

Dragon Dice V4.01 Rule Changes Summary

Note that any page reference is the page number in the 4.01 rules

Overview

Most of the changes to the 4.01 rules document were small changes to the wording to make the document more readable, and in some cases, clearer. There are quite a few, and those will not all be detailed in this document. What will be documented are any actual changes to the rules.

Items

In 4.0 the game term “item” had two meanings. That has been changed. The 4-sided side in sizes: small, medium, and large are now called equipment. Item is now a general class of four different but related things: equipment, artifacts, medallions, and a new type: relics. All items must be “carried” by units they cannot exist on their own.

Relics

This is a new type of item. They are six-sided dice that are non-elemental in nature. They are constructed of a metal called “Eldrymetallum” also know as “star metal”. The only (at this time) known relic is the elemental relic. See page 61 in the rules for details of this new die.

Elements

The five basic elements of the Esfah world have not changed. There is a formal symbol for each element, and they help define the elemental relic. See the table on page 5. The metals that make up medallions now defined as alloys of star metal and other more common metals such as gold, silver, and bronze.

Amazons

Both of the Amazon charge species abilities have changed. Now you must not only give up a maneuver attempt in order to charge, you must also bury a minor terrain that is in play with that army. Not to worry, Amazons are the only species that has a spell (Esfah’s Gift) that brings back minor terrains.

Frostwings

Frostwing IDs now can be counted for magic negation.

Swamp Stalkers

The Mutate ability has two changes. First is to make it clear that Swamp Stalkers can mutate if they have no units in the DUA, but they do have a Deadlands in play. Second is that they can only mutate one unit per 24 health (round up) of starting force (i.e. same number of units as number of dragons you must bring).

Die Roll Resolution

Step 2 has been complete rewritten. It’s now when re-roll effects happen. Any SAI that has an effect and is then re-rolled, now has its effect take place in this step, not in step three. Note that attackers always complete their re-roll sequences before defenders do.

Promotion

Changed the rule to account for any effect that both recruits and promotes. Both those effects now happen at once.

Cantrip

Note that during a non-magic non-maneuver roll, a Cantrip generates magic results that can ONLY be used to cast spells marked as Cantrip on the spell list.

Choke, Confuse, Decapitate, Hypnotic Glare, Impale

The note for all these effects now states the effect happens after step 1, but before step 2 in the Die Roll Resolution table.

Cloak

Clarifies that the save results are non-magical.

Dispel Magic

New sentence that clarifies that during a roll for Dispel Magic, only a Dispel Magic result has any effect, all other icons are ignored.

Elemental Relic

New entry for the SAls, see page 35.

Summon Dragon

Wording change to clarify that only Hybrid or Ivory Hybrid dragons with a matching element can be summoned.

Mire

Complete rewrite of this spell. Note: if you have purchased a Spell Card Deck from us, we will be sending you a free replacement card with the new wording. We will let everyone know when they are available.

Multiplayer Games

New bullet point (at the end on page 53) that detailed what happens when one player is eliminated.

Deadlands

The ability of a Deadland to act as if it was a unit in the DUA has been changed. It now scales with starting force size. See page 58 for details.

Items

As mentioned previously in this document, the 4-sided items are now called equipment. The new rules for relics are also included in this section. See pages 59-61 for more information.

Species Reference section

Mostly this section has seen numerous formatting changes (such as every page now shows a page number). All rules updates are also reflected in the species reference section. Note that the Amazon pages no longer marks any elemental spells as castable from reserves. Amazons can only cast ivory magic in reserves.

Credits

Some new names in this section. Thank you to everyone that helped make this happen!