Dragon Dice V4.0 FAQ

Welcome to Dragon Dice™, where you ROLL TO VICTORY using the dice in your armies to conquer your foes! This FAQ document supports the Dragon Dice rules and answers many questions regarding common interactions and exceptions.

This FAQ will be updated periodically. Check the date at the top of this document to ensure you have the most recent FAQ.

NEW ADDITIONS:

New additions: Wall of Thorns, Open Grave.

GET TO KNOW YOUR DICE:

What is this new thing "equipment"?
It was clear that it was confusing to call four-sided dice "items" and then also refer to a bunch of other dice as "items". From now on, "items" is the general name, and "equipment" is the specific name for the elemental four-sided dice.

BASIC TERMS:

Do we no longer use the term 'enemy'?
No, the term 'enemy' is no longer used in Dragon Dice. All such references are now made to the "opposing" player/army/unit etc.

Are Undead black, or black & ivory?
Undead are now correctly listed as black. They are no longer black & ivory as in previous versions of the rules.

What effects target items?
If an effect affects units, then it has no effect on items. Only if an effect specifically says it affects items would it have any effect on them.

What is with this "Eldrymetallum" (also known as Star Metal)?
We are changing the back story of medallions a bit. They are an alloy of Eldrymetallum and other metals. The newest items, relics, are made of pure Eldrymetallum.

SETTING UP THE GAME:

Are there restrictions on the types of units I can take?
> Unless specifically noted in the rules there are no restrictions on any units when composing your force. The restrictions on magic capable units or items, as well as Eldarim Champions, from previous rules versions have been removed.

Once the game begins are their any restrictions on how many units can be at a specific terrain?
> No, the restriction on having no more than half your total force at a single terrain is for the purposes of game set up only. As soon as the first turn begins this restriction is lifted and you are free to move your units around as you please.

Do two medium equipment dice have to match to count as 3 points?
> No, any two medium equipment dice count as 3 points.

THE TURN SEQUENCE:

Do I have to take a March?
> No. Both first and second marches are optional.

If my maneuver is successful (I win the roll or nobody opposes), do I have to move the terrain die?
> Yes.

Do all my spells need to be targeted before I resolve any of them?
> Yes. Additionally, if a spell's target is sent to the DUA or BUA before that spell resolves (such as from the effect of another spell) then that spell may not choose a new target.

During the Reserves Step, do I have to do the Reinforce and Retreat Steps in that order?
> Yes. You always move units from reserves, then move units to reserves.

TERRAIN - EIGHTH FACE:

When I control an 8th face, do I double ID results for all rolls?
> Yes. When you control an 8th face an ID result always counts as double its usual value, so an ID on a 3 health die would generate 6 results for maneuver, magic, melee, missile, or save.

When controlling a Standing Stones on an 8th face, can I cast Species Spells of any color?
> No. A Species Spell always requires magic to be generated by the associated species. A Standing Stones allows you to convert your magic results into another color to cast basic spells. If casting a Species Spell all the magic results used to cast it must come from that species (or that species and items).

DRAGONS:

Will a dragon attack my army during an opposing player's turn?

No. Dragons only attack the marching player's armies and other dragons.

If a dragon attacks another dragon, will that dragon attack back?

Not always. Check the table in the 'Dragon Attacks' section. It is quite possible that one type of dragon will attack another while that dragon attacks an army.

Can I only use melee OR missile damage against a dragon?

Yes. When the combination roll is made you can assign save results to save against the damage and use either the melee or missile results, *but not both*, to inflict damage. Any ID results may be considered saves, melee or missile as you are rolling for all three. Remember that while not all SAIs have special rules during a dragon attack, many of them generate results when rolling for saves, melee and missile so remember to add these results.

If I get hit by two dragon breaths of the same color, do I suffer double the color effects?

No. Dragon breath effects are not cumulative. Blue, yellow and green breath attacks all cause "halving" effects and any results halved can never be halved again (there can only ever be one halving or doubling multiplier applied to any type of result). Note that dragon breath damage is cumulative, so if your army is hit by two dragon breaths of the same color, 10 health-worth of units must be killed.

A White Dragon rolled treasure, what can I do?

The rule for White Dragon states: "In addition, treasure results are also doubled allowing two units to be promoted instead of one." It would seem from the rules on promotion that you could either promote two units one health each or promote one unit by two health. However, only the first option is allowed. The rule states "two units", not "2 health". So you must promote 2 separate units by one health each and this happens all at once.

SPECIES ABILITIES:

What is that coffin icon ⚰ on the species abilities?

⚰ Some species have abilities which are connected to the number of units in their DUA. These abilities each state a maximum limit for the ability, followed by ⚰. The limit stated is per 24 points of total force size, or part thereof. For example, an ability which states, "…up to a maximum of five ⚰", would have a limit of 5 in games up to 24 points, a limit of 10 in games from 25 to 48 points, and so on.

So, black species abilities do nothing until I have units in my DUA?

Correct. Species that contain black have powerful abilities that grow in power as more of their units are killed. The more units of that species in the DUA, the more powerful those abilities become. Also see the next question.

How does Deadlands work as if I have units in my DUA?

Black (Deadland) minor terrains you control also count as an extra unit(s) of any species in your DUA, so having 1 or more Deadlands in play will allow you to use black species abilities even if you have no units in your DUA. A Deadlands counts as one unit for each 24 points of your starting total force size. For a force size up to 24, it counts as one unit. For a force size of 25 to 48, it counts as two units, and so on.

For example, if a player who has Goblins and Lava Elves in his forces in a 36 point game has no dead units but controls one Deadlands, he may use both the Foul Stench and Cursed Bullets abilities as if had two dead Goblin units AND two dead Lava Elf units.

Amazons

Can I use both Javelin Charge and Kukri Charge in the same march?

No. "Instead of taking the maneuver step" and burying a minor terrain are considered the cost that must be paid to activate either ability. Once you pay that cost for one ability, you no longer have a maneuver or minor terrain available for the 2nd ability. In the same way, an army containing Amazon units may not forfeit their maneuver step to bring a minor terrain into play as well as using either Javelin Charge or Kukri Charge during the same march. Note: if the minor terrain had rolled its disaster on the previous march (a turn ago) through it will be buried when the Amazons take a march, it can still be counted as burying a minor terrain to allow a Charge.

Coral Elves

When using Defensive Volley, can I counter attack against an army that I could not usually shoot at (such as one which controls a Tower on its 8th face at another home terrain)?

Yes. If Coral Elves are targeted by a missile attack whilst at a terrain that contains blue they may counter-attack regardless of where the missile attack came from.

Can I use Defensive Volley while in reserves?

No. Only Coral Elves at a terrain that contains blue may use Defensive Volley.

Lava Elves

How does Cursed Bullets work?

The ability sets an amount that cannot be saved except by spells. If Lava Elves shoot 3 Cursed Bullets, the defending army will take at least 3 damage no matter how many saves they get.

Treefolk

When using Rapid Growth, can I re-roll in batches to see what results I get before deciding to re-roll everything?

No. You must select all units that you wish to re-roll and roll them together. Any unit that rolled an SAI may not be re-rolled. The new results stand even if they are less favorable than the previous roll.

Undead

Does a unit exchanged through Stepped Damage count as its full health-worth for the purposes of taking damage?

Yes. If you move a 3 health unit to the DUA and exchange it with a 2 health unit it counts as having taken three damage for the purposes of damage resolution, even though you have only really lost 1 health-worth from the battlefield. Undead are tough to kill... Because they're already dead!

General guidelines:
What does it mean when an effect says "up to"?

> When any effect says do to something "up to" X health, that means you must do as much as possible. There are times when it is impossible to affect exactly the number of health represented by "X". For example, if you used your Swamp Stalker Mutate ability and killed 5 health of units in an opposing reserve, but you only have two monster units in your DUA and only small units in your army, "up to 5 health" means you must promote one small unit to a monster, and cannot promote a second small unit to the other monster as well since that would be 6 health. The small unit will stay in the DUA because the recruit and promote is all at once. The only exception to this are SAIs that only target a friendly army or unit. See rules page 33 under SAIs/Targeting.

Die Roll Resolution:
Can action results generated by SAIs be affected by modifiers that subtract or divide?

> No. Modifiers that subtract or divide are applied to a roll before the action results generated by SAIs. This is part of what makes a Special Action Icon so special. Note that SAIs that provide non-special results are not added in to the total until step 7, which is after subtract and divide.

When do SAIs that include a re-rolling effect happen?

> SAIs that have a re-rolling effect happen during step 2. Their effect is applied, and then their die is re-rolled.

Certain SAIs force an opposing or defending army to re-roll some results, when does that happen?

> Since these all state "immediately after the defending army makes its save roll", it happens before the opponent or defender can re-roll. For example, during a melee attack, Confuse is rolled. The defender rolls his dice, and gets zero saves and zero IDs. The attacker must still pick up to 4 health-worth of units to re-roll (and potentially get saves). If the defender also has a Flashfire in effect on his army, after the forced re-roll, he could still use the Flashfire to re-roll one unit. Also note that if several of these effects come up, they can be applied in any order as desired. If we add to the example above that a Decapitate was also rolled, it clearly would be in the attacker's best interest to apply the Confuse and hope an ID comes up to target with Decapitate. If the defender in this example instead rolls one ID in his initial save roll, the attacker may use either Decapitate or Confuse first. The attacker may want to go with the sure thing, and Decapitate the unit that rolled the ID, then use Confuse, or use Confuse first in hopes of a higher health unit rolling an ID so it can be targeted by Decapitate.

When do I apply a "counts as" result, such as those generated by some species abilities?

> "Counts as" results are considered to be a modifier that adds to the results and so they are applied in step 9 of the Die Roll Resolution table.

Can all results be affected by a "counts as" effect?

> No. Only rolled results may be counted in this way. Results generated by spells may never be counted as another type of result. If the "counts as" effect is a species ability, only results from that species may be counted.

Die Roll Resolution can get confusing! Can I have an example of a complex case?

Of course! Here is an extreme example for you:

An all-Dwarf army makes a maneuver roll at a Highland terrain. The following modifiers apply to the roll: Their species ability - Mountain Mastery (melee results count as maneuver), two castings of Palsy (-2 results from non-maneuver rolls), one casting of Transmute Rock to Mud (-6 maneuver results), one casting of Blizzard (-3 melee results), Petrify (Yellow Dragon Breath; halve maneuver results), one casting of Flashfire, one casting of Wind Walk (+4 maneuver results) and a minor terrain showing the "Double Maneuvers" face.

The roll will be calculated as follows:
1. Dice are rolled. The army rolls 8 maneuver results, 3 ID results, 5 melee results and 3 Trample SAIs.
2. Note that Flashfire does not work in a maneuver roll, so it has no effect.
3. No SAIs that have special results.
4. Starting total of 11 maneuvers (8 results, plus 3 ID results), and 5 melee.
5. Subtract 6 maneuver (Transmute Rock to Mud), for a new total of 5 (2 results plus 3 IDs, note that IDs are removed last), subtract 3 melee results (Blizzard), for a new total of 2. See Note below on Palsy and Blizzard.
6. Halve maneuver results - rounding down (Petrify), for a new total of 2 maneuver (2 ID results).
7. Add 3 maneuver from SAI results (Trample), for a new total of 5 (2 of which are IDs), add 3 melee (Trample) for a new total of 5 melee.
8. Double the 2 remaining ID results (minor terrain), for a new total of 7 maneuver
9. Add 4 (Wind Walk) and add 5 (Mountain Mastery lets 5 melee "count as" maneuver), for a grand total of 16 maneuver results.

Note: Palsy has no effect in a maneuver roll, because the spell says it only works during non-maneuver rolls. Blizzard, on the other hand, subtracts three melee results during any roll.

Roll Modifiers:

Can two different effects that double results be applied to the same result?

No. You may never double or halve a result twice! Only one modifier that multiplies and one modifier that divides a particular type of result may be applied during any roll. Multiple effects that multiply or divide different types of results may still be applied during a single roll (for example, one that doubles melee results and one that doubles maneuver results).

Promotion:

If an effect instructs me to promote multiple health-worth of units, can I do this in any combination?

Yes. For example, if you needed to promote 5 health-worth, you could promote a 1 health unit to a 4 health Monster and then two 1 health units to 2 health units, or any other possible combination available to you so long as you do not exceed 5 health-worth.

Can Mutate bring back a monster (or any unit larger than a small) without promoting an existing unit?

No. Mutate only allows you to recruit or promote. Recruit is defined as bringing back a small (1 health) unit from the DUA. You cannot recruit a larger unit. Promote always involves exchanging a smaller unit from an army with a larger unit in the DUA. So the only way to get a medium unit out of the DUA with Mutate is to exchange it for a small unit in the army.

Damage:

If I roll more save results than damage inflicted, do I get to move units from my DUA back into play?
> No. Nice try though!

If a unit is killed & buried by a single effect, does it go straight to the BUA?
> No. A unit that is killed is moved to the DUA. Any effect that causes a unit to be "killed and buried", will temporarily move the unit to the DUA before then moving it to the BUA.

When does a Dragonkin unit get its automatic save?
> Dragonkin only gets its automatic save if it is rolled. If an effect says "no save possible" or "only magical saves", then a Dragonkin cannot generate saves.

How to subtract penalty spells:
> If an Ash Storm or Palsy is affecting your army, you must subtract from whatever you are rolling for on that roll. For combination rolls (e.g. Dragon Attack), you can subtract from any one result you are rolling for. If under the effects of a Palsy during a Dragon Attack, you do not have to subtract one from every result. Just pick one result, and subtract from that one.

> **An example:**
> An army has just been attacked by a dragon, and has to save from 6 damage (claws). It rolls 5 ID, 6 melee, 2 missile, and 5 saves. The army is under the effect of two Palsy spells, and the terrain is under the effect of an Ash Storm. The army owner can subtract the Ash Storm and one Palsy from the missile results, making that total zero. The owner cannot subtract the other Palsy result from missile, because that would make that total less than zero, so it must be subtracted from other results. Then the army owner subtracts the second Palsy from melee making the melee total 5. Now the ID results need to generate one of the two useful totals (generating missile is useless in this example). If the owner generates melee with all 5 ID results, that brings the total to 10, killing the dragon, though the army will take one damage. The owner could instead have one ID generate a save, and so not take any damage, but not kill the dragon, since there would only be 9 melee.

SPECIAL ACTION ICONS (SAIs):

Do I have to apply the effect of an SAI?
> If the SAI states "may", then the SAI effect is optional. If it does not state "may" then the effect is mandatory and must be applied if possible.

If I roll 3 Hug SAIs, can I combine them to target the same unit with one triple hug?
> No. SAIs that target a single unit may never be combined and must all be targeted and then resolved separately. They may all target the same unit, but if that unit is killed by the first Hug, the unresolved Hugs are canceled and may not target another unit.

When an SAI allows a unit to move out of the current terrain, can it carry items?
> Yes, up to the normal carrying limit. For example, a Unicorn rolls Teleport. It could carry two items, and if it also carried three small units, each of those units can carry two items. So you could move the Unicorn, 3 units, and 8 items!

Do SAIs have the same effect when the unit is rolled individually?
> Yes. It doesn't matter if a unit is rolling individually or as a part of an army roll. If a rolled SAI is applicable to the type of roll being made then its effects are applied. For example, if a melee result is needed, and a Smite is rolled, it counts as melee results (that just happen to be unsavable).

Cantrip

Can I add multiple Cantrip results together to cast more or bigger spells?
> Yes. Add all your Cantrip results and spend them on spells as you choose. Note that only spells marked with a "C" (for Cantrip) may be cast using Cantrip results.

Can I convert Cantrip to Melee under the effects of Necromantic Wave?
> No. During any non-maneuver, non-magic roll, Cantrip produces results that can only be used to cast spells marked with a "C" (Cantrip). It does not produce magic results for anything else.

Coil

If I use Coil to target a Dragonkin unit, what happens?
> The Dragonkin rolls as normal and adds its automatic saves unless it rolls Belly.

Dispel Magic

Do I roll to dispel each spell?
> No. The unit with this SAI is rolled once after all spells have been announced. If this SAI is rolled then all magic targeting this unit, its army and the terrain it occupies is canceled. The effect is all or nothing.

Is Dispel Magic able to dispel unit-targeting spells that target other units in the same army?
> No. A unit with the Dispel Magic SAI may roll to dispel magic only when it, its army, or the terrain it occupies are targeted with spells. If other units in its army are targeted individually, then the unit with Dispel Magic may not be rolled. If unit with Dispel Magic is rolled because of another spell, any spells that target other units are not dispelled.

If I roll for Dispel Magic and a Teleport comes up, can I Teleport that unit to another terrain?
> No. During a roll for Dispel Magic, only the Dispel Magic SAI has any effect.

Frost Breath

Can I target any opposing army at the same terrain?
> Yes. If there are multiple opposing armies present (such as in a multi-player game) you may target any of them with Frost Breath. It does not need to be the army that you are targeting with your melee or missile action.

Does Frost Breath halve the results of SAIs?
> No. Frost Breath applies a modifier that divides, which takes place before the action results of SAIs are added. Additionally, Frost Breath does not halve the effects of SAIs that do not generate results, for example, something that inflicts X damage.

Does Frost Breath halve results generated by spells?
> No. Frost Breath only halves results which are rolled.

Galeforce
Can I target any opposing army?

> Yes. You may target any army at any terrain with Galeforce. It does not need to be the army that you are targeting with a melee action, for example, or an army at the terrain you occupy.

Gore
If a 3-health unit is dealt damage by Gore and then later receives an additional point of damage, is it buried?

> No. A unit is only buried by Gore if it is killed entirely by damage from Gore.

Regenerate
Can I split this effect between saves and bringing units back from the DUA?

> No. You must pick one or the other.

Stun
If a unit is affected by a Stun SAI, can it still be rolled during rolls for individual-targeting effects?

> Yes. Stun differs from Hypnotic Glare, Net and Web in that the target unit can still make individual rolls.

Summon Dragon
Can this SAI be used to summon an Ivory Dragon from another terrain?

> No. Normal summoning rules apply, so an Ivory Dragon must always be summoned from a players' summoning pool.

Can this SAI be used to summon an Ivory Hybrid Dragon?

> Maybe. It can only summon an Ivory Hybrid dragon if the elemental color of the Dragon Staff and the Ivory Hybrid match.

Spells:

Can spells that have a cumulative effect be cast individually?

> Absolutely. For example, you could cast Mirage twice, targeting the same five-health worth twice. Any of the targets that rolled a save result during the first casting would then have to roll a second time for the 2nd casting - effectively giving you two chances at moving that 5 health-worth to reserves. Alternatively, you could combine the two castings using the cumulative rules and target 10-health worth of units for a single roll. Any such combinations are possible, but all spells must be targeted before any are resolved. If the target of a spell is removed by another spell, then the second spell may go to waste!

Watery Double & Stone Skin: Why are these two spells the same?

> Along with Resurrect Dead & Summon Dragon, access to save results generated by spells is a benchmark requirement for most armies in Dragon Dice. Rather than making it an elemental spell SFR decided to make this effect available in two colors, so more armies have access to it from a species' colors or a Standing Stones terrain.

If my army moves to/from Reserves, do spells travel with them?

> No. Spells never move from the location they are targeted originally. Any spells cast on an army, cannot move from that location, be it at a terrain, or your reserves. If there is no longer an army at the location, the spell just disappears.

Accelerated Growth

If I cast Accelerated Growth twice, can I bring back two 1-health units when I move a larger unit to the DUA?

> No. The spell is not cumulative and has no additional effect if cast multiple times.

Flashfire

If I cast Flashfire using a Cantrip, can I re-roll a unit in the current action being resolved?

> No. Re-rolling units occurs at step 2 of Die Roll Resolution, which comes before the resolution of SAIs, and as such it is too late to re-roll during this action. The spell applies to any further rolls made by that army.

Mire

If Mire is cast on the same terrain twice, do armies need to roll twice for its effect?

> No. The spell is not cumulative and has no additional effect if cast multiple times.

Open Grave

My Undead army has an Open Grave affecting it, and is using Stepped Damage. How does that work?

> If Open Grave prevents the unit from going into the DUA (i.e. it's not really killed), then Stepped Damage never has a chance to happen.

Soiled Ground

If Soiled Ground is cast on the same terrain twice, do units need to roll twice for its effect?

> No. The spell is not cumulative and has no additional effect if cast multiple times.

My Treefolk army is affected by both an Accelerated Growth and a Soiled Ground. Which happens first?

> Accelerated Growth is applied when a unit is killed, but Soiled Ground isn't applied until the unit is actually placed in the DUA. So when a unit is killed and placed into the DUA, Accelerated Growth returns a small unit to the army. When the killed unit arrives in the DUA, Soiled Ground will then force that unit to generate a save or be buried. Note that if the army is at a green terrain, the Treefolk's Replanting ability may prevent the unit from arriving in the DUA. If it rolls an ID for Replanting, Accelerated Growth and Soiled Ground both have no effect.

My Undead army has a Soiled Ground affecting it, and is using Stepped Damage. How does that work?

> As the unit killed is placed into the DUA, another unit of lesser health leaves the DUA and joins the army. The unit placed into the DUA has to make a save roll or be buried.

My army has an Open Grave and a Soiled Ground affecting it. How does that work?

> If the effect that killed the units is an army-targeting effect that allows saves, then those "killed" units go into reserves and are not affected by Soiled Ground. Otherwise, Soiled Ground has its normal effect.

Resurrect Dead
Can multiple colors of magic be used to cast Resurrect Dead on larger units?

No. Resurrect Dead is an elemental spell and as such may only be cast using magic results of a single color. That color must match at least one color of the unit being resurrected. If you cast the spell in a cumulative manner then it becomes a single larger spell and thus still must be cast with a single color of magic.

Summon White Dragon
What color of magic is used for "Summon White Dragon"?

> This spell is an exception to the rule that all magic for an elemental spell must come from one color of magic. You can use results in any combination of colors that add up to 14 to cast this spell.

Wall of Thorns
The spell says the army takes damage, does it get a save roll?

> No. Instead of making a save roll, the army makes a melee roll. Each melee result reduces the damage by one.

ADVANCED RULES

MINOR TERRAINS:

My minor terrain rolled a disaster! Can I bury it now?

> No. There are two different ways you might have rolled that minor terrain. The first is that you just brought that minor terrain into play and rolled it. In order to do that, you must give up your maneuver. Since you must give up a maneuver in order to bury a minor terrain, and you have already given up your only maneuver for this march, you cannot bury it. The second is that you declare that you are going to take a maneuver for this march. You then roll the minor terrain and it comes up disaster. Since you have already declared you are taking a maneuver, you cannot change your mind based on that minor terrain roll. So you must take a maneuver and then you may (it is optional) take an action. In both cases you are stuck with the disaster until your next (or later) turn when you next take a march with this army. Then you bury the minor terrain, and then start your march. You can at that point decide to give up your maneuver (or not) in order to bring in a another minor terrain.

DRAGONKIN:

What rolls can Dragonkin be rolled?

> Any roll for melee, saves, or maneuvers. They cannot be rolled if the roll is for magic or missile.

ELDARIM CHAMPIONS:

How many Eldarim Champions can I have in my total force?
There are no restrictions on how may Eldarim Champions may be included in your force. The restrictions that existed in previous versions of the rules have been removed.

The Control a Dragon and Tame a Dragon SAIs end if the targeted dragon is summoned away. Can I summon an affected dragon from and to the terrain it already occupies?
> Yes. You can summon a dragon from and to the terrain it occupies. When this happens, it is effectively a different dragon and so the controlling or taming effect ends immediately. This is not possible with an Ivory Dragon, however, since they must always be summoned from a player's summoning pool.

What happens if multiple Tame a Dragon and Control a Dragon SAIs are rolled at the same time and there is only one dragon to target?
> You may choose which unit tames or controls the dragon. Since only one unit can tame or control a dragon at a time, the other unit(s) would do nothing.

Can the same dragon be affected by Control a Dragon and Tame a Dragon at the same time?
> No. Only one unit may control or tame a dragon at a time. If another unit tames or controls an already tamed or controlled dragon, the previous effect ends.

What color of magic can white Eldarim Champions cast?
> They can cast any color of magic, black, blue, green, red, or yellow, in any combination. They can also cast Eldarim species spells using a single color.

KING'S DIE:

Where are the rules for the Kings' Die?
> The Kings' Die is not supported by Dragon Dice V4.0. The Kings' Die was removed from the rules primarily because it is the only die not available from SFR. Since it's not balanced for all species, SFR will not reprint it. That makes it very difficult for new players to get one. Therefore, SFR retired the die.

ELEMENTAL RELIC:

Nothing. Yet!