



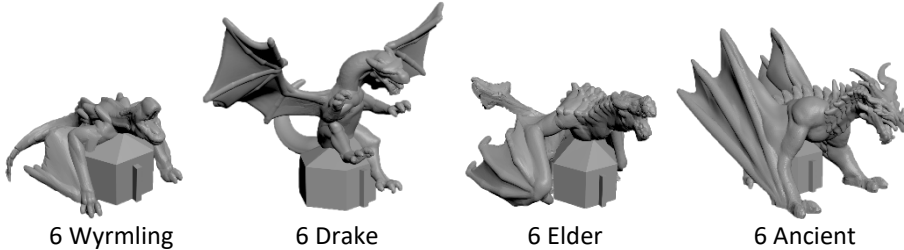
**The ultimate aerial combat miniatures game. For 2-6 players, ages 10+.**

**Designed by William Ivy and Scott Trew**



**GAME COMPONENTS**

24 **dragon minis** (4 for each color: Red, Green, Blue, Gold, Silver, Copper):



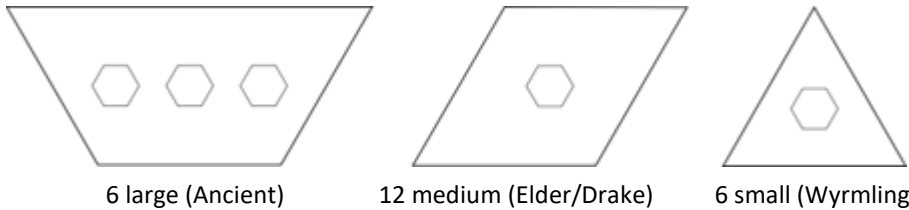
6 Wyrmling

6 Drake

6 Elder

6 Ancient

24 **dragon bases** (4 for each color):

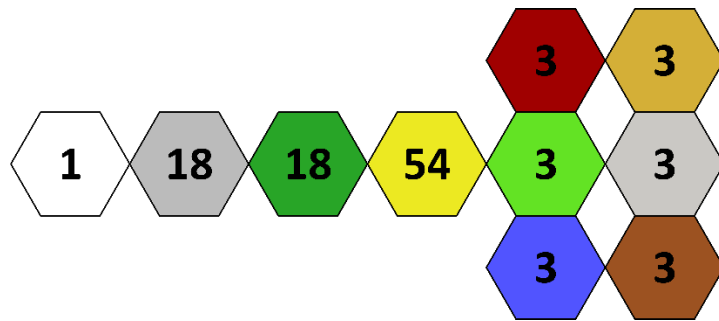


6 large (Ancient)

12 medium (Elder/Drake)

6 small (Wyrmling)

129 **terrain hexes**: 1 Summit, 18 Mountain, 18 Forest, 62 Field, 12 Scorched, 18 Lair (3 of each color)



222 **hex legs**: 108 of length 1, 72 of length 3, 36 of length 6, 6 of length 9

7 **hex connectors**

37 **hex holders**

6 **C-shape hex grids**

6 **A-shape hex grids**

8 **short walls**

6 **long walls**

6 **plotting boards** (1 of each color)

6 **tracking boards** (1 of each color with 4 red health sliders and 4 blue energy sliders)

Many **plotting pegs**

Many **dragon risers**, many **telescoping risers**,

24 **dragon height poles** (optional)

1 **dragon egg token**

1 **d20**

**OBJECT OF THE GAME**

Your objective varies, depending on the game mode being played.

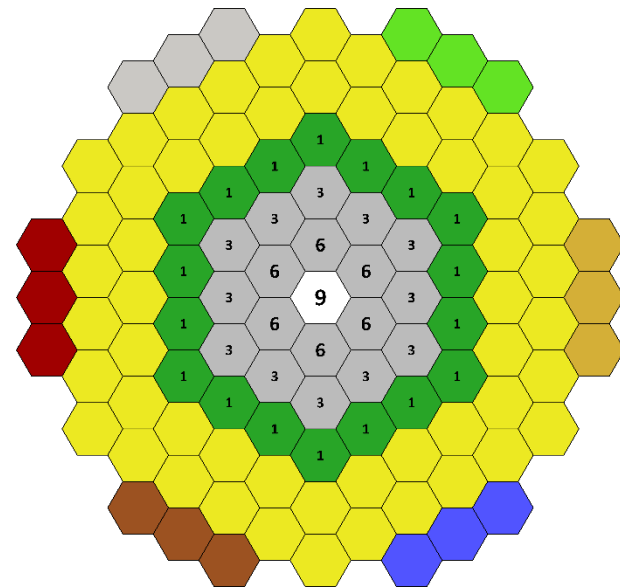
**Capture the Egg**: Retrieve the dragon egg from the Summit and return it to your Lair.

**Deathmatch**: Destroy all other players' dragons.

**Colors vs Chromatics**: Destroy all the other team's dragons. (4 or 6 players only)

**GAMEBOARD SETUP**

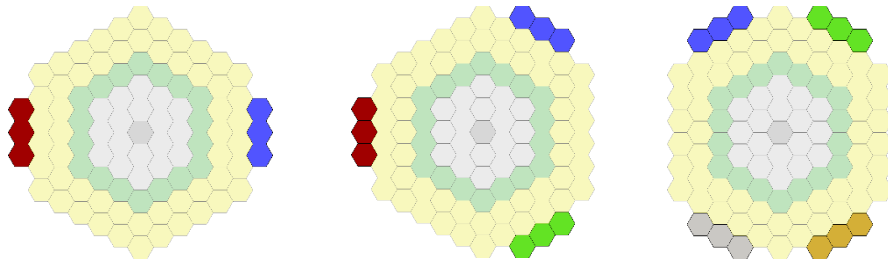
Arrange the terrain hexes as per the following diagram. The numbers indicate which height of hex riser to place under the hex. In DragonWars, height is always reflected in the actual heights of both the terrain hex and the dragon(s) on top of it.



If playing **Capture the Egg**, place the dragon egg token on the Summit hex.

Each player chooses a Color. If playing **Colors vs Chromatics**, an equal number of Colors (Red, Green, Blue) and Chromatics (Gold, Silver, Copper) must be selected.

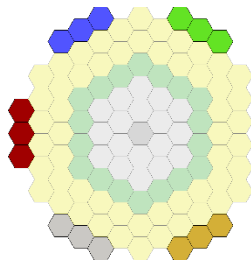
Each player now places their Lair hexes. Legal lair placement depends upon the number of players.



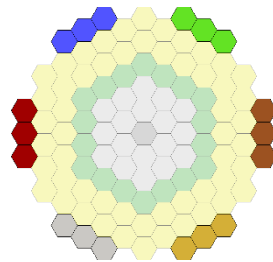
2 players

3 players

4 players



5 players



6 players

If playing **Colors vs Chromatics**, Colors should all have their Lairs on one half of the map, and Chromatics on the other (*as shown in the above diagrams*). In all other game modes, players may choose any legal Lair placement.

Each player now places their dragons in their Lairs, in any legal arrangement. (*details provided in "Dragon Base Placement"*)

The direction that the dragons are facing is not important at this point. All players will have the chance to choose their dragons' facings at the start of the first Round.

### PLAYERBOARD SETUP

Players set the starting health and energy for each of their dragons on their tracking board. (*details provided in "Playerboards"*)

Players empty their plotting boards in preparation for the first Round.

### DRAGON BASE SETUP

Dragon bases are prepared by affixing a dragon unit on top of the raised hex at the center of the base. For the Ancient base, only one of the three raised hexes is used at a time (the rest are for ease of positioning near terrain and other obstacles). Players may change which raised hex is used at any time, for convenience.



Ancient base



Elder/Drake base



Wyrmling base

### DRAGON TYPES

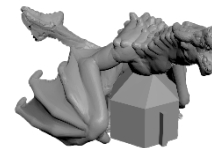
Each of the dragon types has different capabilities, reflected in their physical size and their statistics. All players have the same combination of dragons.



**Wyrmling:** The youngest and smallest dragon. Quick but weak, with limited attack options.



**Drake:** A mature dragon. Moderately fast, moderately strong, with limited attack options.



**Elder:** A formidable dragon with considerable combat experience. Slow but strong, with full attack options.



**Ancient:** A legendary dragon. The largest, wisest, and oldest. Slow but extremely strong, with full attack options.

| Type     | Size   | Speed | Health | Attacks   |
|----------|--------|-------|--------|---|
| Wyrmling | Small  | 3     | 6      | Melee, Fireball (range 1)                                       |
| Drake    | Medium | 2     | 9      | Melee, Fireball (range 3), Fire Breath (range 2-3)              |
| Elder    | Medium | 1     | 12     | Melee, Fireball (range 3), Fire Breath (range 2-3), Close Blast |
| Ancient  | Large  | 1     | 15     | Melee, Fireball (range 5), Fire Breath (range 2-5), Close Blast |

**Size** refers to the physical size of the dragon, reflected in both the size of the dragon mini, as well as the size of the dragon base used to hold the dragon.

**Speed** refers to the maximum number of hexes the dragon can move forward during a single Turn.

**Health** refers to the number of health points the dragon starts with. This is also the maximum number of health points the dragon may have. When a dragon reaches zero health points, it dies and is permanently removed from the game.

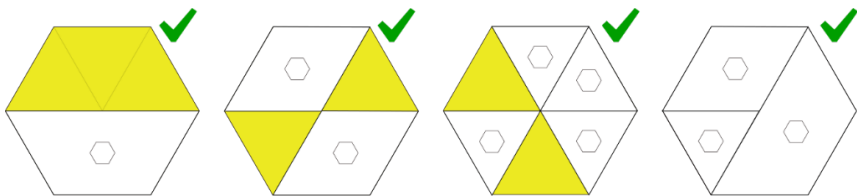
**Attacks** are used to damage other players' dragons during combat.

All dragons start with the same number of energy points (15), which are used to perform attacks. This is also the maximum number of energy points the dragon may have. When a dragon reaches zero energy points, it can no longer perform any attacks (with the exception of Melee, which has no energy cost).

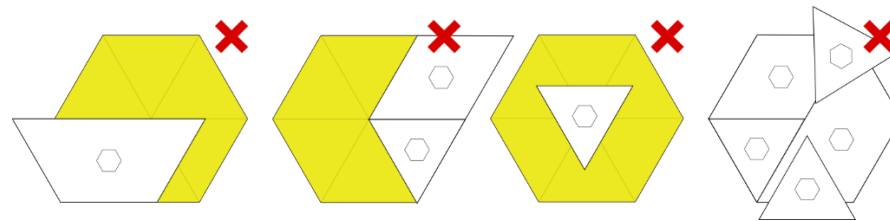
### DRAGON BASE PLACEMENT

The dragon bases are designed to ensure that terrain hexes only contain a legal number of dragons. The dragon bases fit directly into the terrain hex holders and must always touch the sides of the terrain hex holder. If a dragon base cannot fit into a terrain hex holder in this way, the placement is not legal.

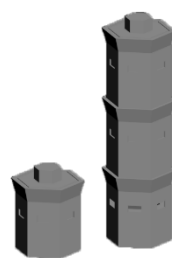
The following are examples of legal dragon base placements:



The following are examples of illegal dragon base placements:

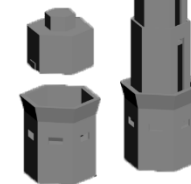


### DRAGON HEIGHT



The dragon minis may be raised (*or lowered*) by inserting (*or removing*) dragon risers between the dragon base and the dragon mini.

Dragon risers may also be converted into telescoping versions (expandable from heights of 2 to 7 units) by removing the top and inserting the telescoping piece.



If using the optional sliding pole arrangement, simply slide the dragon mini up or down their dragon height pole. Each height unit is marked by white grooves. A dragon mini must always be placed between the white grooves, indicating that the dragon is at a height equal to the number of segments below the dragon.

A dragon with zero height can be attached to the hex-connector on the dragon base if desired, but this is not necessary.

A height of zero indicates that the dragon is **grounded** at the same height as the terrain hex. A height of 1 or more indicates that the dragon is **flying** above the current terrain hex.

The total height of a dragon is equal to the sum of the terrain hex height and the dragon's height. The maximum total height allowed for any dragon is 9.

A dragon may freely change from the flying to grounded state (and vice versa) during a Turn, however players must pay close attention to dragon (and terrain)

height when plotting their movements, as crashing into terrain is considered an illegal movement and results in a penalty (*described in “Illegal movements”*).

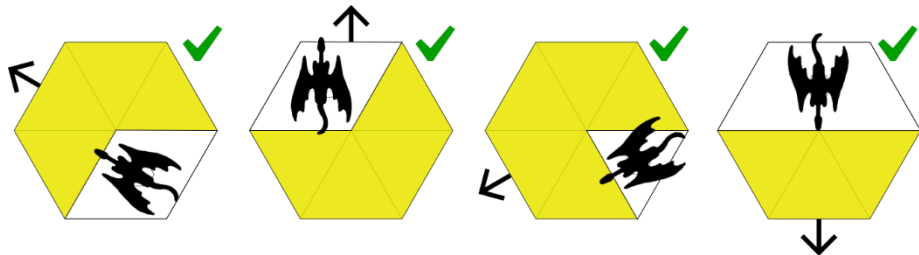
Once a dragon is grounded, it must remain in that terrain hex until a movement containing either a Climb or Descend action is plotted. A grounded dragon may plot combat actions, if desired.

When a dragon becomes grounded as a result of a movement action, their facing remains as per the plotted movement action for the remainder of that Turn. At the start of a Turn, all grounded dragons have the opportunity to choose an arbitrary facing before player movements are plotted.

A dragon in the grounded state may recover health and energy (*described in “Recovery”*), however a grounded dragon is in a vulnerable position and as a result receives twice the usual damage when attacked.

### DRAGON FACING

Dragon facing determines which hex dragons can move into. Dragons face the direction of their head, which is also indicated by a raised notch on the bottom of the dragon mini hex-connector. A dragon must always be facing one of the edges of the hex it is occupying.



To change dragon facing, rotate the dragon mini directly on its height pole. If the dragon is directly attached to the dragon base, remove your dragon mini and re-attach it in the desired orientation.

Whenever a dragon starts a Turn in the grounded state (*see “Dragon Height”*), the player will have the opportunity to arbitrarily choose a new facing before resolving any plotted movement action(s).

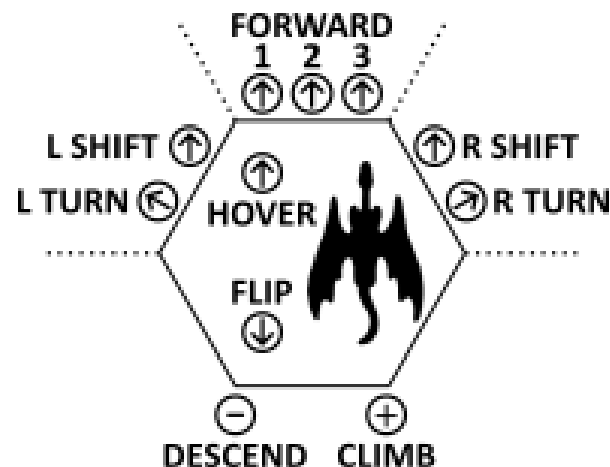
If a dragon is flying (*see “Dragon Height”*), a player may only change its direction by plotting a movement on their plotting board.

### MOVEMENT

Dragons have a variety of possible movement actions. All dragon types are capable of performing the same movements, with the only difference being how many hexes they may advance forward during a single Turn (*this difference is reflected in their ‘Speed’ value*).

All dragon movement is plotted on the plotting boards at the start of each Round. (*details provided in “Plotting a Round”*)

The available movement actions are summarized in the following diagram (*assuming a dragon facing upward, as illustrated*):



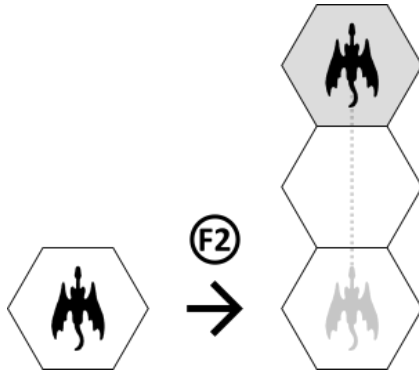
In addition to providing the names of the movement actions, this diagram illustrates which hex the dragon ends up in, and what facing it has at the end of the movement.

Some movement actions allow the dragon to additionally change its height as part of the movement (with a **Climb** and **Descend** action). We will discuss these additional actions at the end of this section.

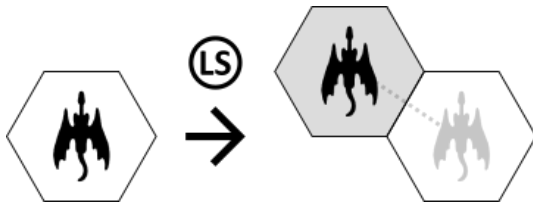
Any movement which is plotted by a grounded dragon must result in the dragon flying. It is not permitted for a grounded dragon to move to another hex and remain grounded at that hex.

**Forward (F1-F3)**

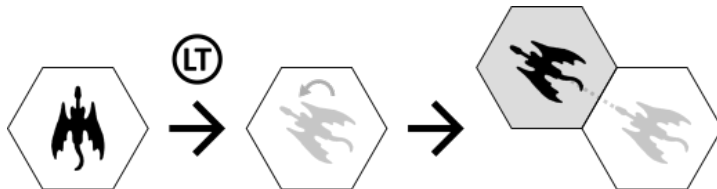
The dragon moves forward (in the direction it is facing) a total of 1, 2, or 3 hexes, with the maximum distance determined by the dragon type. The dragon's facing does not change.

**Left Shift (LS)**

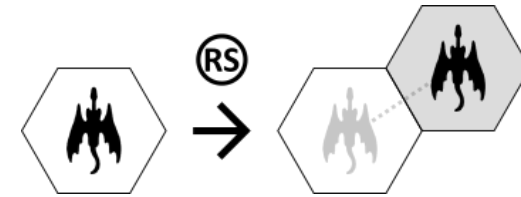
The dragon moves into the hex located immediately forward and leftward, without changing its facing.

**Left Turn (LT)**

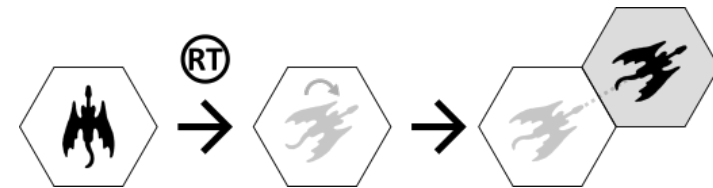
The dragon turns 60° counter-clockwise in the current hex, before moving forward 1 hex (in the direction it is newly facing).

**Right Shift (RS)**

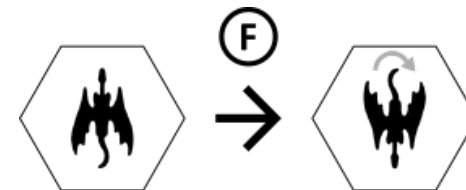
The dragon moves into the hex located immediately forward and rightward, without changing its facing.

**Right Turn (RT)**

The dragon turns 60° clockwise in the current hex, before moving forward 1 hex (in the direction it is newly facing).

**Flip (F)**

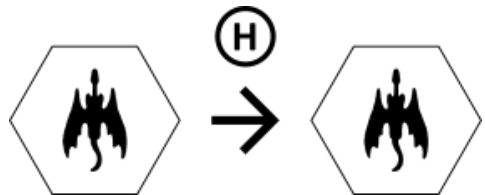
The dragon remains in the same hex, at the same height, but changes facing by 180°.



A dragon may not Flip for 2 consecutive Turns in a Round. Doing so is considered an illegal movement and results in a penalty (*described in "Illegal movements"*).

**Hover (H)**

The dragon remains in the same hex, at the same height, without changing its facing.



A dragon may not Hover for 2 consecutive Turns in a Round. Doing so is considered an illegal movement and results in a penalty (*described in “Illegal movements”*).

**Climb (+) and Descend (-)**

With the exception of the **Flip** and **Hover** movements, all other movements may optionally include a **Climb** or **Descend** component. **Climbing** results in the dragon’s height increasing by 1 at the end of its movement. **Descending** results in the dragon’s height decreasing by 1 at the end of its movement.

A dragon may thus only increase or decrease its height by a total of 1 during each Turn.

**ILLEGAL MOVEMENTS**

Movements are constrained by two rules:

- 1) Movement must always end on a terrain hex (i.e. dragons cannot move outside the map.)
- 2) Movement must always result in a height equal to or greater than the height of the ending terrain hex (i.e. dragons cannot crash through terrain).

If a player plots a movement which breaks either of these rules, the movement of the dragon is forfeited for that Round, the dragon returns to its starting location and facing, and the dragon immediately faces the possibility of **falling**.

**Falling** results in the dragon being forced to move to the lowest possible height in the current hex, taking damage in the process (*refer to table below*). A dragon may be killed by falling. In addition, a dragon who has fallen forfeits all remaining plotted movement actions for that Round. However, the dragon may still perform combat actions for the remainder of the Round.

To determine if a dragon must fall, the affected player must roll a d20. The required dice roll to avoid falling depends on the current height of the dragon, as per the below table. Notice that the higher a dragon is, the easier it is to avoid falling

(reflected in the required d20 rolls), however if the dragon is unable to avoid falling it takes more damage as a result.

| Dragon height | Must roll (d20) | Otherwise, take damage |
|---------------|-----------------|------------------------|
| 0             | 19+             | 1                      |
| 1             | 19+             | 1                      |
| 2             | 17+             | 2                      |
| 3             | 15+             | 3                      |
| 4             | 13+             | 4                      |
| 5             | 11+             | 5                      |
| 6             | 9+              | 6                      |
| 7             | 7+              | 7                      |
| 8             | 5+              | 8                      |
| 9             | 3+              | 9                      |

If the player avoids falling, they must still forfeit that dragon’s remaining movement actions for that Round. The dragon may still perform combat actions for the rest of the Round.

Note that if a player plots an illegal movement for a grounded dragon, there is no possibility of falling, however the affected player must still roll a d20 to avoid taking damage, and must forfeit any remaining movement and combat actions for that Round.

**RESOLVING MOVEMENT CONFLICTS**

As described previously in the section “Dragon base placement”, every terrain hex has a maximum number of dragon bases which may be placed on it at any one time.

In the situation where there is not enough room on a terrain hex for all the dragons which have plotted movement there, the hex is filled in the following order of priority:

Ancient > Elder > Drake > Wyrmling

Ties are resolved by considering dragon health (higher health wins) then dragon energy (higher energy wins). If the tie remains, the player with the most dragons present in the hex wins. If the tie is still not broken, all players are denied the ability to move their dragon into the hex.

Any player who is denied the ability to place (or keep) their dragon on this hex may place their dragon on any other hex immediately adjacent to this one, with any facing of their choice. The dragon must lose 1 height in the process. Subsequent movement actions are taken as plotted.

Note that this loss of height may result in the dragon crashing into the terrain hex, which (like all illegal movements) results in a penalty (*described in “Illegal movements”*).

Note that no consideration is given to whether a dragon already occupied a hex in the previous Turn. A dragon is always at risk of being forced out of a hex due to movement actions plotted by other players.

### COMBAT ACTIONS

Dragons have a variety of attacks they can use to damage their opponents. Not all attacks are available to all dragon types:

| Dragon Type | Available Attacks   |
|-------------|---|
| Wyrmling    | Melee, Fireball (range 1)                                       |
| Drake       | Melee, Fireball (range 3), Fire Breath (range 2-3)              |
| Elder       | Melee, Fireball (range 3), Fire Breath (range 2-3), Close Blast |
| Ancient     | Melee, Fireball (range 5), Fire Breath (range 2-5), Close Blast |

Attacks differ in their range (and area of effect), the damage they cause, and how many energy points they require:

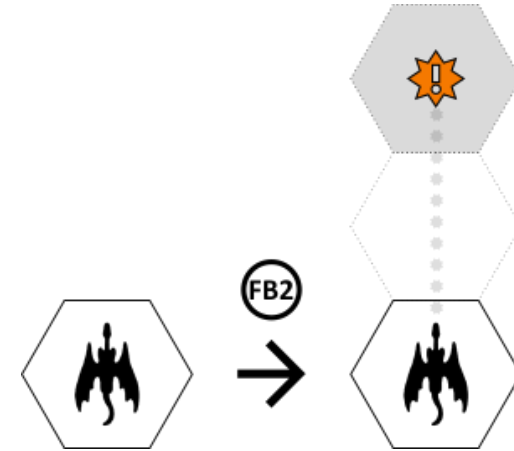
| Attack      | Range | Area of Effect   | Damage | Energy Cost |
|-------------|-------|--|--------|-------------|
| Fireball    | 1-5   | Targeted hex<br>(at current height)                                      | 4      | 1           |
| Fire Breath | 2-5   | All hexes between current hex<br>and targeted hex<br>(at current height) | 4      | 2-5         |
| Close Blast | 1     | 3 forward hexes<br>(at -1,0,+1 of current height)                        | 2      | 1           |
| Melee       | 0     | Current hex  | 1      | 0           |

With the exception of **Melee**, attacks are plotted on the plotting boards at the start of each Round. (*details provided in “Plotting a Round on the plotting board”*)

### Fireball (FB1-FB5)

The Fireball attack launches a fireball 1 to 5 hexes forward (in the direction that the dragon is facing). The maximum range is determined by the type of dragon (refer to the table above), and the fireball may be fired at any range less than or equal to this maximum.

The fireball remains at the same height as the dragon that launched it. All dragons at that height in the targeted hex are hit for 4 damage. There is no effect on any other hex.



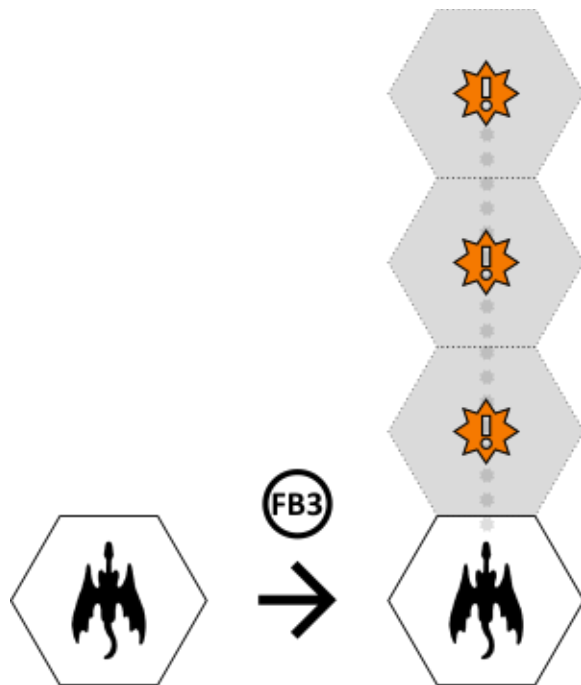
Using the Fireball attack costs 1 energy point.

### Fire Breath (FB2-FB5)

The Fire Breath attack launches a stream of fire which targets all hexes between the dragon and the target hex (in the direction that the dragon is facing). The maximum (and minimum) range is determined by the type of dragon (refer to the table above).

The stream of fire remains at the same height as the dragon that launched it. All dragons at that height in all targeted hexes are hit for 4 damage.

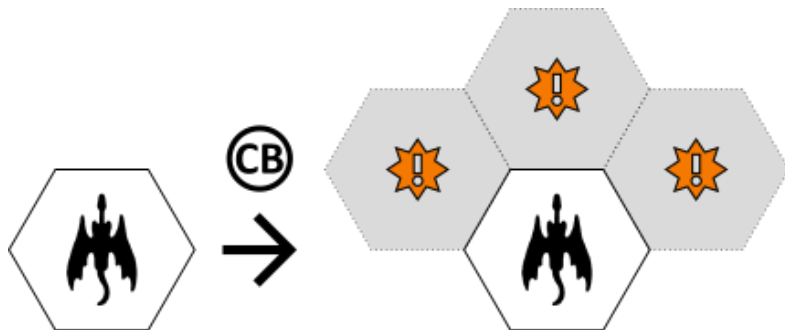




Using the Fire Breath attack costs 1 energy point per targeted hex.

### Close Blast (CB)

The Close Blast attack is a close-range attack, targeting the three hexes immediately in front of a dragon.



The Close Blast attack creates a wall of flames directly in front of the dragon, which extends from 1 height above the dragon's current height, to 1 height below. In total, 9 hexes are targeted. All dragons at those heights in the targeted hexes are hit for 2 damage.

Note that the wall of flames is created in any legal target hex, and is simply not created in any illegal one.

Using the Close Blast attack costs 1 energy point.

### Melee (M)

The Melee attack is different from the other attacks, and should be thought of as an opportunity attack. If two (or more) dragons end their movement at the same height, in the same hex, they all have the opportunity to do 1 damage to each other. Each dragon may hit all enemy dragons. A player may not hit one of their own dragons.

Damage is delivered in the typical order of priority:

Ancient > Elder > Drake > Wyrmling

Ties are resolved by considering dragon health (higher health wins) then dragon energy (higher energy wins). If the tie remains, the player with the most dragons present in the hex wins. If the tie is still not broken, no melee attack is performed.

This order of priority may result in a dragon being killed before it has a chance to perform its own Melee attack.

A Melee attack has no energy cost.

### **RECOVERY**

A dragon may recover health points and/or energy points by grounding (*see "Dragon height"*). Once a dragon has grounded, a player may choose on the following Turn to not plot any movement action for that dragon. The dragon must also not participate in combat for that Turn. Each Turn where this occurs results in the dragon recovering 2 points which may be distributed in any combination between health points or energy points at the start of that Turn.

Players may recover for as many consecutive Turns as they wish, however players should remember that a grounded dragon receives twice the usual damage when attacked.

## ORDER OF PLAY

The game plays out through a series of Rounds, consisting of 3 Turns each. Players will plot their movement and combat actions for the entire Round (all 3 Turns) at once. During each Turn, players will have the opportunity to perform combat actions after all movement actions are completed.

Each Round begins with all players privately plotting their movement and combat actions for the next 3 Turns. (*details provided in "Plotting a Round on the plotting board"*). If playing **Colors vs Chromatics**, players on the same team may privately discuss their plans with each other during this time.

Once all players have plotted their actions, all players with grounded dragons must declare their chosen facing(s). Once this is completed, all players reveal their plotting board at the same time.

Play proceeds one Turn at a time. Each Turn begins with movement. All plotted movement for all dragons occurs at the same time, however for practical reasons movement actions should be performed for one player at a time, resolving any illegal movements that occur. Once all players have performed their movement actions, any movement conflicts are resolved.

Then, combat actions are performed and resolved in a similar fashion. All surviving dragons proceed to the next Turn.

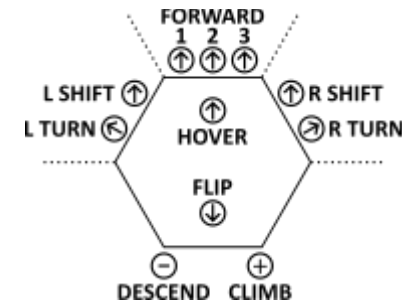
At the start of all Turns, all players with grounded dragons must declare their chosen facing(s) before plotted movements are performed.

Once all 3 Turns are completed, the next Round begins. Play proceeds until the game mode's victory condition is met. (*details provided in "Game Modes"*)

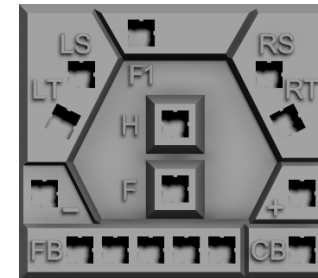
## PLOTTING A ROUND ON THE PLOTTING BOARD

The plotting board provides a concise overview of all the actions which can be performed by each of the player's dragons over the next Round (3 Turns). The players use these boards to plot their movement and combat actions, and use their tracking boards to keep track of their dragon's health points and energy points.

In order to understand the layout of the plotting boards, recall all of the possible movement and combat actions:

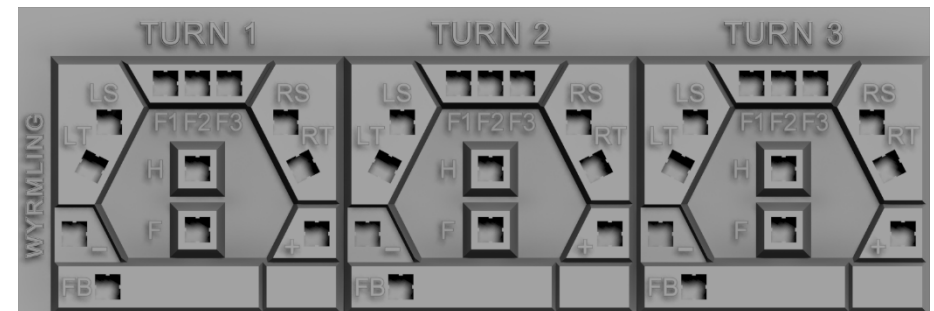


These actions are represented more concisely on the plotting board:



The plotting board is divided into 4 horizontal lanes, one for each dragon type. (**Ancient, Elder, Drake, and Wyrmling**)

The three columns (labeled **Turn 1, Turn 2, Turn 3**) display the possible movement and combat actions that each dragon can perform in the labeled Turn.



Players plot movement actions by placing plotting peg(s) in the hole corresponding to the desired action. A **Descend** or **Climb** action may also be plotted, if the selected movement action allows it. A grounded dragon may remain grounded by plotting no movement actions that Turn. A grounded dragon may perform combat actions.

Only 1 movement may be plotted per dragon, per Turn. If a player plots more than 1 movement action, this is considered an illegal movement and the typical penalty applies.

Underneath each movement section for each dragon's Turn, the possible combat actions for that dragon appear.

Plotting a Fireball is done by placing a single plotting peg in the FB row at the targeted hex (i.e. first hole is for distance 1, last hole is for distance 5).

Plotting a Fire Breath is done by placing plotting pegs in the FB row at each of the targeted hexes. Note that the use of multiple plotting pegs corresponds to the energy cost of the Fire Breath attack.

Plotting a Close Blast is done by placing a single plotting peg in the CB section of the plotting board.

Once players reveal their plotting board, no changes are allowed to be made to the plotted actions. If a player neglects to plot a movement action for a **flying** dragon, this is treated as an illegal movement which results in a penalty (*described in "Illegal movements"*).

At the end of a Round, all plotting pegs are removed and returned to the supply.

## GAME MODES

Each of the different game modes provides a unique gameplay experience, allowing players to tailor the game for their particular group.

### Capture the Egg

A variation on the classic game of capture-the-flag. This game mode combines combat with a racing mechanic for fast-paced action.

To win, a player must retrieve the dragon egg token from the summit of the mountain and return it to their lair.

At the start of the game, the dragon egg token is placed on the Summit hex.

To pickup the dragon egg token, a dragon must simply move into the hex containing it. The dragon egg token is immediately attached to the dragon mini to indicate possession. In the case of multiple dragons reaching the dragon egg token at the same time, the following order of priority applies:

Ancient > Elder > Drake > Wyrmling

Ties are resolved by considering dragon health (higher health wins) then dragon energy (higher energy wins). If the tie remains, the player with the most dragons present in the hex wins. If the tie is still not broken, all players are denied the ability to pick up the egg on this Turn.

The first time the dragon egg is picked up from the Summit (and only the first time), the current Turn completes as usual, but any remaining Turns in that Round are forfeit for all players. All players clear their plotting board and immediately begin plotting a new Round.

The dragon egg token remains with this dragon until the dragon is killed. Once a dragon is killed, the dragon egg token is moved to the lowest possible height in the current hex, and is once again available for pickup.

A dragon who faces the possibility of falling while in possession of the egg instantly dies, regardless of any remaining health points. There is no d20 roll performed, the dragon cannot avoid falling.

The game ends at the end of the Turn where a dragon in possession of the egg token has been grounded on one of that player's Lair hexes. That player is the winner.

### Deathmatch

A pure combat game mode, where the goal is to destroy all other players' dragons.

The game ends immediately once only 1 player has any remaining dragons. That player is the winner.

### Colors vs Chromatics

A team-based combat game mode, combining deathmatch with a cooperative element.

This game mode requires 4 (2v2) or 6 (3v3) players.

Players are divided into two teams, Colors and Chromatics, based on the color of their dragon minis (and associated Lair hexes). The colors are Red, Green, and Blue. The chromatics are Gold, Silver, Copper.

Lair placement is important for this game mode, so refer to "Game Setup" for illustrations. Each team begins on opposite sides of the map.

The game plays out as a deathmatch, where the goal is to destroy all the other team's dragons.

There is no friendly fire, so players do not need to worry about damaging their teammates during combat.

The game ends immediately once either team has lost all of their dragons. The remaining team is the winner.

## ADVANCED MAP LAYOUT

Experienced players may wish to modify the standard map for increased variety and difficulty.

## CREDITS

DragonWars borrows heavily from both TSR's **Dragonlance** (1988) and Stanley F. Kubiak's **Aerodrome 1.1**.

**Aerodrome 1.1** (1994) was designed by Stanley F. Kubiak as a modified version of an earlier game **Advanced Sopwith**.

**Advanced Sopwith** was initially designed by Winston Johnston at the Notre Dame Wargaming Club in the early 1980s, making the rounds at gaming conventions as a modified version of an earlier game **Sopwith**. This modification introduced 1/72 scale miniatures on stands and wooden playerboards.

**Sopwith** (1978) was designed by David Dyer for Gametime Games. A second edition was released in 1985 by Gamer. Sopwith borrows heavily from an earlier game **Richtofen's War**.

**Richtofen's War** (1972) was designed by Randall C. Reed for Avalon Hill.

## CONTRIBUTING GAME DESIGNERS

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