Dragonharth Game Rules

Number of Players: 1-4

Setup: Standard

Length of Game: 1 hour

Age: 12 +

Components:

- (5) soldiers each of all game colors (red, blue, gold, green)
- (5) leaders
- (1) d4 die
- (1) d6 die
- (1) d8 dice
- (1) d10 dice
- (1) d12 dice
- (1) card die
- (5) card decks (Fortune, Weapon, Creature, Kingdom, Spell)
- (4) castles, one in each game color
- (4) ships, one in each game color
- (12) catapults
- (8) dragons, two in each game color
- (4) dragon eggs, one in each game color
- (4) baby dragons, one in each game color
- (4) adu;t dragons, one in each game color
- (36) projectiles in assorted colors
- (6) small workers, one in each color
- (6) giant workers, one in each color
- (4) game sheets
- (4) income calculator sheets
- Assorted gold, silver, and bronze pieces
- Assorted resources

Goal
The goal of the game is to become the most powerful kingdom in the land (i.e., the player who ends the game with the most resources, wins).

How to Win

Players cannot win the game if they simply manage their own resources, because there is not enough room in their corner of the world to produce all the resources they need. In order to win, players must also claim the resources of neighboring kingdoms. This goal can be achieved in the following ways:

- **Catapult attacks.** These projectile attacks do damage to fields, buildings, and personnel, thereby reducing enemy resources
- **Invading Armies.** These armies can, like catapult attacks, destroy enemy fields, buildings, and personnel, but they can also annex enemy territory and claim the associated resources for their kingdom
- **Dragon attacks.** Players can do major damage to their enemies by using dragons to attack their enemies. Note: only fully-grown dragons can be used for dragon attacks. Baby dragons are not powerful enough to launch attacks against enemies.
- **Stealth attacks.** A stealth attack is an indirect attack against an enemy. An example is giving a dragon egg to an opponent. No kingdom will refuse this gift, for fear of offending the Dragon Lords, even though they know a baby dragon will eat them out of house and home
- **Alliances.** Kingdoms may form alliances with other countries and with the Dragon Lords on Dragonharth (the island in the middle of the game board). Alliances should be considered temporary, as allies who work together to destroy a mutual enemy will quickly revert to opponents

Game Setup

The players roll the six-sided die (d6) and the highest number goes first, with play proceeding clockwise. The first player picks the color they want to be (red, gold, blue, or green) and positions herself by the same-colored kingdom on the game board. Each army is led by a different leader:

1. Green Army: Sares (female fighter)
2. Blue Army: Ironcat (feline warrior)
3. Purple Army: Konu (male soldier)
4. Red Army: Baskul (half-lion, half-man)

The other players then pick their colors and position themselves near their kingdoms. Players shuffle the card decks and place them on the table, then each player takes the following to start the game:

- (2) $100 gold pieces
- (4) $50 silver pieces
- (4) $25 bronze pieces
- (4) Exports/Primary Resources (the main resources produced by each kingdom, worth 4 points each - see the Revenue Chart below)
- (1) each of the following resource tiles: river, wall, village, fire, soldier camp
- (2) bridge tiles
- (2) each of the following cards: Fortune, Weapon, Spell, Kingdom, Creature

Player Turns
Once the game setup has been completed, the first player starts the game. On their turn, a player may do the following:

- Purchase resources from the store
- Barter with other players to trade or sell resources. Players may not sell or trade their soldiers or leader
- Invade other kingdoms
- Fight an enemy army with a soldier, leader, or dragon
- Fight for a field in another kingdom (the player's soldier or leader must be adjacent to the field)
- Place or remove workers on fields
- Declare war or form an alliance with another kingdom
- Trade in a dragon egg or baby dragon
- Every turn: roll the Card Die (the d6 with the card images on it) and take the appropriate game card
- Every turn: take $100 from the store.
- Pay the Dragon Tax, $50, to the bank

Dragon Loans
The Dragon Lords are the overlords of the land. They play multiple roles, acting as landlords, warlords, peacekeepers, and the bank. When a player is incapable of meeting their monthly financial obligations, they can take out a high-interest, high-penalty Dragon Loan. The Dragons add a cumulativce 20% interest charge every month a player does not pay back their loan, up to but no higher than 100% (see the chart below). The Dragons Lords will wipe out players who don't pay back what they borrow.

Revenue
Players derive revenue by adding all their resources, both foreign (from other player's fields) and domestic (from their own fields). Primary resources yield 4 income points per turn and standard resources yield 2 income points per turn. Each income point is worth $25. So, if a player had 2 primary resources (8 income points), and 2 standard resources (4 income points), their total income would be 12 x $25 per income point or $300.

Chaos
If a player does not pay the dragon tax, or mistreats their workers or dragons in any way, the Chaos Factor comes into play. The Chaos Factor represents the actions of disrespected workers and dragons. They will begin to steal, sell, and destroy resources, as well as attack the people who mistreated them. The Chaos Factor is calculated by using the chart on the other side of this sheet. On the first turn where Chaos comes into play, the player rolls a d4, on the second a d6, etc. The number they roll is the number of Resource Points they lose that turn. After the 5th turn, they continue to roll the d20.

Dragons
Every player starts with 1 dragon egg. They must set aside 1 field to raise their dragon. After the first round, players trade their dragon egg in for a dragon baby from the Dragonharth (center island). A dragon baby eats 10 Resource Points every turn. On the next round, players trade their dragon babies in for adult dragons. Adults eat 20 Resource Points every turn. Players may obtain additional dragon eggs by buying them from the store $500. Players may not refuse the gift as a dragon egg from another player as it will offend the Dragon Lords. Baby dragons cannot attack enemies. Adult dragons have a +10 attack. All dragons must be raised from eggs. Adult and baby dragons cannot be bought or captured.

Ships
A ship can only carry 2 soldiers or 1 soldier and 1 leader at a time. To move a ship, roll the d12. Ships can only land at docks. The pieces a ship carries are moved after it lands at a dock. The pieces it is moving must be adjacent to the dock when it departs.

Expenses
Players must tally up their expenses every round and subtract the total expenses from their revenue. This produces their income.

Expense Calculation (Workers and Fields)
Every field must have one worker on it, if a player wants to gain a benefit from the associated resource. Workers cost 1 resource point per month (turn). Fields generate 2 resource points per month. Giant workers (who are twice as tall as regular workers) cost 2 points per month. They are either assigned to work on Exports/Primary Resources (which generate 4 points per month), or they can be positioned to stand in two fields (one foot in each) and work both of them.

Kingdoms

Each kingdom (country) occupies one corner of the game board and possesses one-quarter of the land's resources. Each kingdom has one castle and a standing army of five battalions of foot soldiers, with one leader. Though the kingdoms have multiple resources, each one specializes in producing a specific Export/Primary Resource, which is tied to the element they worship (see below).

The Green Kingdom (Earthbeasts)
- Key element: earth
- Primary resource: lumber
- Commandar: Saras
- Sigil: Earthbeast (a monster that roams the woods and hills of the land)

The Red Kingdom (Jackals)
- Key element: fire
- Primary resource: livestock
- Commandar: Baskul
- Sigil: Fire Jackal (a vicious spellcaster that engulfs enemies in flame)

The Blue Kingdom (Wickeds)
- Key element: water
- Primary resource: crops
- Commandar: Ironcat
- Sigil: Water Wicked (a vengeful creature that lives beneath the waves)

The Gold Kingdom (Axes)
- Key element: air
- Primary resource: mining
- Commandar: Konu
- Sigil: Air Axe (a fearsome winged flyer)

Dragonharth

The island in the center of the board is the Dragonharth. It is home to the Dragon Lords, who rule the land. Kingdoms are required to pay a tax of $50 to the Dragons every turn (paid to the bank). If a country cannot pay the tax, the dragons will suggest the country take a loan to cover their expenses, or, if the loan offer is refused, they will attack.

War & Peace
A declaration of war (or of a peaceful alliance) with another country/kingdom can happen in several ways:

- A player may choose to announce they are at war or have formed an alliance with another kingdom, at any time for any reason
- Once a player moves a game into another kingdom, war is automatically declared between the countries
- Firing catapults and launching dragon attacks at another country is a declaration of war
- Countries that were allies can declare war if the opposing country breaks any agreements made when the alliance was formed
- Countries at war can choose to declare peace at any time and become allies

Movement
Movement in the game is controlled on land by rolling the d6 and at sea by rolling the d12.. Players can move one piece (a soldier or leader) as many spaces as the number they roll on the d6. If the soldiers are positioned in a column, the entire column moves.

Battle
Battle is conducted via the d6 plus any cards the players choose to play for the attack. Each card has a Battle Point number in the upper-right-hand corner, which is added to the die roll to produce the Battle Score. Whichever party has the higher Battle Score, wins the battle. This will result in the losing party losing an amount of resource points equal to the damage done by the attacker.

Moving Armies
Each soldier game piece represents a battalion of foot soldiers. However, the leader game piece only represents one individual. If a player's soldiers and leader are located on adjoining spaces on the game board, when one soldier or the leader moves, all the other pieces move with them. For example, imagine a game where the leader of the red army is going to invade a neighboring kingdom with two soldier pieces next to him on the board, and the associated player is rolling a die in order to move the army. The player rolls a 4, so they move the piece closest to the direction they want to go 4 spaces. Next, they move the two soldier pieces 4 spaces each, so they end up on spaces adjoining the leader, in the same configuration they were before the move.

Multipart Battles
The soldiers and leader fight battles together in the same way they move together. Using the above example of the red army leader and two soldier pieces next to each other on the board, imagine they are attacked by the green army leader with two soldier pieces adjacent to her on the board. There will be three battles that take place, all on the same turn, with the two soldier pieces of each army fighting each other and the two leaders fighting. Players will roll the die and play whatever cards they want for each battle, and when the battle is over, the losing pieces will be removed from the board.

Catapult Attacks
Players may conduct one catapult attack against an opponent per turn. War is automatically declared with any country that is the target of an attack (see Declaring War and Peace above). Because catapults are difficult to master, if a projectile is accidentally sent flying off the board, a player may retake the shot. Catapults shoot projectiles (see chart below for the damage projectiles do to their targets). Each player begins the game with 9 projectiles and may purchase more from the store at a cost of $25 each.

Each player has 3 catapults, which are aimed at neighboring kingdoms. Catapults are fired by first dropping in a projectile, then clicking on the "Flick tool" on the toolbar on the left of the game screen. The player places their cursor at the end of the catapult (the part that is sticking up) then holds down their right mouse button and pulls a line that appears on the screen a specific distance, in the direction of the target (usually about three-quarters of the way to the target). Be careful not to make the line too long, or the projectile will shoot off the screen. The player then releases their mouse button, which causes the catapult to fire. If the projectile does not hit a target, it may be collected by the player to use on another turn. If the projectile hits anything belonging to the target kingdom (castle, dragon, resource, soldier, leader, ship) the damage on the projectile chart is done to that country, and the attacked player moves their resource marker to the left, the number of spaces listed as the damage for that projectile.

Projectile Damage Chart

Color	Type	Resource Damage
Black	Hot tar	1
Red	Bricks	2
Grey	Boulder	3
Purple	Poison	4
Orange	Lava	5
Blue	Iceberg	6
Green	Acid	7
Brown	Spears	8
Yellow	Fire bomb	9

Dragon Lord Attacks
The Dragon Lords in the center of the board will attack players who do the following:

- Do not pay their taxes or repay loans
- Refuse to accept a dragon egg
- Anger the Dragon Lords for any reason, including: mistreating animals or workers, being overly prideful, speaking poorly of the dragons, etc.

Dragons have +10 attacks. If a player uses cards for defense, an equal number of cards is drawn from the card decks and played for the dragon. Dragon Lords attacks are conducted by another player, who then attacks the player who angered the Lords.

Soldier/Leader Character Attacks
Soldier and leader attacks can only take place when the attacker lands on a space adjacent to whatever they are attacking. Players roll the d6 and add in Battle Points from any cards they choose to use during battle. Defenders are allowed to place the same number and type of cards as the attacker. The player with the highest Battle Score wins. The cards are returned to the bottom of the appropriate decks after the battle is concluded. These characters can attack the following:

- Enemy soldiers, leaders and dragons
- Enemy resources and ships

If a player attacks an enemy resource and loses, the piece that attacked is removed from the board (i.e., they die). If they win, they place a worker on the field they won to indicate that resource now belongs to them. The enemy who they attacked now loses any resource points associated with that field on subsequent turns, and the attacker gains those points. If the defender had a worker on the field that was lost, that worker is returned to their home base. The enemy must also pay the wages of the foreign worker who is on the field they lost.

If a soldier or leader attacks another soldier or leader, whoever wins the battle slays the other character. That character is removed from the board. They may be returned to the game via a Resurrection Spell.

Resources
Resources are the objects which are placed on fields on the game board. They produce revenue for players each round. Imports/Regular Resources may be purchased from the store for $100 each. Exports/Primary Resources may be purchased for $200 each. Primary Resources are the main resources produced by a kingdom. They are expert producers of this resource.

Revenue Chart

Resource	Team	Color	Cost to Buy from Store if Standard Resource	Cost to Buy from Store if Primary Resource	Regular Revenue (income points per turn)	Primary Revenue (income points per turn)*
Lumber	Beasts	Green	$100	$200	2	4
Mining	Axes	Gold	$100	$200	2	4
Livestock	Jackals	Red	$100	$200	2	4
Crops	Wickeds	Blue	$100	$200	2	4
Village	NA	NA	$50	NA	2	NA

*Requires either two regular workers or a giant worker

Store

The store holds items players may want to purchase. Please see the chart below.

STORE

WORKERS
SMALL	$50
GIANT	$75

EXPORT/IMPORT
MINING	$200 FOR EXPERTS
CROPS	$100 OTHERWISE
LUMBER	
LIVESTOCK	

MISCELLANEOUS
PROJECTILE	$25
BRIDGE	$100
VILLAGE	$100
FIRE	$50
WALL	$50
RIVER	$50
ROAD	$50
CARD (ANY KIND)	$100
SOLDIER	$100
SHIP	$100
DRAGON EGG	$500

FEES
DRAGON TAX	$50 (PER TURN)
SWAP RESOURCE	$25 (PER SWAP)
MOVE WAR CAMP	$50 (PER MOVE)
DRAGON BABY FEE	10 POINTS (PER TURN)
ADULT DRAGON FEE	20 POINTS (PER TURN)

DRAGON LOAN INTEREST RATE
TURN:	1	2	3	4	5
INTEREST:	20%	40%	60%	80%	100%

CATAPULT PROJECTILES

COLOR	TYPE	DAMAGE
BLACK	HOT TAR	1
RED	BRICKS	2
GREY	BOULDER	3
PURPLE	POISON	4
ORANGE	LAVA	5
BLUE	ICEBERG	6
GREEN	ACID	7
BROWN	SPEARS	8
YELLOW	FIRE BOMB	9

KEY RULES

If an enemy worker is working another player's field, the player who owns the field must pay the worker's salary.

A dragon egg takes 1 turn to hatch. It should then be traded in for a baby dragon. A baby dragon takes 1 turn to grow. It should then be traded in for an adult dragon.

Fortune cards affect the player who draws them. A bad fortune must be played immediately. Good fortunes may be played at any time.

A player may trade in one card per turn.

The soldier camp does not need a worker.

CHAOS CALCULATOR
TURN:	1	2	3	4	5
DIE:	d4	d6	d8	d10	d12