



An Example of Play



LORDS OF VAALA
DRAGONBOND

INTRODUCTION

Welcome to Dragonbond: Lords of Vaala! This is an example of the first round of play. It assumes you have read the rulebook up to and including the set-up on page @@. If you haven't yet, please do so and then return here.

You can read this book after taking a quick skim through the rules or, if you have a few other players, you can setup the game as described on page @@ of the rulebook with the changes described on the following page@, and go through this booklet as a group. This way, you'll see one round of the game play out. Your group will take over the game in the second round.

Set up

Setup the game as described on page @@ of the rulebook with the following changes:

Seating Order

After choosing their characters players sit in this order:
Magnifex - Tyveria - Fulgen - Allaria

Denizens Cards

When laying out the Denizen Cards, make sure that the Bloodclaws Card is in the lineup.



Event Deck

When making the Event Deck, make sure the top card of the Event Deck is Magic in the Mountains followed by A Year of Vaala.



Magnifex Valaa Deck

When making Magnifex's Vaala Deck, make sure the top card is Swift Wing.



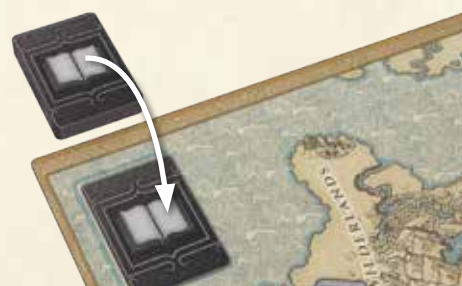
Initiative Token

In a normal game, the Initiative Token would be given to the last player who watched a movie featuring a dragon. For the purposes of this example turn, give the Initiative Token to the Magnifex player.



Action Stack

Draw the top card of the Event Deck and place it facedown within reach of all players@. This is the start of the Action Stack. The card you draw will, of course, be Magic in the Mountains, but it's okay that players know that for this tutorial. In a standard game, the deck would be fully shuffled.



The Planning Phase begins!



Pass this booklet to the Magnifex player



THE GAME

Planning Phase

1. Magnifex

You are **Nagasha Magnifex**, a clever artist of death.



Your first action is probably going to be to get out of the Lower Primalian Range, which means either Wrath or Soar is a good choice. Take Wrath from your hand and place it facedown on the Action Stack.



Then say: *"I have chosen an Action Card secretly from my hand. Now it is Tyveria's turn."*



Pass this booklet to the Adreal player

2. Adreal

You are **Blood Prince Adrael**, a wielder of Blood Magic.



There are a couple of good first moves for you, either spreading out or building up your forces. We are going to focus on reinforcements. Take the *Trade Road* Region Card from your hand and place it facedown on the Action Stack.



Then say: *"I have secretly chosen a card from my hand, though you can see it's a Region Card. Since I only have one Region, you can guess what it is. It's now Fulgen's turn."*



Pass this booklet to the Fulgen player



3. Fulgen

You are **Ferellon Fulgen**, a noble and proud dragon.



Your first action is going to want to either get stuck into some slaughter or move to wherever Power might appear. Take a *Soar* card from your hand and place it facedown onto the Action Stack.



Then say: *“I have chosen an Action Card secretly from my hand. Now it’s Allaria’s turn.”*



Pass this booklet to the Elyse player

4. Elyse

You are **Elyse of Allaria**, a king's bastard daughter and a master spellcaster.



Attacking is often a good choice for your first turn, so you are going to expand your empire with an assault. Take an *Assault* card from your hand, place it facedown onto the Action Stack.



Then say: *"I have chosen an Action Card secretly from my hand. Now it's back to Magnifex."*



Pass this booklet to the Magnifex player



5. Magnifex Again

Now it's your second action. You can choose to play another card, or pass. When we choose our card, we'll do it knowing that we'll have already moved and attacked with the *Wrath* card we played to the Action Stack last turn.

Let's take an *Arcane Hoard* card and place it onto the Action Stack.



Then say: *"I could have chosen to pass, but instead played an Action Card secretly from my hand. Back to Tyveria!"*

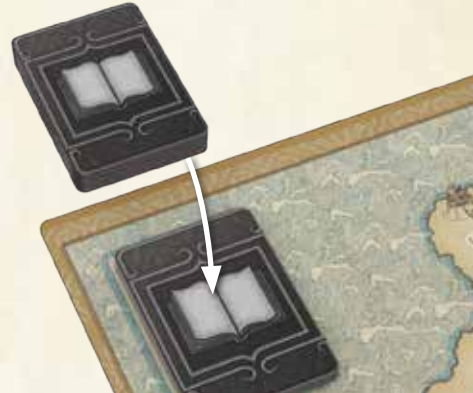


Pass this booklet to the Adreal player

6. Adreal Again

Now it's your second action. You can either pass or play another card. To be honest, your best move is probably to play another card, take some land, and expand your empire... but you are going to pass so we can show what that involves.

Draw an Event Card facedown. We know it will be *A Year of Vaala*, but in a normal game we wouldn't. Place the drawn Event Card onto the Action Stack.



Take the Initiative Token.



Then say: *"I have chosen to pass instead of playing an Action Card. I have added an Event Card to the Action Stack and I will become the first player for the next round."*

The Resolution Phase begins!



Pass this booklet to the Magnifex player

Resolution Phase

Flip the Action Stack over and read the top card *Magic in the Mountains*. This Event Card adds Power to the map; specifically one Power Token in the following regions:

- Fai Woods
- Nahuwoods
- Upper Primalian Range
- South Tyveria




Place the Power Tokens, discard the Event Card



Then say: *“We have resolved the Event Card. Now we will resolve the cards we placed into the Action Stack in order, starting with Magnifex’s Wrath.”*

1. Magnifex

The *Wrath* card you played has a  Glyph that you're about to activate.



If you check your player board, that means you can move to an adjacent region, then initiate combat there. It's slaughtering time!

Nahuwoods has 2 Power Tokens in it, so move there.



Then say: *“Okay, I am activating the Wrath Glyph by moving to Nahuwoods and initiating combat. Since there is only one Neutral Unit there, I’ll be attacking them. I’m checking my combat value by looking at my Wound Track, which is five, then taking five dice and rolling them.”*

Take the 5 dice and place them as shown below: Three standard hits, no criticals.



In an ordinary game you would of course have rolled them! If you had rolled any criticals, the Neutral Unit would be die before getting to counterattack.

Then say: *“Any other player rolls one die for the defending unit’s counterattack. If they were another player they could choose to retreat to avoid my three hits, but since they are neutral, they always counterattack.”*

After the player rolls the counterattack (properly this time), take Wound Tokens equal to the amount of hits rolled and place them onto the Wound Track on your player board. Take the Neutral Unit and place them onto your Essence Track - three units will get you a Power Token!



Take the Wrath card back into your hand



Pass this booklet to the Adreal player

2. Adreal

You will be activating three Glyphs from the *Trade Road* Region Card that will not be found on your player board, but on the board itself at the bottom left corner.



Take the *Bloodclaws* Denizen Card from the lineup and place it onto your Infantry slot on your player board, saying the following:

“I’m resolving the Upgrade Glyph by upgrading to Bloodclaws, since I have the Trade Road region.”



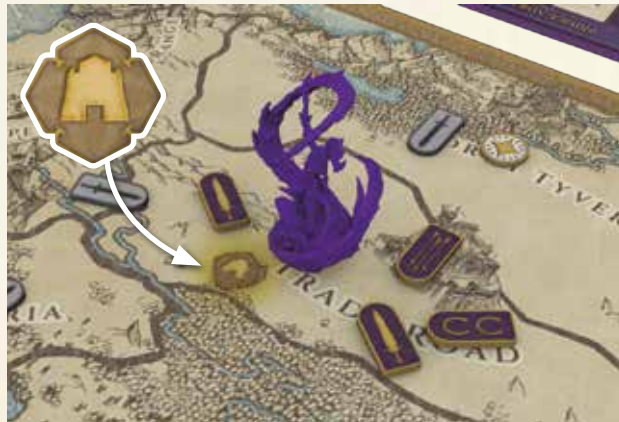
Next, place an Infantry unit into the Trade Road region and say the following:

“I’m resolving the Reinforcement Glyph from the Region Card by choosing a unit to place into this region. I could choose units to place into adjacent regions if I controlled them, but I don’t.”



Place a city token into the Trade Road region and say the following:

“Finally, I’m placing a City Token here, which will help if I’m attacked in this region, or if I want to attack or move from this region across the sea.”




Take the Region Card back into your hand.



Pass this booklet to the Fulgen player

3. Fulgen

By using *Soar*, you will be activating the  Glyph on your player board.



Take Fulgen and place him into the Fai Woods region.



Then say: *“I am a Dragon, so when I move using this Glyph, I can move across the sea. I can reach the Fai Woods or Allaria, or even fly to the Bucentauri Wilderlands, Nahuac or Nahuwoods; but I will move to the Fai Woods.”*

Take your Action Card back into your hand.



Pass this booklet to the Elyse player

Dragonbond

What if the Fulgen player flew to Allaria instead of Fai Woods? We suggest playing this alternate movement out, because it ends with a possible Dragonbond.

Suppose that instead of flying to Fai Woods, Ferellon decides to fly across the sea to Allaria. Since the Fulgen player is finishing their round in region with a General, a Dragonbond can happen here.

Say the following:

“I decided to go by sea and end up in Allaria, finishing my turn in the same region as a General. I might become Dragonbonded!”

Both players **must** roll a die to see if the Dragonbond happens. If both dice show a hit (Critical or Standard), the General and Dragon are bonded. If one die doesn't show a hit, nothing happens. Starting with the general player, either player may choose to reroll either die by spending one Power; they may do this any number of times. In this way you can try to avoid or gain the Dragonbond.

Both players may continue in this fashion until neither player wants to or is able to spend the Power. In this case, neither player has Power Tokens, so neither player can force a reroll.


If the Dragonbond happens, both players will play as a team for the rest of the game. If either player gains 10 Power Tokens, they win as a team.

Both players also exchange their Dragonbond Tokens, and are subject to some special rules, see page @@ of the main rulebook for more.



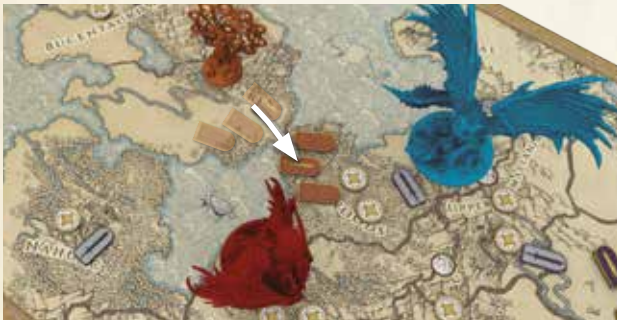
Now reset the board to the way it was before. We'll resume this tutorial with the Fulgen player flying to Fai Woods instead of Allaria, but now you know how Dragonbonding works!

4. Elyse

The *Assault* Action Card will resolve the  Glyph on your player board; which works a bit differently for you than it did for the Magnifex player.



Take your Infantry, Cavalry, and Ranged unit and move them into the Fai Woods.



Then say: *"I am going to attack this region, starting with the Dragon that's getting a bit close for comfort! I check my combat value which is one for each unit, and an extra one for having a unit of each type - that brings me up to four. So I roll four dice against Ferellon Fulgen."*

Take the four dice and place them as shown below: Two standard hits, one critical.



"Since I rolled a Critical Hit, you are going to take a wound and place it on your Wound Track immediately. If you were going to choose to counterattack, this would reduce your combat value to three. Fulgen's player will now have to choose to counterattack or retreat"



Pass this booklet to the Fulgen player

Place a wound token on your wound track.



Move to the Upper Primalian Range region and say: *"I'm going to retreat, but I'm not going to forget this."*



Pass this booklet to the Elyse player

Say the following: *"With that combat finished I can choose to either to retreat back to Allaria, or press the attack against the Neutral Unit here. I'm going to press the attack!"*

Now you'll take your combat dice (still four) and place them as shown below: No standard hits, one critical. Since you rolled a Critical Hits, the Neutral Unit is destroyed immediately and will not get to counterattack. Remove the Neutral Unit from the board, back to the supply.



Pass this booklet to the Magnifex player

5. Magnifex Again

You will be activating a  Glyph and a  Glyph.



Take the two Power Tokens from Nahuwoods and place them onto your Power Track, faceup.




Then say: *"I am activating my Hoard Glyph. That means I collect one Power Token from my region, and a second Power Token because there are no units here."*

Normally this card would be random, but in this case it will be Swift Wing.



Take the Action Card back into your hand.

The final card is A Year of Vaala. In player order (starting with the player having the Initiative Token, in this case Tyveria, and continuing clockwise around the board) each player may activate a  Glyph as described on their player board.



Then say: *"Each player activates this Vaala Glyph. It means you will either draw a Vaala card or spend Power to play a Vaala Card. None of you have Vaala Cards in your hand or Power in your Power Tracks, so you will be drawing. I have a Vaala Card and Power I can spend, so I will play Swift Wing. This allows me to move Magnifex to an adjacent region. I'll move to the Fai Woods, I heard it is nice this time of the year."*



Place 'Swift Wing' down faceup and flip a Power Token on your Power Track to its spent side.



Cleanup Phase

Technically this phase can be done by anybody, but we thought we would give the Magnifex player a break.



Pass this booklet to the Adreal player

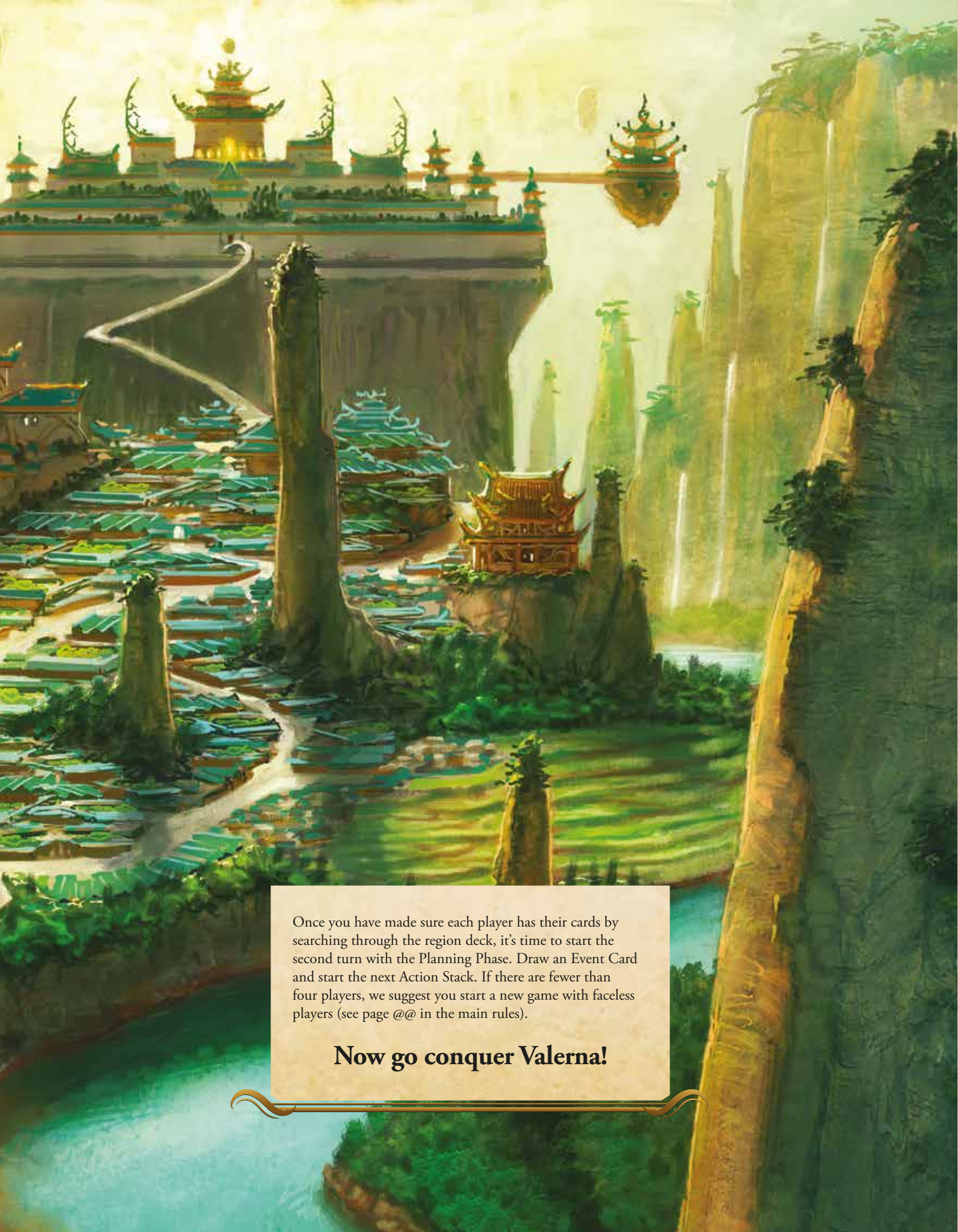
Take the cards in the Denizen lineup and shuffle them into the Denizen Deck. Draw six Denizen Cards to form a new lineup.



Say the following: *“I just refreshed the lineup. Each General player should make sure they have the Region Cards for the Regions they control in their hand. Allaria, that means you should have Fai Woods and Allaria. I should have Trade Road.”*

Each player takes the region cards for the regions they control from the region deck.





Once you have made sure each player has their cards by searching through the region deck, it's time to start the second turn with the Planning Phase. Draw an Event Card and start the next Action Stack. If there are fewer than four players, we suggest you start a new game with faceless players (see page @@ in the main rules).

Now go conquer Valerna!

Player Reference

Round Sequence

Each round consists of three phases:

PLANNING PHASE

Add an event card to the action stack. Players take turns adding cards face down to the action stack until one passes (they take the initiative token). Add another event card to the action stack.

RESOLUTION PHASE

The action stack is resolved one card at a time. Players activate glyphs using player boards and the glyphs on the board.

CLEAN-UP PHASE

If no event cards remain, highest power wins. Otherwise, refresh hands and refresh the line-up.

Combat

Choose a target player in the Region.

1. Roll a number of combat dice equal to your combat value in the region.
2. Critical hits are applied immediately.
3. Defending player may retreat or counterattack by rolling their combat value.
4. Defending players' hits and attacking players' standard hits are applied.
5. If there are remaining enemy Units or dragons, the attacking player must attack again or retreat.

COMBAT VALUE

Dragons: Leftmost combat value marked on the dragon player board.

General: Number of friendly Units in the region, +1 if at least one of infantry, cavalry, and ranged units. +1 if the General is in the region.

Dragonbond

After resolving an action card or retreating, if your General or Dragon is in the same region as another unbonded dragon or general, follow these steps:

1. Both players roll a die.
2. Each player may choose to spend a power to reroll their die.
3. Both players may repeat until neither player wants or is able to spend the power.
4. If the die shows a hit, the General and Dragon are now Dragonbonded.
5. A Dragonbonded General and Dragon are now on the same team, if either player wins, both players are victorious.

Region Glyphs



UPGRADE

A General in control of this region may choose a Denizen from the lineup whose homeland matches this region, or if they spend a power, an adjacent region. The General places the chosen Denizen onto their player board.



REINFORCE

If this region is neutral or uncontrolled place 2 Neutral Units in this region. If it is controlled, the controlling General places a Unit of their choice in the region, and any adjacent regions they control.



FORTIFY

If there is no city in this region, place a city in this region.