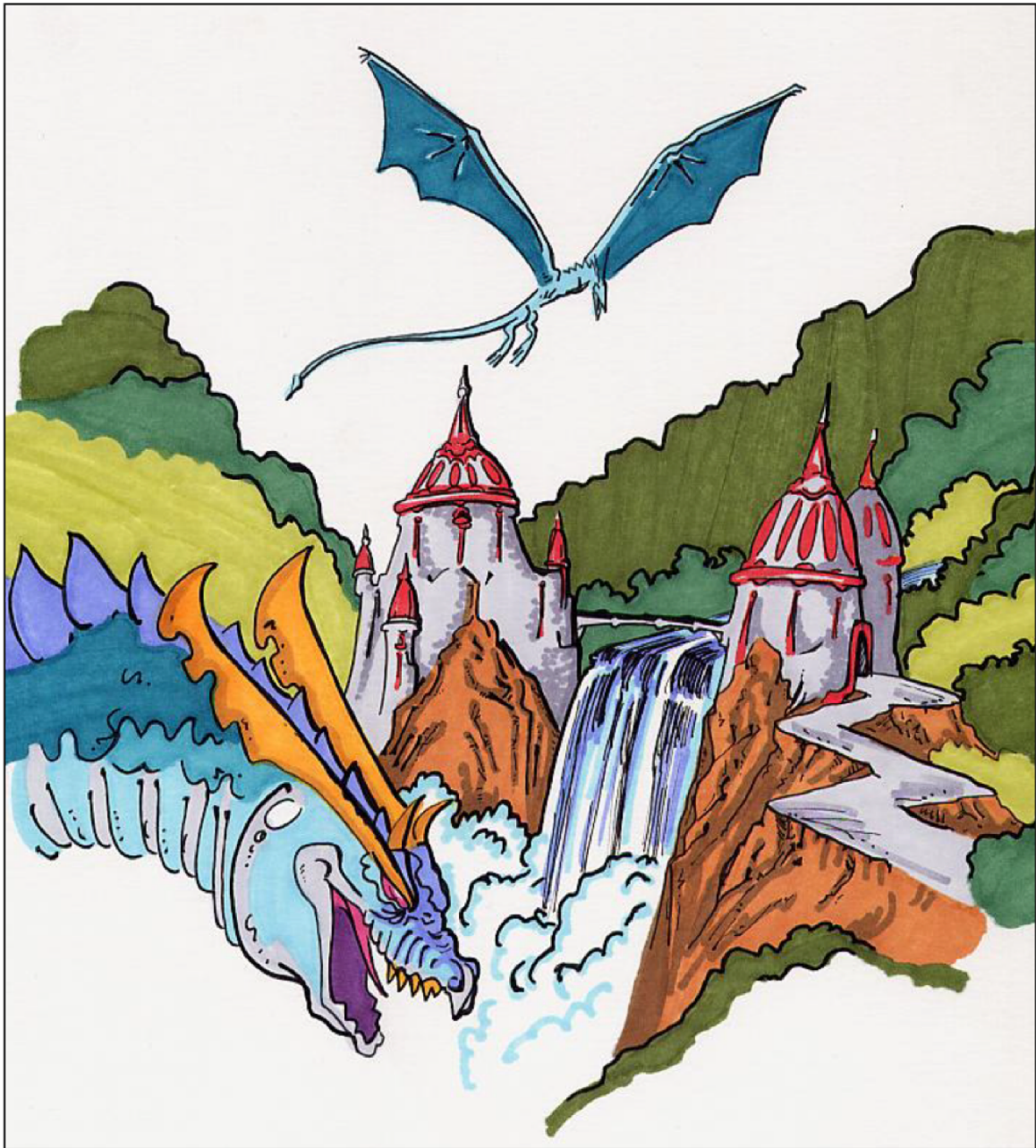


# Dragon Lords



**Avalon Games**



The Earth dragon roared its challenge and charged the approaching army of armored men and knights. Many of Lord Fallen's men fled when they became aware that the stony dragon was no small hatchling, but rather one of the ancient dragons of the stone and rock. As Fallen's lines broke about him, his trusted elven hero stepped forth and sent one volley of arrows after another into the great beast's scale covered hide. As all seemed lost, Fallen heard another dragon's roar and watched as Lady Hunina's Air dragon swooped in from the clouds above. The two great beasts slammed into each other and rolled about the ground, crushing men and horses that had yet to flee. The day was won it seemed by the timely arrival of his ally's dragon, but Lord Fallen knew the war had still to be won, for only when he stood upon the walls of his enemy's castle, only then would he be able to call himself the one and only Dragon Lord.

This is Dragon Lords, an exciting and very different type of board game. Gather together with friends to build a fantasy landscape to both explore and wage war upon, all the time trying to gather to you a mighty army of conquest. No warlord though, can hope to win, unless they first raise and train a host of mighty dragons to soar across the skies, doing battle for their overlord and master. Dragons are the key to victory, for a mighty army, one that has taken you several turns to build, can be crushed by one encounter with one of your foe's great dragons. Dragon Lords uses a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special locations that will then allow them to possibly draw more dragons. Heroes, magic and many options are to customize your dragons await you as does the challenge of defeating your opponents in battle after battle, until only one survives to be declared the Dragon Lord.

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**All comments, suggestions and contacts can be made at...**

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**Game Construction:**

Once you are ready to play the Dragon Lords, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Dragon Lords over and over again, (and I hope you do) then you may want to invest a bit of time and effort in making your game components more durable and usable.

**Suggestions on components construction and printing:**

First off, you should, if you want to spend the money, buy some good quality printable photo paper. Use this to print out the various components, cards and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and cards. Next get your hands on some spray glue (Available at most craft stores, and office supply stores) use this to mount the cards and other components onto thick card stock or chipboard. This will make the parts easier to pick up and use, and generally creates a better over all experience. Should you wish, you can protect your many parts with a clear, self adhesive, sheet of lamination. (Again available at most office supply stores) Supplied with these various components are several different backing sheets. You can glue these to the back of your cards, adding to their over all look or if you want you can even use different colored papers, or stickers to show the different card types and decks.

Some fun can also be found in substituting counters and the like with other tokens. My own gaming group used small, plastic figures to depict characters and monsters. Wizards of the Coast have a good selection of cheap figures, although you can use just about anything. Have fun looking around for things that will fit the bill.

Glass drops can be used for tokens when needed (Available at most craft stores in bulk bags and jars, or your local game store).

Again, it's your game, so feel free to make it personalized in whatever way you like, have fun, after all that's the point.

**Getting Started:**

When you are ready to play, have each player roll 1D10, with the highest roller going first. The player to the right then will go next, and so on for the rest of the game.

Next shuffle all the card decks up and place them to the side where everyone can reach them. Have each player then draw, randomly, one of the Castle Cards (These are the 4x4 cards) and place it before them. Each player then draws one card from the Hatchling card deck.

Now each player should be dealt one card, at a time, from the Special Site Card deck. (These are the 2X4 cards) Continuing dealing out these Special Cards until all have been handed out, even if this means one or more players will have more of these Special Cards than others.

Now have each player draw three cards from the Map Tile card deck. These cards should be placed in the player's hand along with the hatchling card drawn.

You are now ready to start playing the game.

Have the first player, in order, place a Special Card on to the playing area.

Each Special Card then played must conform to the following rules.

**A.** Special Cards must be played within a 3 to 5 card length distance from another Special Cards. Use the Map Tile Ruler as needed to get an accurate distance for cards as they are played.

**B.** Castles Cards may be played at any time, instead of a Special Card, but they too must follow the same distance rules of 3 to 5 card lengths.

After all Special Cards and Castle Cards have been set down, begin the game.

**The Decks:**

Dragon Lords is made up of a series of card decks. It is from these decks that players will gather the needed resources that they will need to win the game. These decks should be shuffled at the start of each game. As a deck is depleted, reshuffle all discarded cards for that type and continue to use these cards until they are all in play.

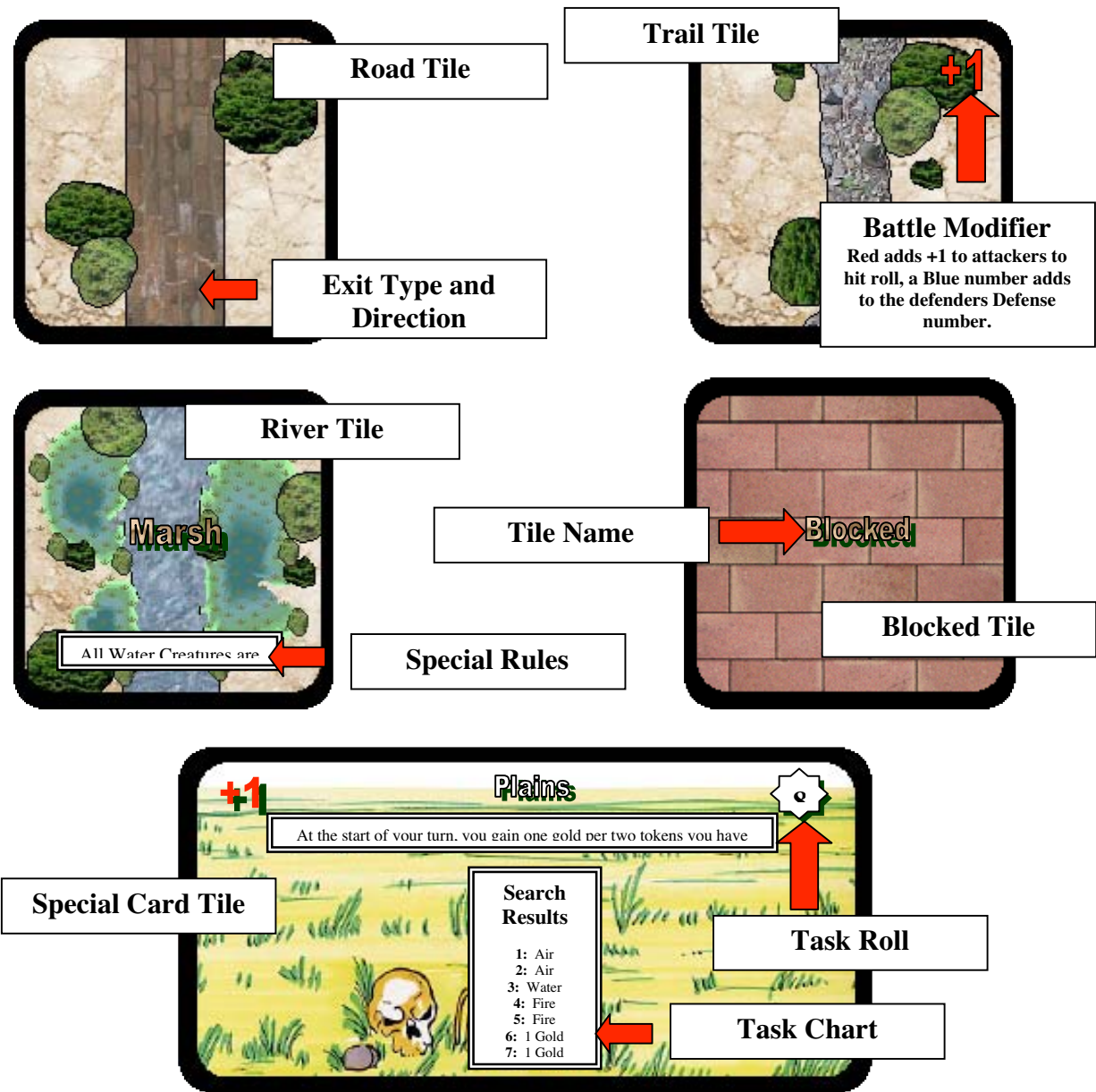


Card Types:

Dragon Lords is made up of several different types of cards, each having their own use and abilities.

Map Tiles:

Map Tile Cards are what players use to build the game world and it is these cards that you use to travel about the game upon. There are several types of Map Tile cards, but they generally fall into three categories. Road Tiles, Trail Tiles and River Tiles. The use and placement of these Map Tiles is dealt with in a later section.



Dragon Cards:

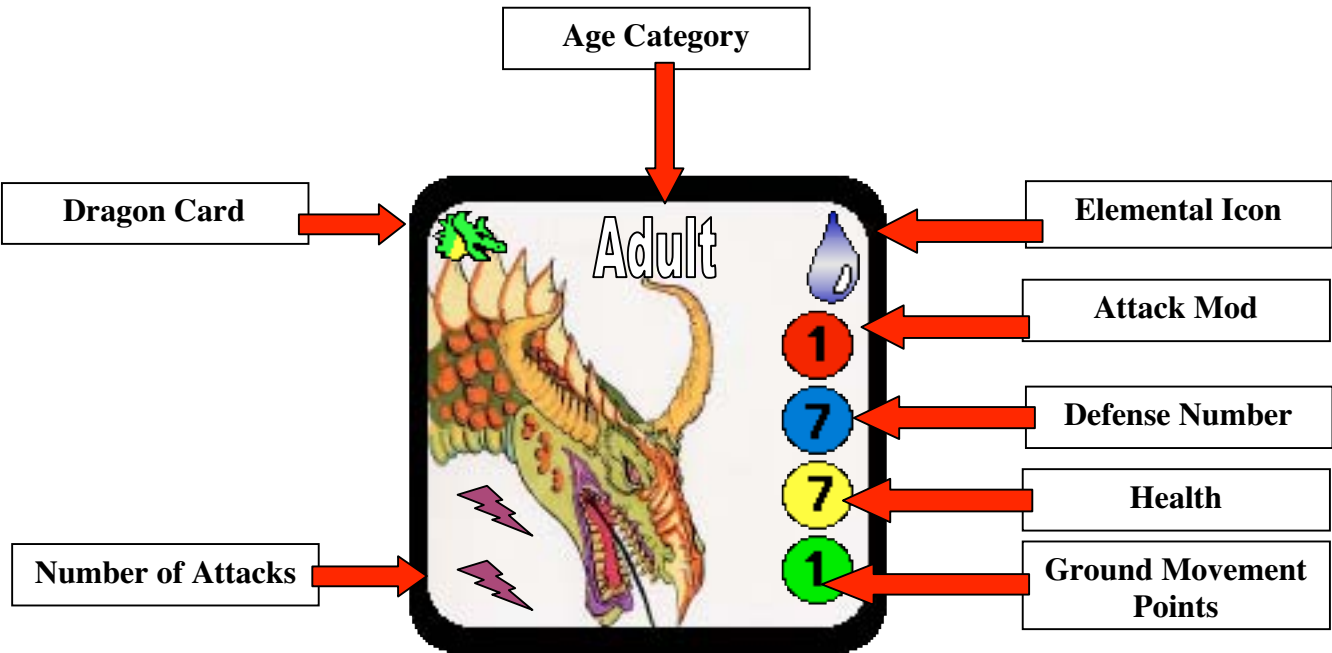
The game for the most part revolves around the gather of dragons and dragon abilities, which then can be used to build powerful beasts of war and destruction. There are four different classes of dragons in the game, each based on one of the four elements, Earth, Air, Fire and Water. Each type of dragon is then broken down into age groups, which show the dragon's abilities at that age. As you advance the dragon in age, it becomes more powers and deadly. In addition, there are many special abilities that can be applied to a dragon, regardless of its age, wings, talons and the like, which make the dragon more versatile and nasty. The gathering of these cards then is chief to winning the game, for one dragon can defeat a host of soldiers.

A dragon may have more then one of the same cards played on it, as the cards will stack in effect.

Only dragon cards may be played on a dragon, and only those cards of the correct elemental alignment can be placed on a particular dragon. Thus you may not play an earth dragon talon card on a fire dragon.

As a dragon ages it becomes more power. A dragon is upgrades to a new age by placing the next age category card on top of the old base card. You may not skip an age category when placing these cards. The categories are as follows.

Hatching, Juvenile, Adult, Ancient, Great Wyrm.



When you gain a new dragon, place a name counter onto the card itself and pick a counter to represent the dragon as it moves about the map. Place the second name counter onto this counter so you know which dragon is where.

**Hero Cards:**

Throughout the lands there are heroes that will sell you their service, for gold of course. Each elemental deck has three heroes within it, each with a set cost and ability. When drawn, a hero can be put into play by paying their activation fee, in gold, but only during the purchase phases of the turn. Once so bought, they are yours for the rest of the game. Note that when a hero is slain, their card and counter is discarded from the game, never to be returned to play.



# Avalon Games



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An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

### **Board Games**

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

### **Battle Tiles**

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

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### **Avalon Clip Art**

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

### **Character Portraits**

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

### **Mini-Games**

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

### **Worlds of Wonder**

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

### **Worlds of Wonder Expansions**

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

### **Arcana**

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

### **Game Geek**

Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.


**Avalon is a proud participant of Kiva,  
making loans that change lives.**



loans that  
change lives

# S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.



**Strength** 3


**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**




### Weapons and Armor


Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

### Special Abilities

- Savage Blow (Attack, 3)**  
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**  
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**  
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.  
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



**Spirit Tiger**





**Wolf**



**Night Stalker**



**Major Glory**



**Lamia**



**Kir**



**Sie**



**Gyea**



Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



All Ranged Attacks are made before normal battles begins and in the turn order of the first player to the last.

**Charge Attacks:**

Those counters with the Charge Attack, on their first attack in a battle, gain +1 to the to hit roll, and if they do damage, gain a +1 to the damage done.

**Winning the Game:**

To win the game a player must be the last man standing. To defeat a player and put them out of the game, a player must attack the foe's Castle, and reduce it to zero health. To attack a Castle, conduct a battle as normal, but the Castle itself may only be attack if there are no defending counters on its card. When a Castle is attack, it has a defense number of 8 and the number of health as shown for that Castle Card.

When a Castle falls, all counters belonging to that player are removed from the game, and all cards in that player's hand, and active cards before them, are discarded, to be reshuffled as needed.