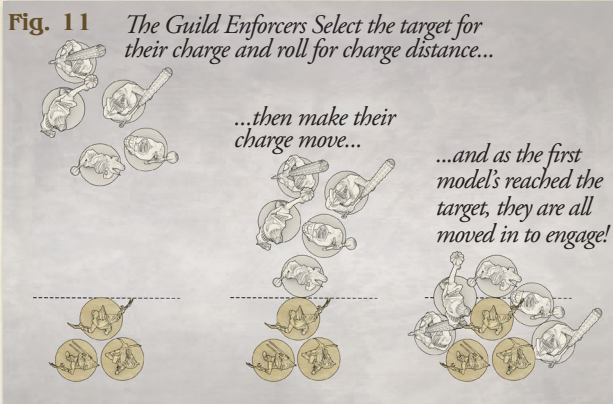
CHARGE MOVE

Roll 3 black attack dice. For each standard or critical hit, add 1 to the unit's Speed for this action. Then move the charging models, beginning with the one closest to the target unit. This first model must move by the shortest and most direct route possible.

If this first model fails to reach the target, all charging models must end their move as close to the target unit as possible, always moving the full distance rolled toward their intended target.

If this first model reaches the target, all the other charging models are simply moved in to engage (i.e. move into base contact with) as many enemy models as possible, while still maintaining the charging unit's coherency. This means they continue to move until they are engaged with the target unit as well, regardless of their Speed. For example, if your unit of four models is charging an enemy unit of three models, you must try to have at least one of your models charge to engage each enemy model in the target unit, and then you can place your fourth model in contact with any of the three enemy models. This makes no difference in the ensuing combat, but can be important for the final position of your models after the combat. **(Fig. 11)**

Example: *Lucy selects Jason's Bloodclaws to be the target of a Charge by her Dreamfencers. Her Dreamfencers have a Speed of 8, and the Claws are just over 10" away. She declares a Charge action for her Dreamfencers, rolls 3 black attack dice, and gets 3 hits; she can move her unit an extra 3", which is enough to engage Jason's Bloodclaws!*

Fig. 11 *The Guild Enforcers Select the target for their charge and roll for charge distance...*

...then make their charge move...

...and as the first model's reached the target, they are all moved in to engage!

If it's impossible for charging models to move into base contact with enemy models in the target unit because of physical constraints (terrain, other units, parts of the model sticking out of its base, or the inability of maintaining coherency, etc.), then charging models should be placed in base contact with other charging models in their unit that are in contact with the enemy unit, or as close as possible. All of these models are 'engaged'.

Note that charging models are allowed to move closer than 1" to enemy models while charging or piling-in, but they must remain clearly separate from other enemies at the end of their movement. Remember that a charging unit can only engage the target enemy unit, not multiple enemy units.

Charging a Flanking enemy

After the Charge Move is done, and before carrying on the Charge Attack, you must check whether the unit you just charged was Flanking (as explained on page 14). If that's the case, your charge forces the flanking unit to immediately disengage from the unit they were flanking, as they have to face against your charging unit instead!

Immediately separate the models in the target enemy unit from the models of the unit that they were flanking, by moving them apart by roughly an inch (just enough to make it clear they are no longer engaged).

Any models in the unit you charged, or in the unit they were flanking, that are no longer in contact with any enemy models because of this separation must immediately be moved to engage enemy models in the unit they are engaged with, following the rules above.

CHARGE ATTACK

If, after its charge move, the charging unit is engaged with the target enemy unit, it may make an **upgraded** melee attack against the enemy.

Attacks

There are two forms of attack: **Melee** and **Ranged**.

Melee attacks target enemy units that are engaged with the attacking unit (see below).

Ranged attacks target enemy units that are not engaged with the attacking unit.

All units can make melee attacks, but only units that have a ranged attack ⊗ can make ranged attacks.

The rules for both kinds of attacks are given below, but remember that either kind of attack can be modified by keywords (see page 22).

Melee Attacks

Melee attacks require the attacking models to be **engaged** with the target enemy unit.

ENGAGED

A model is engaged if it is in base contact with an enemy model, or in base contact with a model of its own unit that is in base contact with an enemy model. This is normally achieved through a Charge (see page 13).

A unit is engaged if any of its models are engaged.

FLANKING & FLANKED

A unit is **Flanked** if it is engaged by more than one enemy unit. These engaged enemy units are **Flanking**. (**Fig. 12**)

In addition, **a unit can never be both Flanked and Flanking at the same time**. A unit can be either Flanking or Flanked (or neither). To achieve this, if a Flanking unit is charged by an enemy unit, it is immediately separated from the unit that it was Flanking, as described in Charge (see page 13) and as shown in Fig 12.1

While Flanked, a unit downgrades its defense rolls against melee attacks, and is unable to make Opportunity Attacks.

When a Flanked unit attacks in melee, each model in the Flanked unit can attack its choice of the enemy units it is engaged with. First, declare which enemy unit each of your models is attacking, and then resolve the attacks against each unit separately.

Fig. 12

Unit A and B are Flanking.
Unit C is Flanked.
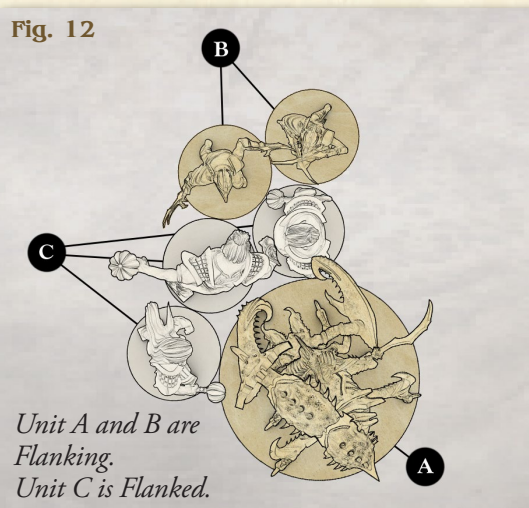
Fig. 12.1

Tyverian units A and C are flanking Allarian unit B.

Allarian unit D charges C.

Unit C is disengaged from B to face against D.
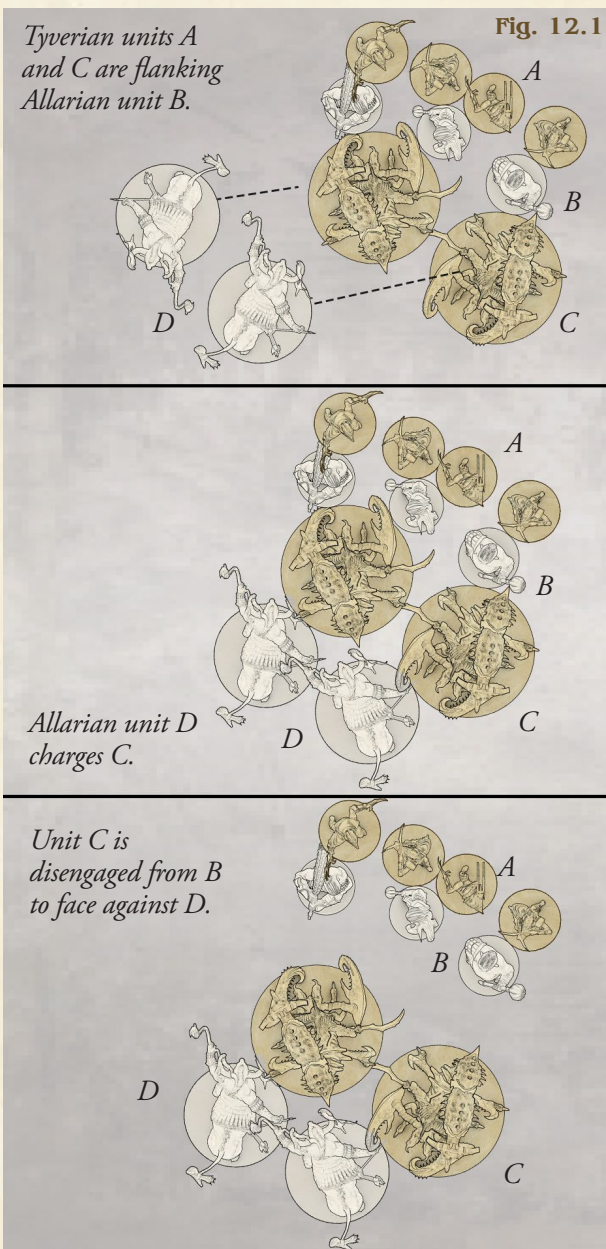
Ranged Attacks

Unlike melee attacks, which require the attacking unit to be engaged with the target enemy, ranged attacks are performed at a distance up to the range of the attacking models' ranged weapons.

NO RANGED ATTACKS WHILE ENGAGED

An engaged unit may not make ranged attacks.

RANGED ATTACKS AGAINST ENGAGED UNITS

A unit making a ranged attack can target an enemy unit that is engaged.

If it does so, the hits from the attack are divided as evenly as possible among the target unit and the units it is engaged with. To assign the hits, apply one hit to each unit, beginning with the one that is nearest to the attacking unit and ending with the one that is furthest. If critical hits were rolled, those are applied first. Continue until all hits have been applied. Each unit that is hit rolls its defense normally (see below). **(Fig. 13)**

Fig. 13
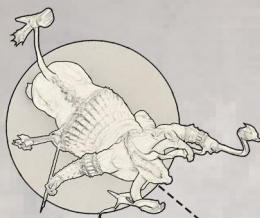
The Bucentaur makes a ranged attack against the target, and scores two hits. The first hit will be resolved against his allies, and the second against the target.

Performing an Attack

Both melee and ranged attacks are performed as follows:

1. Declare Target
2. Count Attacking Models and Collect Dice
3. Make Attack Roll
4. Make Defense Roll
5. Apply Wounds
6. Consolidate (melee attacks only)

DECLARE TARGET

The attacking player declares the unit (or units, if their unit is Flanked) that will be the target of their unit's attack. Remember that melee attacks can only target units that are Engaged with the attacking unit, and that ranged attacks may not target a unit that is not within range and in line of sight of at least one of the attacking unit's models.

Example: *Since the units are engaged, Lucy decides to make a melee attack with her Bladepath Warriors against Jason's Ogerron Phalanx.*

COUNT ATTACKING MODELS AND COLLECT DICE

Count the number of models that are attacking. For melee attacks, this means all models engaged with a model in the target unit. For ranged attacks, this means all models that have at least one of the target unit's models both within range and in their line of sight. Remember that both the models' bases and the space between models in a unit block line of sight (including friendly units, even in the attacking unit itself!).

For each model that is attacking, collect the attack dice listed for its unit's Attack stat for the chosen weapon.

MAKE ATTACK ROLL

After having collected the dice that the unit will roll, certain factors might upgrade or downgrade the attack dice you are going to roll. Some examples of factors that may apply modifiers are: fatigue, powers, Charge or Skirmish actions, and being Dragonbonded.

Upgrade or downgrade your attack dice according to the rules for each modifier. Once you've applied all upgrades and downgrades, roll the dice and count the number of hits and critical hits.

Example: *Jason's Scythed Reavers have two living models left and their attack stat is* ⬡⬡ *. He must collect that many dice for each model in the unit, so he gets to roll* ⬡⬡⬡⬡.

No other effects apply, so he doesn't upgrade or downgrade any of them. He rolls two hits and a critical hit (🝤 🝤 🝤 *).*

If the unit had become Exhausted by making this attack (i.e., that was their third activation in that round), they would have downgraded their attacks, rolling (⬯⬯⬯⬯) instead.

MAKE DEFENSE ROLL

For each standard hit that your opponent rolled in the previous step, collect the defense dice listed for the Defense stat on the defending unit's card. Critical hits inflict wounds directly without any defense dice being rolled.

Certain factors might upgrade or downgrade the defense dice you are going to roll. Some examples of factors that may apply modifiers are: being Flanked, fatigue, terrain, powers, and being Dragonbonded.

Upgrade or downgrade your defense dice according to the rules for each modifier. Once you've applied all upgrades and downgrades, roll the dice and count the number of blocks.

Example: *The Defense stat of Jason's Ogerron Phalanx is* ⬜*, so he collects 1 such die for each standard hit that the attacker rolled. Lucy's Bladepath Warriors rolled 2 standard hits and 1 critical hit. Since the critical hit can't be blocked, Jason gets to roll* ⬜⬜ *. He rolls 1 block (▽).*

If the Ogerron Phalanx had been Fresh (i.e., they had no fatigue tokens on them), they would have upgraded their Defense, rolling (2 black ⬛⬛) instead.
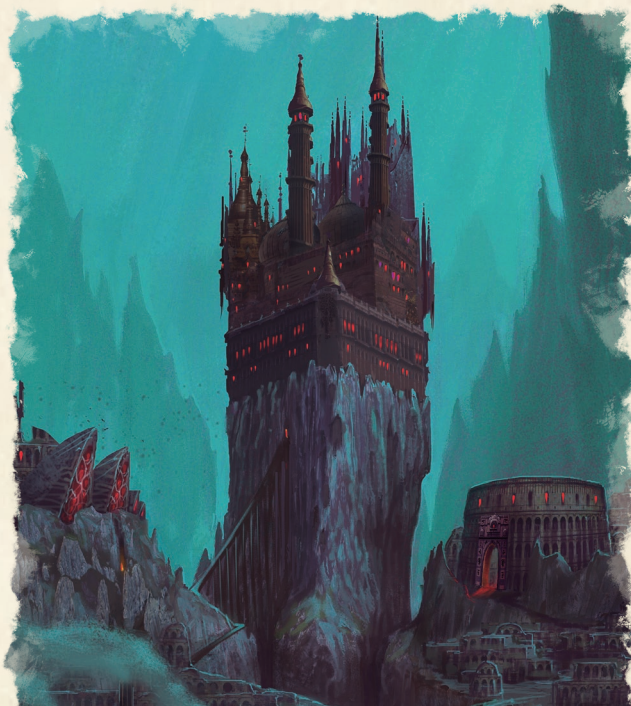
APPLY WOUNDS

Subtract the number of blocks the defending player rolled from the number of standard hits the attacker rolled. Then, add any unblocked standard hits to the number of critical hits the attacker rolled, and apply that many wounds to the defending unit. The rules for applying wounds are explained below.

Example: *Since Lucy rolled 1 critical hit (◌) and two hits (◌◌), but Jason rolled 1 block (▽), Jason's Ogerron Phalanx take 2 wounds.*

Wounds are tracked by the unit rather than by individual models. When a unit receives wounds, add that many wound counters on the unit. (As with fatigue counters, you can place these on the unit's card or next to the unit on the table).

When a unit has received as many wounds as the Health stat on its unit card, one of its models has been defeated. When this happens, remove a number of wound counters equal to the Health stat on its unit card and remove one of the unit's models from the battlefield. The player who owns the unit selects which model to remove.

If after defeating a model there are still more wounds to apply, repeat until all wounds have been applied or all models in the target unit have been defeated.

Example: *Jason's Ogerron Phalanx take 2 wounds, so 2 wound counters are placed next to the unit. Ogerron Phalanx have Health 5, so no models are defeated. If, in the future, the same unit receives 4 more wounds from an attack, then the unit would have suffered a total of 6 wounds. Jason would then remove one Ogerron model and 5 wound counters (i.e. a number equal to the Ogerron's Health), leaving 1 wound counter on the unit.*

CONSOLIDATE (MELEE ONLY)

After a melee attack, models in the attacking unit and other units on the attacking side that are no longer engaged (normally because their opponents have been removed as casualties) must move to be engaged with any of the enemy units that their unit was engaged with before the attack. **(Fig. 14).**

After they have done so, models in other units on the defending side that are no longer engaged because of casualties must be moved (by their owner) to be engaged with any of the enemy units that their unit was engaged with before the attack.

All of these consolidating moves must follow the principle of engaging as many models in the enemy units as possible, while maintaining coherency (see page 13).

Fig. 14

After attacking and killing one enemy model, the Guild Enforcer consolidates.

Hits vs. Wounds

In the game, there is a crucial difference between hits and wounds. A hit is usually the result of an attack and, with the exception of critical hits, may always be blocked. Effects that add additional hits normally add standard hits, which allow the target unit to roll additional dice to defend.

A wound, on the other hand, is applied directly to the target unit. Effects that add additional wounds apply those wounds directly to the target unit without the opportunity to block.

Example: *A power states that it "inflicts ◈◈ wounds to the target unit." This means you roll 2 black attack dice and apply any hits rolled as wounds immediately, without a chance to roll defense dice, regardless of whether they were standard or critical hits.*

Reactions

Reactions are actions that can be taken in response to a trigger of some kind. This can be during your turn or even during your opponent's. However, the same player cannot take more than one reaction activated by the same trigger.

The types of reactions are:
- Opportunity Attack
- Reaction Power
- Vaala Card

Opportunity Attack

An Opportunity Attack is a reaction that any unit is allowed to take when an enemy they are **engaged** with moves (or is moved) away from combat for any reason.

If the engaged unit decides to make the Opportunity Attack, place a fatigue counter on the reacting unit. Then, perform a normal melee attack against the enemy unit that triggered this reaction (see "Attacks" on page 14). All Opportunity Attacks are completed before the enemy that triggered them begins the move that triggered the reactions.

Some units might be temporarily unable to make Opportunity Attacks. The two most common reasons for this are the following:
- Units that are Flanked (see page 14) are unable to make Opportunity Attacks.
- Units that are Exhausted (see page 18) are unable to make Opportunity Attacks.

Example: *Lucy's Dreamfencers are engaged with Jason's Scythed Reavers when he decides to move them away as part of a Skirmish action. Before the Reavers are able to Skirmish, Lucy's Dreamfencers make an Opportunity Attack against them.*

Reaction Power

Certain powers can be used as reactions. If this is the case, the power's text begins with a trigger, a description of when it can be used.

Vaala Card

Vaala cards (see page 21) are always played as a reaction. The card's text begins with a trigger, a description of when it can be used.

Fatigue

If a unit has no fatigue counters on it, it is **Fresh**, and it upgrades all of its attack, defense, and morale rolls.

Note that normally this is only useful for the unit's defense and morale, but the upgrade to the attack rolls might be useful occasionally for some type of reaction powers that do not cost fatigue.

If a unit has 1 or 2 fatigue counters on it, it simply performs as normal.

If a unit has 3 or more fatigue counters on it, it is **Exhausted.** An Exhausted unit downgrades all attack, defense, and morale rolls and cannot be activated, make Opportunity Attacks, or use reaction powers.

Epic Creatures

Valerna is home to some large and fearsome creatures, the most well known of these are its dragons. These creatures are bigger, stronger, and more resilient than most others, so they work a bit differently.

Health and Injuries

Unlike regular units, when an Epic Creatures has a number of wounds equal to its Health stat, it becomes Injured. An Injury weakens the Epic Creature and makes it easier to take down.

APPLYING WOUNDS

When applying wounds to an Epic Creature, first place the wounds onto the unit or its card, as you would do with any other unit. Once the creature has suffered an amount of wounds equal to its Health, remove all wounds and flip its unit card over to the Injured side. If the creature has been dealt enough wounds that more need to be applied after it has become Injured, those are then applied to the unit, as before.

INJURIES

Once an Epic Creature has been Injured, flip its unit card over to the Injured side on the back, which is normally a weaker version of the unit.

An Injured creature cannot be healed back to the front side of its unit card with healing powers.

DEFEAT

If a number of wounds equal to an Injured creature's Health are inflicted on it, it is defeated, and the model is removed from the table.

Dragonriders

Some units (most notably Dragons!) have the Mount keyword, and some Heroes have the Dragonrider keyword. Such Heroes can ride on top of a unit that has the Mount keyword.

MOUNTING/DISMOUNTING

If the Hero is not mounted and ends its activation in base contact with a unit with the Mount keyword, and both the Mount and the Hero are not engaged, the Hero may freely mount. Heroes may also start the game already mounted (see page 25).

To represent a mounted Hero, you can either place the Hero's miniature on the Epic Creature's base, or use a special miniature of the Epic Creature that is actually being ridden by the Hero.

If the Hero is mounted at the start of its activation, and the Mount is not engaged, the Hero may freely dismount, placing the Hero model in base contact with the Mount. The Hero may then proceed with its activation as normal.

A Hero cannot voluntarily mount and dismount in the same activation.

While mounted, a Hero counts as being in the same location as its Mount. They count as a single unit for the purpose of Flanking. Measure ranges and lines of sight to/from the Hero from the Mount's base. Enemy units can freely choose to target either the Hero or its Mount with their ranged attacks that have line of sight to the Mount. Similarly, enemy units in base contact with the Mount can attack either the Hero or the Mount (or indeed split their attacks between the two). Whenever hits from melee attacks are dealt to the mounted Hero, you may choose to have the Mount take all of the melee hits instead (and roll defense, if applicable).

If the Hero is defeated, the mount continues to fight as normal. If the Mount is defeated by a ranged attack, simply dismount the Hero as described above and then remove the Mount model. If the Mount is defeated by a melee attack, remove the Mount model and place the Hero model back into base contact with the unit that defeated the Mount.

SIMULTANEOUS ACTIVATION

As long as a Hero is mounted on a Mount, they cannot use their Command keyword. Instead, the following rule applies:

At the start of either the rider or the Mount's activation, you may place an activation marker on one of them. After you have resolved its action, you must immediately remove the activation marker and activate the other unit. (Do not place an activation marker during the second activation). In other words, activating the rider means the Mount will be activated immediately after the rider's action, and if you instead activate the Mount first, the rider will be activated immediately after the Mount's action. This effectively allows you to take two activations in a row.

The Dragonbond

The Dragonbond is the most unique phenomenon in all of Valerna. It consists of a dragon and a Hero becoming inextricably linked.

If your force includes a dragon, you can note down when you pick your list that the dragon is bonded to a Hero with the Dragonrider keyword. Only these Heroes are powerful enough to bond their essence with a dragon's.

Both the dragon and the Hero become more powerful when they are bonded, benefiting from **an upgrade on all of their attack, defense, and morale rolls**. However, **if either of them is defeated, both of them are immediately removed.**

The General

Your force must be led by a General. This must be a Hero, which means you need to include at least one Hero in your force.

If your force includes one or more Heroes bonded with a dragon, one of those Heroes must be the General.

If you don't have a Hero bonded with a dragon, then the General must be a Hero with the Dragonrider keyword.

If none are present, then any Hero can be your General.

Make clear to your opponent at the start of the game which Hero is your General.

General's Aura of Command

All friendly models within 12" of the general upgrade their Morale tests (except for the General being defeated).

Morale

Certain situations can shake even the hardiest of warriors, requiring units to test their morale, as some might panic and flee the battlefield.

To take a Morale test for a model, roll a gray defense die or, if the unit is a Hero or an Epic Creature, a black defense die. If the result is a block, the test is passed, and the model continues to fight as normal. If the result is a fail, the model flees the battlefield and is immediately removed, just like a defeated model.

If at least one model is removed in this way from a unit, also remove all wound markers from the unit. It is often the wounded warriors that retreat first!

A model must take a Morale test when its unit suffers heavy casualties and when its General is defeated.

Unit Suffers Heavy Casualties

If a unit loses half or more of its remaining **models** as a result of an attack or effect, you must immediately take a morale test for each surviving model.

The General is Defeated

When your force's General is defeated, before removing the model, you must immediately take a morale test for every model within the General's aura of command, starting with Heroes and then continuing to non-Hero models.

Powers

Most units in the game have powers that they can use to change the tide of battle. These powers can be extremely varied, ranging from special skills that make units more effective to magic effects that are unique to their faction.

Powers can be found on all of the different unit cards in the game. Each power belongs to one of three types defined below.

Type

A power's type denotes the moment when it can be activated in the game. There are three possible types:

Passive Powers
This power is always active and does not need to be activated (and therefore costs no fatigue).

Action Powers
This power may be used as an activated unit's action on your turn (and therefore requires adding one point of fatigue to the acting unit, unless otherwise specified in the power's description).

Reaction Powers
This power may be activated as a reaction to a specific event. Powers with reaction timing always begin with a sentence, in italics, describing the triggering event that gives you the option to activate it. Normally, reaction powers do not cost a point of fatigue, unless otherwise specified in the power's description.

Activating Powers

To activate a power, simply make sure that you are doing so at the appropriate time (see above), then follow the text defining the power's effect. Unless otherwise specified, a given power may only be activated once per turn; this is true even for reaction powers regardless of how many times their triggering conditions are met during a turn. Remember that no two reactions can be activated by the same player on the same trigger.

Unless otherwise specified, Exhausted units may not activate any powers (though their passive powers continue to function).

Ultimate Powers

The strongest powers start with the word Ultimate. After activating one of these powers, place an ultimate marker on the unit's card to show that it has been used. Ultimate powers can only be used once during a game.

Targets for powers & Vaala cards

Many of the effects described on powers and Vaala cards can target units.

In general, if a power or Vaala card can target friendly units, it can also target the the casting unit.

Your unit used to activate the power or using the Vaala card is normally referred to as the casting unit or simply the caster.

Note that some powers and Vaala cards may include exceptions to these general targeting rules.

> ### Making Attacks vs. Rolling Dice
>
> Certain powers will allow a unit to make an attack. These attacks follow the standard rules for making an attack. Like other attacks in the game, each model in the unit affects the number of dice that you roll for the attack.
>
> Other powers may also require rolling dice; some of these may deal hits or even apply wounds directly. It's important to note that, unless otherwise specified in the description, these are not considered attacks and the number of models in the unit does not affect the number of dice that are rolled.

Vaala Cards

When writing up your force, you have the opportunity to add Vaala cards to your hand. During the game, Vaala cards can be played as stated on the card. Once a Vaala card is played, it is discarded from the game. No two Vaala cards can be played on the same trigger.

Most Vaala cards require a unit in your force to make an attack with the Vaala keyword, so be sure to include units with these kinds of attacks if you are going to use Vaala cards!

A Vaala card that requires a target unit must be cast by one of your units with both the Vaala keyword and a ranged attack, and the caster must both be within range of and have line of sight to the target unit.

Artifact Cards

Much like Vaala, when writing up your force, you have the opportunity to add Artifact cards to your hand. Unlike Vaala cards, each artifact card that you add to your force must be allocated to a Hero, and each Hero can carry only one artifact.

An Artifact is a mighty magical item that confers an additional power to the Hero carrying it, which could be a passive power, an action power, or a reaction power, as described on the Artifact card itself.

Healing

A common effect from many units' powers is healing. When a power tells you to heal a unit, remove a number of wound counters or status effect markers from the unit's card equal to the amount that is being healed.

If the amount being healed exceeds the number of wounds and status effects on the unit, there is no further effect. Models that are defeated may not be brought back by healing, and Epic Creatures (see page 19) cannot be healed back to the front side of their card.

Keywords

All units have keywords, terms that define the unit for various rule purposes.

Some keywords are powers, while others have no effect other than to specify a unit type (e.g. 'Dragon'), which force a unit belongs to or which units can be commanded by which Heroes. (For example, the Allaria keyword simply specifies that the unit belongs to the Allarian forces. See also "Command X" below).

Keywords can be found printed on the unit's card either below the unit's name (when they apply to the unit as a whole) or on some of the unit's attacks (when they apply solely to that attack). The most common of these unit keywords and attack keywords are listed below.

Unit Keywords

COMMAND X

A Hero with this keyword has several abilities that affect units with the matching X keyword.

Whenever one or more hits from ranged attacks are inflicted onto this Hero, you may choose a unit with the X keyword within 1" to take all of these ranged hits instead (rolling defense, if applicable).

At the start of this Hero's activation, you may place an activation marker on a single unit with the X keyword within 1" of it. After this Hero has finished its activation, you must immediately remove the activation marker and activate that unit. This effectively allows you to have two activations in a row in a single turn.

Units with the X keyword within 1" of this Hero, or with this Hero's activation marker on them, are "commanded by" the Hero. Units "commanded by" a Hero upgrade their morale tests.

DRAGONRIDER

This unit can ride units that have the Mount keyword (see page 22).

EPIC

The unit is an Epic Creature, as described on page 19.

FIELDCRAFT

The unit ignores movement penalties for Slowing terrain.

FLYING

This unit can choose to either move on the ground or fly. If flying, this unit ignores terrain and other units when moving, but it cannot end its move inside Impassable or Obscuring terrain or on top of other units. At the end of its move, the unit is considered to have landed.

GIANT

When this unit is defeated, inflict ◇◇◇ wounds on any one enemy unit engaged with this unit (controlling player's choice), then remove this unit.

HERO

This unit uses a black defense die for morale tests, and it can be given a single Artifact (see page 21). It is also eligible to be your General (see page 20).

HUGE

When working out line of sight to/from this unit (or its rider), ignore units that don't have the Huge keyword (see page 8).

MOUNT

This unit can be a mount for a unit with the Dragonrider keyword (see page 22).

SHIRKERS

This unit uses a white defense die for morale tests.

TINY

This unit does not block line of sight, except to/from other units with the Tiny keyword (see page 8).

UNFEELING

This unit does not take Morale tests for suffering heavy casualties, nor for the general being defeated.

Attack Keywords

ASSASSINATE

Hits from an attack with this keyword cannot be assigned to a different unit (to a unit within command or a mount).

IMMOBILIZING

When this attack deals at least one wound to a unit, that unit gains an Immobilzed marker (see Status Effects on page 23)

VAALA

This ranged attack can be used to cast Vaala. See page 21 for more details.

POISONED

When this attack deals at least one wound to a unit, that unit gains a Poison marker (see Status Effects on page 23)

SLOWING

When this attack deals at least one wound to a unit, that unit gains a Slowed marker (see Status Effects on page 23)

Status Effects

At various points throughout the game, a unit may have one or more status effects applied to it, normally by powers. These effects range from damaging the unit over time, to slowing or even immobilizing it.

To apply a status effect on a unit, simply place the appropriate status marker(s) on the unit. A unit may have multiples of the same status effect, or different status effects on it at any given time.

Resolving Status Effects

Resolving a status effect consists of activating the unit, applying the effects of the status and then removing the marker that represents it.

Some effects must be resolved automatically at the start of a given unit's activation. When you activate a unit that has these effects applied to it, you must resolve its status effects before doing anything else.

The most common status effects are defined below.

Poisoned
For each Poison marker on a unit at the start of its activation, roll a white attack die. For each hit rolled, add a wound to the unit and remove a marker. (Note that this may apply more wounds than there are markers.) No defense rolls are allowed.

Slowed
This unit's Speed is reduced by half. Note this is cumulative with the effects of a Skirmish Move, so a Slowed Skirmish Move would be reduced to a quarter of the unit's base Speed. At the end of this unit's activation, remove one Slow marker from the unit.

Immobilized
This unit's Speed is reduced to zero. At the end of this unit's activation, remove one Immobilized marker from the unit.

Terrain

Battlefields in DB:BoV are filled with terrain which affects units' movement and attacks.

In this section, we assume you will make use of 2D terrain, like the terrain provided in the starter set or downloaded from our website and printed at home.

As your experience of the game and hobby grows, you will want to start using 3D terrain, which will make your table look great but also require some agreement between the players before the game. For now, let's concentrate on 2D terrain.

Models inside/outside Terrain

A model is considered inside a piece of terrain if its base overlaps the terrain by any proportion (even if it's just a millimeter).

If the model's base is not on top of the terrain the model is outside the terrain, even if its base is in contact with the terrain, and even if some parts of the model that extend outside its base (tail, weapon, wings, etc.) overlap the terrain.

We recommend always leaving a visible gap of a few millimeters between the model's base and the terrain, to make this clear to both players.

3D Terrain

This terrain will improve the looks of your battlefield, but it comes with a few rules challenges.

Some 3D terrain is purely decorative and has no game effects. Examples of this could be a single tree, rock, or sheep. These decorative elements can be moved aside when a unit needs to move over/onto them, as their actual positions do not matter.

Larger, more involved terrain elements, like areas of woodland, rocky ground, rivers, lava pools, and even buildings prove increasingly more difficult for your models to interact with during a game. There might not be space to fit models inside the terrain, for example.

The easiest solution is to treat these terrain features as blocking terrain, as this eliminates the rules issues and still allows you to place cool 3D terrain on your battlefield. Maybe that forest is haunted, or that house is on fire, so nobody dares enter it.

In any case, if you use 3D terrain it is always worth having a chat with your opponent before starting the game, to agree how you are going to treat each piece of terrain in terms of the rules given here below.

For more sophisticated rules about interacting with terrain, even up to the point of fighting huge sieges, keep your eyes open for dedicated supplements.

Types of Terrain

Terrain does not affect line of sight, movement, or attacks, unless it has been labeled as one of the following types of terrain. Before you start the game, place one or more markers with these icons on each piece of terrain that you agree should have the relevant effects.

IMPASSABLE TERRAIN

Terrain that has been labeled with this icon is **Impassable** terrain.

Models cannot move inside Impassable terrain and must, therefore, move around it. **(Fig. 15).**

Fig. 15

The model moves around impassable terrain, ensuring its base does not cross the terrain at any point.
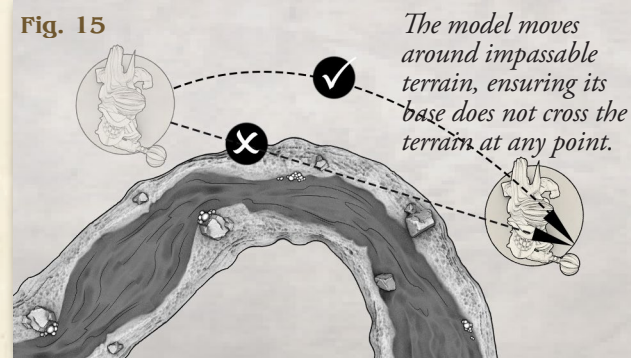
SLOWING TERRAIN

Terrain that has been labeled with this icon is **Slowing** terrain.

For every 1" moved across Slowing terrain, 2" of the model's move for the turn are used up.

It is possible for a unit to move some models slower through terrain and others faster around terrain in the same move, but remember that a unit must always end its move in coherency. **(Fig. 16).**

Fig. 16

1" 1" 1" 1" 1" 1"

1" 1" 2" 2"

Both models move 6", and end their move in coherency.
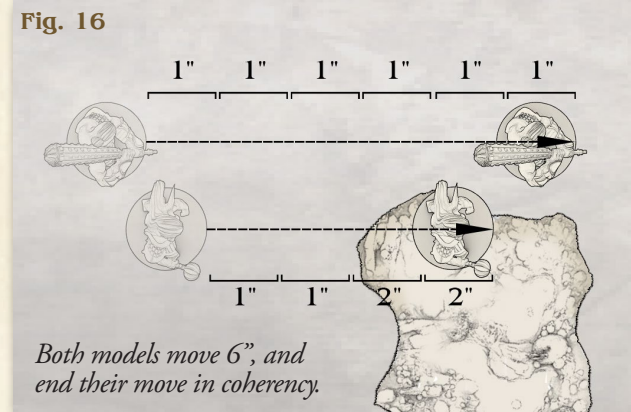
OBSCURING TERRAIN

Terrain that has been labeled with this icon is **Obscuring** terrain.

Models that are outside Obscuring terrain can see models inside that terrain, but cannot see models that are behind the terrain. Models that are inside Obscuring terrain can see models inside or outside that terrain. (**Fig. 17**).

If a unit has at least half of its models inside or behind Obscuring terrain (partially or completely), the unit's defense roll is upgraded when it is hit by a ranged attack or power.

In other words, models can draw LoS into and out of Obscuring terrain, but cannot draw line of sight through it.

Fig. 17

Unit A can see unit B, but not unit C.
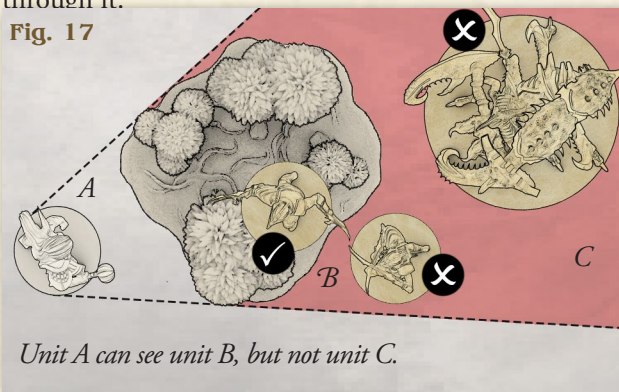
Basic Terrain Effects

The battlefield can contain a wide variety of terrain, below is a table with some of the most typical terrain you will use in the game. However feel free to create new types using the terrain effects and rules provided, and make sure to properly label each terrain piece and agree with your opponent on what each terrain represents and their effects before the game starts.

TERRAIN	EFFECTS
Ruins	obscuring
Forests	obscuring, slowing
deep Rivers/ lakes	impassable
shallow rivers/ lakes	slowing
Lava pools	dangerous (3), slowing
Poisonous swamps	dangerous (1), slowing, obscuring
Rocks	slowing, obscuring

DANGEROUS TERRAIN (X)

Normally, terrain is not dangerous for models inside it unless it has been labeled with this icon, which means it's **Dangerous** terrain with a value of X. (**Fig. 18**).

Whenever a player wins Inititative, that player must pick a target unit for each piece of dangerous terrain on the table. The target(s) can be any unit inside or within 6" of the piece of dangerous terrain, and it can be friend or foe — a target must be selected if possible, even if it is friendly!

If the target is inside the terrain, it suffers a melee attack from the terrain equal to X black attack dice.

If the target is outside the terrain and within 6" of it, it suffers a ranged attack from the terrain equal to X gray attack dice.

Fig. 18 - Dangerous Terrain (3)

The player controlling the unit wins Initiative, and as there are, no other targets in range of this terrain piece, they're forced to select their own unit to be target for the terrain's 3 black dice melee attacks.
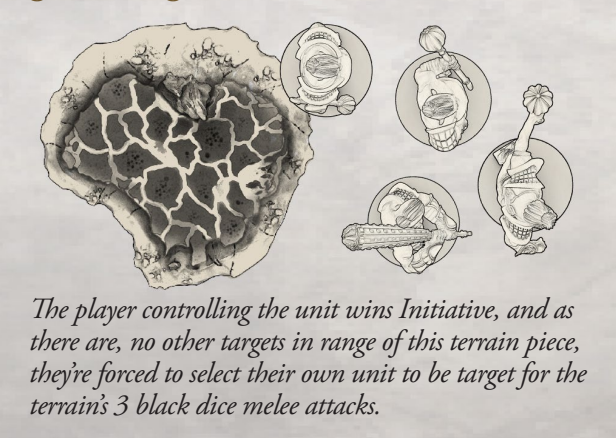
SETTING UP A GAME

Preparation

Before meeting your opponent for a game of DG:BoV, you must prepare your forces as described in this section.

Game Size

First of all, agree with your opponent on a time and a place for the game and decide a size for the game. The size is the maximum amount of points that each player's force can add up to. The standard game size is 100 points, but a 50-point game is good fun too. A 50-point game will be over in a much shorter time, so decide the size of the game based on the amount of time you are going to have.

Writing up Force Lists

The next thing you need to do is to write up a **force list.** It is considered good manners to have one prepared when you arrive at the chosen game venue. Here's how you go about writing up your list.

SELECT UNITS

Pick one of the forces you have a collection of models for (Tyveria, Allaria, Nahuac, etc.) and select the units that you want to include in your force. Each unit is worth a certain amount of points, as shown in each unit's card. Add those points together until you reach the agreed game size. It's okay to spend a few points less than agreed, but you cannot spend more!

The General

A force **must** include one and only one general (see page 20). Mark clearly on your force list which Hero is your General.

Dragonriders

If one your Drgonriders starts the game already mounted on a Mount, write this down on your Force list.

SELECT VAALA AND ARTIFACTS

Once you have finished selecting your force, you can spend any remaining points on Vaala cards and/or Artifact cards. These cards cost 1 point each.

Vaala cards are simply added to your hand of Vaala. Each Artifact card must instead be allocated to a Hero (and each Hero can carry a single artifact). Write this in the force list and place the artifact card next to or under the Hero's own card.

You are not required to state which cards you have bought, but you must state how many of each type of card you have and which Heroes are carrying Artifacts (which should be made obvious by the card being next to the Hero's own card).

For more information about Vaala and Artifacts, see page 21.

DRAGONBOND

Dragons and Heroes are unique among all other units because they are able to bond with each other. As you pick your force, you decide whether a Hero with the Dragonrider keyword and a dragon are bonded. Mark this clearly on your force list (see "Dragonbond" on page 20).

UNIQUE

All cards marked with this symbol 👑 are Unique, which simply means you cannot include multiple copies of this card in your force.

For example, your force cannot include duplicates of Artifact cards, Vaala cards, some named Epic Creatures and some named Heroes, which represent legendary individuals in the world of Valerna. Your force may not contain two copies of them, even if you own two separate miniatures of that individual. You can include any number of Oathguard Commanders, but you cannot include two Eldai Alarn — there is only one Eldai Alarn!

Pre-game Phase

When you meet with your opponent, follow the steps of the pre-game phase below:

1) Place Terrain
2) Determine Scenario
3) Determine Deployment Zones
4) Take Turns Deploying
5) Start the Game!

1) Place Terrain

The ideal surface area for a DB:BoV battlefield is 4' x 3', but the game can be played equally well on a larger or smaller area if you are using much larger or smaller forces.

We recommend using at least 4 pieces of terrain, with at least half of them being Obscuring terrain. Divide the playing area into 4 **sectors** by drawing imaginary lines across the center of the table, from one side to the other, for each pair of opposing edges, and place a piece of terrain roughly in the center of each sector. Then, roll 6 black attack dice and 1 gray attack die and move the terrain in the direction indicated by the white die (imagining that the top face you rolled is an arrow) a number of inches equal to the number of hits you rolled on all seven dice. Do this separately for each terrain piece.

If you play on a larger or smaller area, increase or decrease the pieces of terrain roughly in proportion. For example, on a 6' x 4' area, use six pieces of terrain instead (one for each 2' x 2' area of the board).

When placing the terrain, it is fair to make sure pieces of terrain do not offer a particular advantage to one faction over the other. This should be a straightforward process, as at this stage you still don't know which side you are going to deploy and play from.

An alternative method, which often saves some precious game time, is for one player to set up the terrain in advance, and then the other player chooses the side they are going to play from.

2) Determine Scenario

Now that you both have your force lists, models, and gaming table, you are ready to choose a scenario. A scenario sets the scene for the battle and describes what the players need to achieve in order to win the game. The default scenario is the **Pitched Battle,** described below, but there are many other scenarios you can choose from. Some alternative scenarios are provided in these rules (see page 29), but more can be found in supplements and online support by Draco Studios. And last but not least, once you have become an expert in Battles of Valerna, we are sure you will want to try your hand at creating your own scenarios.

At this point, you either agree with your opponent which scenario you want to play, or the winner of a face-off roll gets to choose the scenario.

PITCHED BATTLE

This scenario is won by both controlling the battlefield and inflicting damage on the enemy force.

Objectives Setup
Before playing this scenario, you must place 5 objective tokens on the battlefield. If you play on a larger or smaller area, increase or decrease the objectives roughly in proportion. For example, on a 6' x 4' area, use 7 objectives instead.

The rules for placing the objectives are:

- Alternate which player places each objective, starting with the winner of a face-off roll.
- They must be placed more than 9" apart.
- They must be placed more than 3" away from any edge of the playing area.

Scoring points for objectives control
During the Calculate Scoring step of the End of Round phase, check for control of each objective by seeing if it has been captured. You then score 10 points per round for each objective you control.

An objective is captured by a player if the player has the most models (not units) on it. A model is considered to be on an objective if it is within 3" of the objective token. If two or more players have the same number of models on a given objective, then neither player captures it.

Once an objective has been captured, it remains in the control of that player until it is captured by the opponent.

Scoring points for defeating enemy units
Every time an enemy unit is defeated, you score a number of points equal to the point cost of that unit (including the cost of artifacts carried and any other upgrade). Record these points immediately.

Victory!
At the end of the game, if a player has scored at least 10 points more than the opponent, that player wins, otherwise the game is a draw.

This 10-point difference works well for games with a game size of around 100 points. If you play larger or smaller game sizes, adjust this point difference victory condition by making it 10% of the game size. For example, in a game of size 50, you need to win by at least 5 points for the game not to end in a draw.

3) Determine Deployment Zones

Now that you have selected your scenario, you are ready to deploy your forces.

ROLL FOR TABLE EDGES

The players make a face-off roll. The winner of the roll picks either of the two longer table edges as their own. The opponent gets the opposite longer table edge.

MARK DEPLOYMENT ZONES

The players use dice to mark their Deployment Zones on the gaming table. First, mark the middle line—a line parallel to the players' table edges cutting the playing area into two equal parts.

Then, mark two more lines parallel to the middle line and 12" away from the middle line. The area between your edge of the table and the closest of these two lines is your Deployment Zone, as shown in the diagram below.

Deployment zone

12"

Middle Line

12"
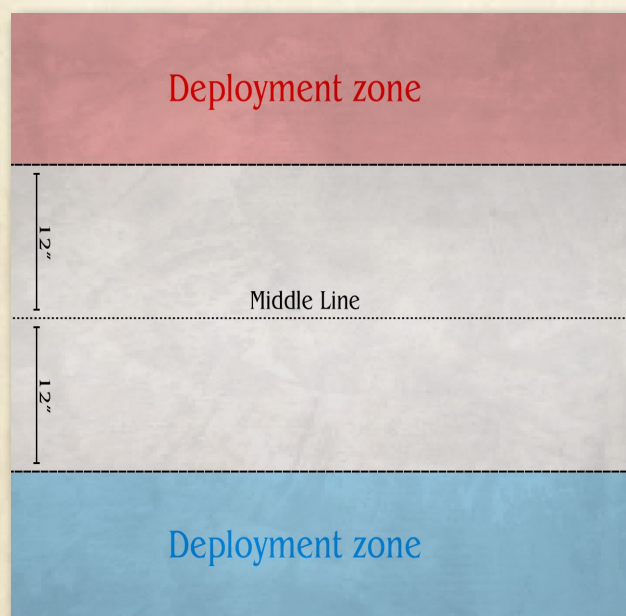
Deployment zone

4) Take Turns Deploying

Starting with the player who won the face-off roll to choose their table edge, each player takes a turn deploying a single unit. Continue until you both have deployed all of your units.

RULES FOR DEPLOYMENT

- Each unit must be placed within its Deployment Zone. (This ensures units will start more than 24" away from any enemy.)
- Each unit must be deployed in coherency.

RESERVES

After you have deployed at least half of your units, then when it is your turn to deploy a unit, you may choose to stop deploying units and declare that your remaining units are instead left in Reserve. Dragonriders that start the game mounted and their mount count as a single unit for this purpose. Note that your General cannot be left in Reserve - in Valerna they lead from the front!

Units in Reserve are left to the side of the table and may be activated just like units on the table.

In Round 1 of the game, when you activate a unit in Reserve, they do nothing; simply put 1 fatigue counter on it. You can do this up to three times per unit per round (after which, the unit is Exhausted). These units recover from fatigue at the end of each round, just like units on the table.

Starting in Round 2, when you activate a unit in Reserve, you may choose to bring the unit in from Reserve by taking a March action. Choose a point on your table edge, or either of the shorter table edges, and move the unit onto the table as though they started the March action just outside the table in base contact with that point.

Be aware though that if the game ends for any reason (this could be at the end of Round 4, or when a scenario condition is triggered, or imediately when the enemy manages to defat all of your units on the battlefield, or...), all units left in Reserve are immediately defeated!

5) Start the Game!

Once all players' forces are deployed, begin Round 1 of the game by rolling for Initiative, as described on page 10.

Alternative scenarios

Below you will find some ideas for scenarios, starting from small variants of the Pitched Battle, and then expanding into an example of a more colourful, story-driven scenario: The Quest.

Feel free to play any of these instead of the Pitched Battle, and once you feel ready for it, do create your own scenarios, to match your favourite scenes in novels, comics, role-playing campaigns and so forth. And please then join us online to share your scenarios with the Dragonbond community.

EXAMPLE 1 - SEIZE THE LAND!

In this variant to the Pitched Battle scenario, the only thing that matter is to capture territory. Your troops are expendable!

Victory!
This scenario is the same as the Pitched Battle, except that no points are scored for defeated enemy units, but only for control of objectives.

EXAMPLE 2 - SLAY THE FOE!

In this variant to the Pitched Battle scenario, your only concern is defeating as many enemy units as possible while minimizing the damage to your own force.

Victory!
This scenario is the same as the Pitched Battle, except that no objectives are placed on the table and therefore points are only scored for defeated enemy units.

EXAMPLE 3 - THE QUEST

This scenario consists of finding a magical treasure and taking it back to camp.

Objectives Setup
Place objectives as in Pitched Battle. In this scenario, the objective tokens are known as treasure tokens.

Special Deployment
In this scenario, no models are deployed before game start; instead, all units start in Reserve (see page 28). Unlike normal, units inReserve are also able to enter the battlefield starting in Round 1, and the winner of a face-off roll chooses which table edge the unit enters from.

Grabbing Treasure
When a unit moves into contact with a treasure token, its move ends, and it immediately rolls a black attack die. If a critical hit is rolled, the unit has found and seized a major magical treasure. Otherwise they have found a minor magical treasure. Place the token on the unit to show it's now carrying it.

Carrying Treasure
Once a unit is carrying one or more treasures, it will continue to do so until it is defeated. If the unit is defeated, place any treasure tokens it was carrying onto the table where its last miniature was removed. Other units can pick up the token by moving onto it as above. No new roll is required because the treasure remains the same type. If the unit carrying the treasures is defeated by a melee attack, the attacking unit automatically takes its treasures.

Scoring
If all models in the unit carrying the treasure March into contact with your table edge, the unit is removed, and you immediately score 20 points for a major treasure or 10 points for a minor treasure.

Victory!
At the end of the game, the player with the most points wins. If the players have the same amount of points, the game is a draw.

NEUTRAL UNITS

Alongside units belonging to one of our three current core forces—Allaria, Nahuac, and Tyveria—you can add a different type of element to your games: Neutral units.

Models for these Neutral units are gradually released by Draco Studios as part of your Tribes subscription or as components of Draco Studios products (like the expansions for the board game Dragonbond: Lords of Vaala). We will release unit cards and rules for using these models as Neutral units in your games of Battles of Valerna.

Neutral units are divided into two different categories based on how they interact with the core forces in the game: Mercenaries and Monsters.

Mercenaries

When you are writing your force list, Neutral units are simply added to your Allarian, Nahuac, or Tyveria force, using the neutral unit's points value, just as if they were a standard part of your force list.

You can give artifacts to Mercenary units as normal, and they can use Vaala cards as long as the Mercenary unit or its attacks have the correct keyword for that Vaala card.

There are two limitations to the amount and type of mercenary units you can add to your force. 1) the General of your force cannot be a Mercenary Hero.
2) the amount of points you spend on your mercenaries cannot be higher than the amount of points you spend on your main force. It must be lower or equal.

For example, in a 100 points Tyverian force, you could field 50 points on Tyverian units (which must include a Tyverian Hero to be the General) and 50 points of Mercenary units.

Mercenary units are part of your force for the duration of the game and count as friendly units for any rules in your force that use that term. They do not count as Allarian/Tyverian/Nahuac units, however, for rules that use those terms.

Monsters

These units are not added to your force. Instead, they fight on their own, as a neutral force on the battlefield. Monsters are normally powerful creatures, ranging from feral, mindless beats that simply attack the closest target, to very intelligent and sophisticated creatures that can be bribed from turn to turn by sacrificing victory points, Vaala, or even the life force of your own units to win their services!

During the Pre-game phase, in the Determine Scenario step, you and your opponent may decide to play an alternative scenario that includes one or more Monsters. These alternative scenarios will be published by Draco Studios or can be created by you and your friends. Alternatively, you may agree with your opponent that you are going to field one or more Monsters in a normal Pitched Battle.

If you decide to field Monsters in a Pitched Battle, first agree on which Monsters you are going to use or randomly draw them from the monster cards you have available. Then, during the Objectives Setup step, place objectives as normal before making another face-off roll. The winner of this roll resolves one of the Monster cards,

usually deploying the monster in the process (see below).

If there is more than one Monster, keep alternating which player places the next Monster in contact with an objective.

Monster behaviour throughout a game is determined by their Monster cards, which are unique to each monster. After placing a monster onto the map, take their corresponding behaviour cards or allegiance card, these depend on the monster.

Deploying monsters

When deploying a monster, simply place it in base contact of any objective token unless otherwise instructed. You can only place one Monster per objective, if a monster cannot be placed, you simply discard the monster card and continue with setup.

Monster general rules

Unless otherwise stated, monsters follow these rules.

Monsters count as an enemy unit for all players but are ignored for the purpose of capturing objectives. If the monster is able to make an opportunity attack, it will make it, even if that means exhausting itself.

Trophy value

When a monster is defeated, the player that defeated it gains victory points equal to its trophy value, shown on its monster card. If the trophy value is an LSB the trophy value of the monster is determined by the last successful bid for the monster as shown in bidding below.

Behaviour deck

After placing a monster, you may be instructed to create a behaviour deck. To do so, take its deck of five behaviour cards and shuffle them into a mini deck. Place this deck face-down near the battlefield.

Monsters with behaviour decks follow these rules: At the end of each round, just before the Calculate Scoring step, draw a card from the behaviour deck (see below) if it has one or fewer fatigue tokens on it. This process is repeated until the monster has two or more fatigue tokens on it, so might draw several cards in a row. Finally, reshuffle all the monster behaviour cards back into the deck.

If the monster is attacked by an enemy unit and the monster has two or fewer fatigue tokens on it, draw one card from the behaviour deck immediately after that player's turn.

If the behaviour deck is ever empty for any reason, shuffle the discard pile to form a new deck.
Drawing card from the behaviour deck
After drawing a card from a monster's behaviour deck, resolve the actions, starting from the top action and continuing till the card is finished. Resolving an action is treated the same as for any other unit, placing a fatigue on the monster and resolving the text written, however, many actions will start with an if statement like "if the monster is not engaged," in these cases, if the statement is not fulfilled, skip that action and do not place a fatigue.

Actions with a target specify the target at the top of the card. If there are no applicable targets, the target is the closest unit, ignoring LoS. If a behaviour card was drawn due to being attacked, it will always consider the attacking unit the target.

BIDDING

To bid for control of a monster secretly hold in your hand a number of Fatigue counters. Each counter is worth 1 victory point. When ready, each player reveals their bid. The winner of the bid immediately loses those victory points (this may take them into a negative value) and takes control of the monster this round, treating it like a Mercenary unit. The loser of the bid does not lose any victory points.