

Battles of Valerna

COMING SOON



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STUDIOS

Beta Rule Book Test 1.0

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Dragonbond: Battles of Valerna

Beta

The following is a beta version of the rulebook for Dragonbond: Battles of Valerna. It is a work in progress and as such is subject to change before the final version is released. If you have any feedback you would like to share, feel free to email us at kickstarter@dracostudios.com or contact us on twitter ([@StudiosDraco](https://twitter.com/StudiosDraco)) or Instagram ([@draco_studios](https://www.instagram.com/draco_studios)).

Basics

Objective

In Dragonbond: Battles for Valerna, the players take on the role of commanders leading an army in one of the many battles in Valerna's history. The objective of the game is to defeat the enemy army. To do so, players will have to move their units, attack, and make use of certain unit powers that can give them the upper hand in each scenario.

What you need

- Variable size playing surface based on army size. Minimum 2x2, maximum 4x6.
- 7 black DB:BoV 10-sided action dice
- 7 grey DB:BoV 10-sided action dice
- 7 white DB:BoV 10-sided action dice
- 5 red Tier 1 DB:BoV 6-sided defense dice
- 5 white Tier 2 DB:BoV 6-sided defense dice
- 5 black Tier 3 DB:BoV 6-sided defense dice
- 25 white wound tokens
- 5 grey injury tokens
- 25 black fatigue tokens
- 10 damage Tokens
- 10 two-sided slow/immobilized tokens
- 1 Turn Counter
- Ruler or measuring tape
- 5 Terrain Tiles
- Each player will also need a valid "Dragonbond: Battles of Valerna" army, detailed below.

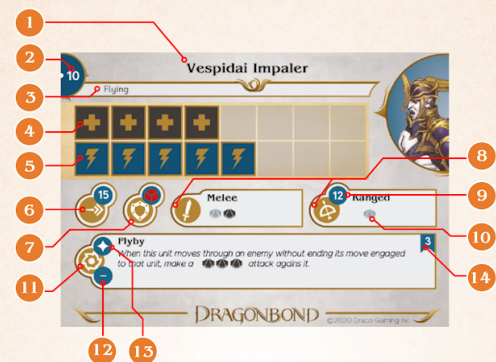
Components

Anatomy of a Unit Card

In Dragonbond: Battles for Valerna, an army is composed of units. A unit is a group of models that move and act together. Each unit comes with a **unit card** which looks like this:

ANATOMY OF A UNIT CARD

1. **Title.** the number of actions the Great wyrm can perform every round.
2. **Keywords.** Special abilities that this unit has.
3. **????Title.** Description.
4. **Health.** The number of wounds that models in this unit can take before being killed. Wound tokens are placed directly on the card during the game.
5. **Stamina.** The number of fatigue tokens that a unit can accumulate before becoming fatigued. Fatigue tokens are placed directly on the card during the game.
6. **Speed.** The distance (in inches) that this unit can move in one action.
7. **Defense.** The type and color of dice that this unit rolls for defense.
8. **Weapons.** The weapons that this unit can use. Each weapon has range and attack.
9. **Range:** The range at which this weapon can be used.
10. **Attack.** The type and number of dice that the unit rolls to deal damage with this weapon.
11. **Ability.** An ability that is unique to this unit. Each ability has timing and range.
12. **Ability range???** Description
13. **Timing???** Description.
14. **Cost???** Description
15. **Lore.** The lore of the unit described on the card.
16. **Unit description???** ABC.



Unit card. Front side.



Unit card. Back side.

Anatomy of a Captain Card

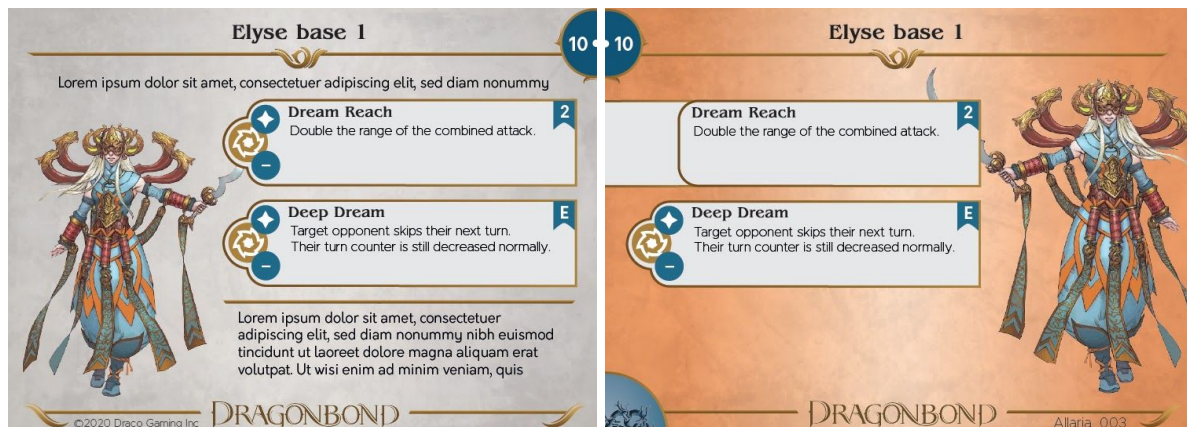
At the start of the battle, each unit in your army must be led by a captain which grants it a special ability. Your unit's captain is a model within the unit that moves and acts as part of it. If a unit's captain is killed, the unit continues to function normally but loses the ability that the captain granted it. Captains also have a "Sacrifice" ability which triggers when they are killed in combat. Each captain has a two-sided **Captain Card** which looks like this:



The front of the card shows the captain's name, the ability they grant the unit, the unit that they belong to and the sacrifice ability that activates when they are killed. The back of the card, which players flip to when the captain is killed, shows the sacrifice ability but only in the cases when it remains active after the captain's death. The rules for captains are explained further in the Captains section.

Anatomy of a General Card

General cards are the **unit cards** for the general of an army. They are similar to regular unit cards but with two key differences: First, because they are more powerful, they have two powers instead of just one. Second, generals are the only units in the army who are capable of bonding with a dragon (see section: Dragonbond) so their cards have two sides: a regular side and a bonded side.



Anatomy of a Huge Creature Card

Huge Creature cards are the **unit cards** for the largest and most fearsome units in the game. They are identical to regular unit cards except for the health; a huge creature's health is composed of both health and injuries (see section: Huge Creatures). In the case of Dragons, their cards are also double-sided: a regular side and a bonded side (see section: Dragonbond).



Anatomy of an Archetype Card

Generals and Huge creatures have multiple Archetype cards that they can choose from. Archetype cards are like the captain cards of other units except that they are not represented by a model, they grant two abilities to the unit instead of just one, and they don't have a sacrifice ability. In the case of Dragons and Generals, these cards have two sides: a regular side and a mounted side (see section: Dragonbond).



Turn Counter

DB:BoV is a very dynamic game where the number of actions that each player can take during a round is constantly changing based on a number of factors. In order to track this, a turn dial is used. At the start of each round, players set it to the number of turns they will have for that round and decrease it by one each turn.

Tokens

Wounds, Fatigue and Injuries

DB:BoV uses small wooden cubes as tokens to help you track certain values for your units during the game. These tokens are placed directly on the unit cards and, sometimes, on the battlefield next to your units. Tokens in the game are distinguished by their color; the kinds of tokens used are:

- White wound tokens

- Black fatigue tokens.
- Grey injury tokens.

Status Effect Tokens

The game also uses special tokens to represent units suffering from certain status effects. These are small cardboard counters with images on them that show which status they stand for (see section: Status Effects). Some Status Effect tokens, such as the slow/immobilized tokens, are double-sided.

Important Concepts:

Distance

Distance in DG:BoV is measured in inches. When the distance between two units is needed, measure from the base of the nearest models of the two units.

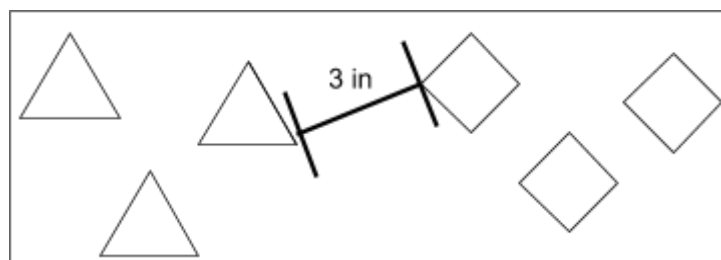
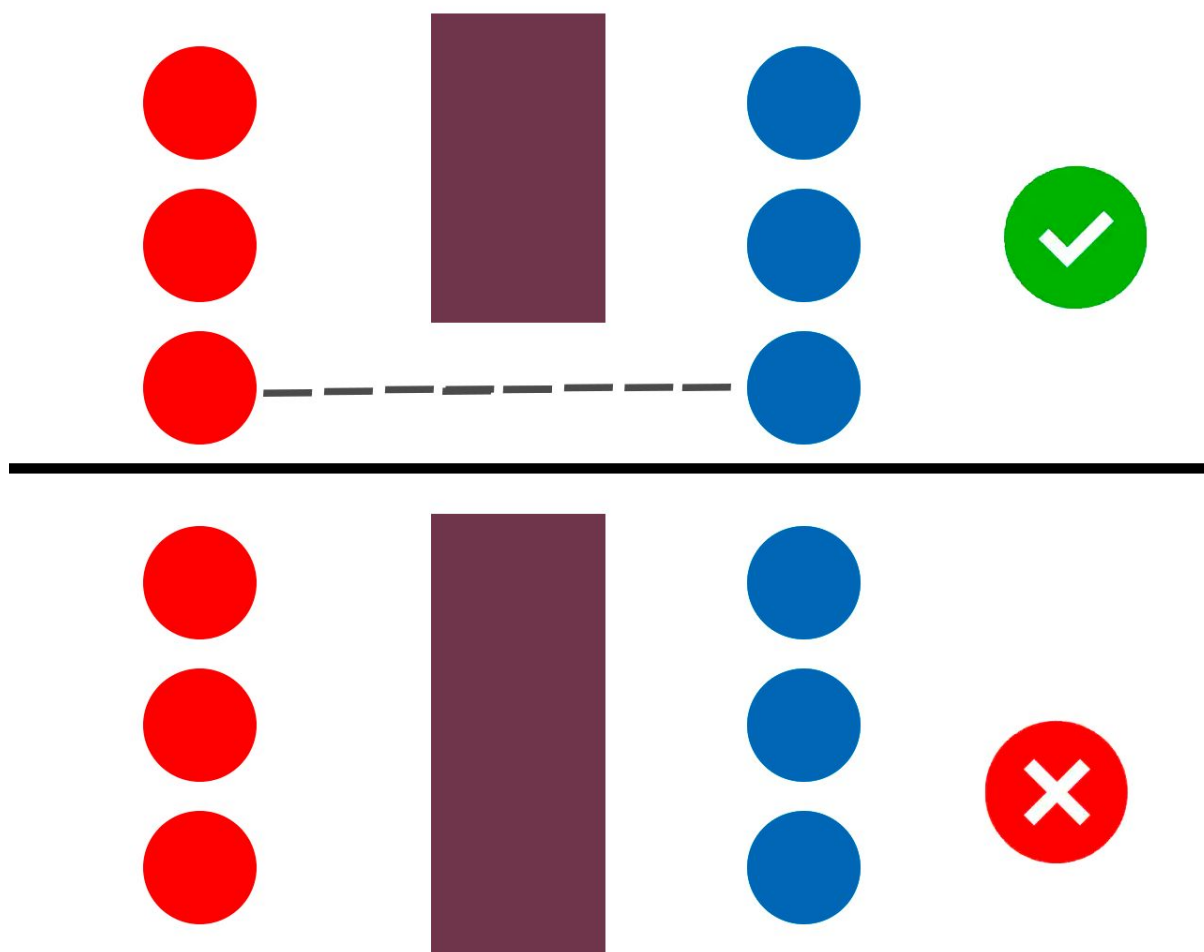


fig 1. Measuring between two units

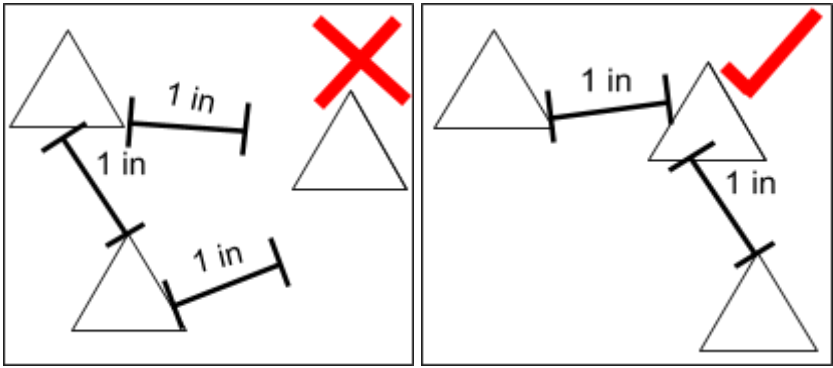
Line of Sight

Certain units and terrain features in the game block Line of Sight (LoS). Unless otherwise stated, units may not select targets on which they don't have line of sight. A unit is considered to have LoS on another if any of its models is able to draw a straight line from any part of its base to any part of the base of a single model from the target unit without passing through something that obstructs line of sight.



Unit Coherency

Units are considered to be in coherency when each model in the unit is within an inch of another, in an uninterrupted line. Units must be in coherency at the end of any movement that they make.



Dice

DB:BoV uses custom dice. Unlike the ones that you may be familiar with, which have numbers on the faces, the game’s dice have different symbols on their faces which correspond to the different results.

Dice Strengths

DB:BoV uses three tiers of dice, which you can distinguish by their colors. The dice are black, grey, and white; with black being the strongest and white being the weakest.

Dice Symbols

The table below shows what the different symbols on the dice mean.

Action Dice

Effect	Symbol
Success	◇
Double Success	◇◇
Critical	◆
Blank	




Defense Dice

Effect	Symbol
Block	▼
Blank	

Using Standard Dice

If you want to use standard dice to play the game, the table below shows what each result on a standard die corresponds to in the game’s custom dice.




Action Dice

Number			
1			

2			
3			
4	◇		

5	◇		
6	◇	◇	
7	◇	◇	
8	◇◇	◇	◇
9	◇◇	◇◇	◇
0	◆	◆	◆

Defense Dice

Number			
1			

2			
3	▼		
4	▼	▼	
5	▼	▼	▼
6	▼	▼	▼

Dice Actions

Certain cards or powers in the game allow you to take special actions with the dice that you rolled. The actions that you can take with dice are:

Upgrade X: Change X of the dice for a given roll to dice of the next highest strength. If a die that you are upgrading is already black, add another white die. If an effect requires you to upgrade multiple dice for a single roll, always upgrade the weakest dice first.

Downgrade X: Change X of the dice for a given roll to dice of the next lowest strength. If the die you are downgrading is already white, remove it. If an effect requires you to downgrade multiple dice for a single roll, always downgrade the strongest dice first. Downgrading dice cannot cause you to decrease the number of dice rolled for a given effect to zero. If downgrading would leave you with no dice to roll, roll one white die instead.

Die	Upgrade	Downgrade
Black	Black + White	Grey
Grey	Black	White
White	Grey	Remove

These actions must always be taken immediately before the roll. If a roll has both upgrades and downgrades applied to it, these cancel each other out before being applied. *For example: a roll has 3 downgrades and 1 upgrade applied to it; the upgrade cancels out one of the downgrades, leaving the roll with 2 downgrades instead.*

Face-Off Rolls

Certain situations, such as initiative, will call for players to make a face-off roll in order to determine the winner of a particular situation or the order for a particular event. In order to make a face-off roll, every player involved rolls three grey action dice, and they each count the number of successes. The player with the most successes wins the face-off roll.

Tiebreakers

In the event that the face-off roll ends with two or more players tied, use the following criteria to break the tie, tie, in descending order of priority

1. The player who rolled the most criticals wins.
2. If still tied, the player who rolled the most doubles wins.
3. The players who are still tied reroll the dice until a clear winner is found.

Game Symbols

The game uses certain symbols to illustrate specific effects and reduce the amount of text that players have to be reading. These symbols are:



Defense

This symbol represents a unit's defense to both melee and ranged attacks.



Melee Defense

This symbol represents a unit's defense to melee attacks.



Ranged Defense

This symbol represents a unit's defense to ranged attacks.



Attack

This symbol represents a unit's ranged and melee attacks.



Melee Attack

This symbol represents a unit's melee attacks.



Ranged Attack

This symbol represents a unit's ranged attacks.

Modifiers

When an effect calls for upgrading or downgrading the dice for a roll, it will be represented as follows:



Modifiers always have three parts:

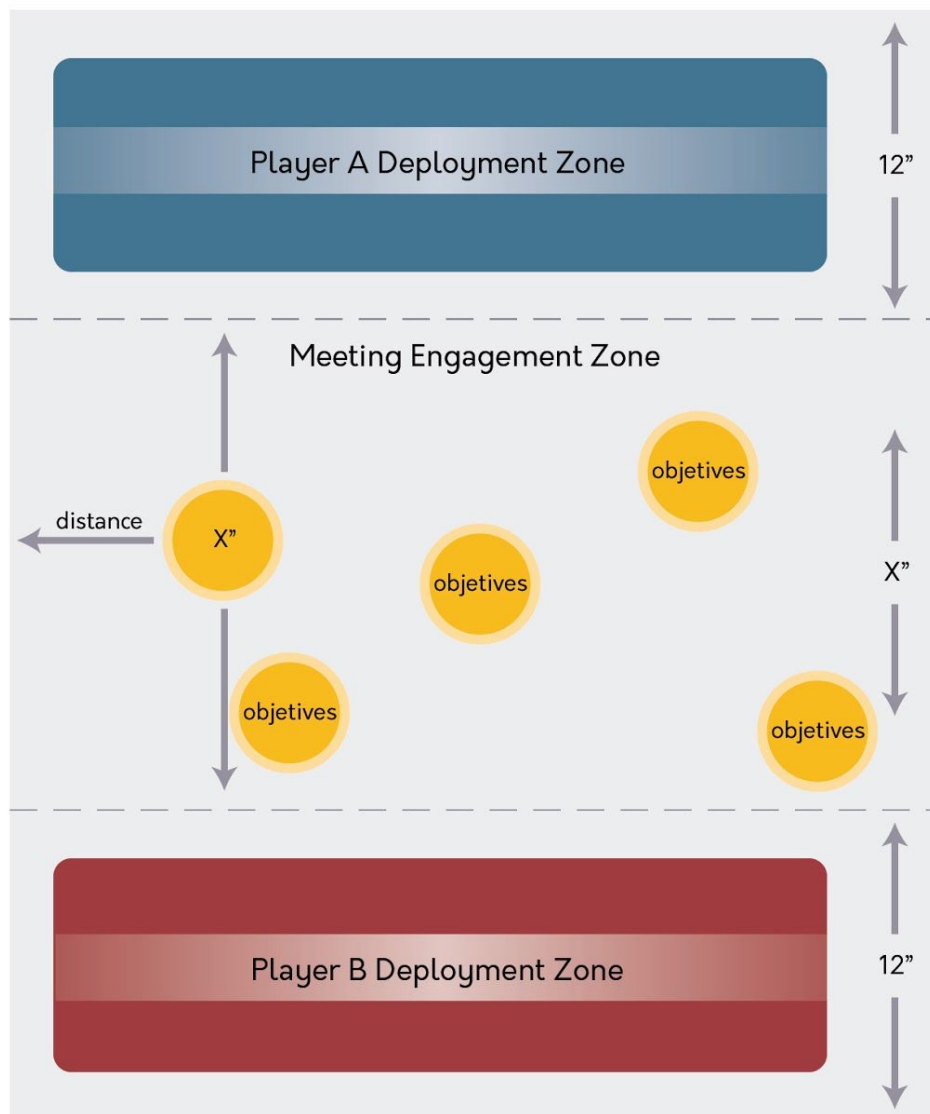
1. The type of roll to which the modifiers are applied. *In the example shown, it is Defense.*
2. The type of modifier. Shown by either an up-arrow, to represent upgrades, or a down-arrow, to represent downgrades. *In the example shown, it is upgrade.*

3. The number of modifiers. This represents the number of dice to which the modifiers must be applied. *In the case of the example shown, it is two.*

The example above, then, means that the affected unit gets to upgrade two dice when rolling defense for any kind of attacks.

Setup

This scenario provides a standard engagement between two forces. It is a balanced scenario useful for learning the game or quick pick up games



Army Selection

Selecting Units

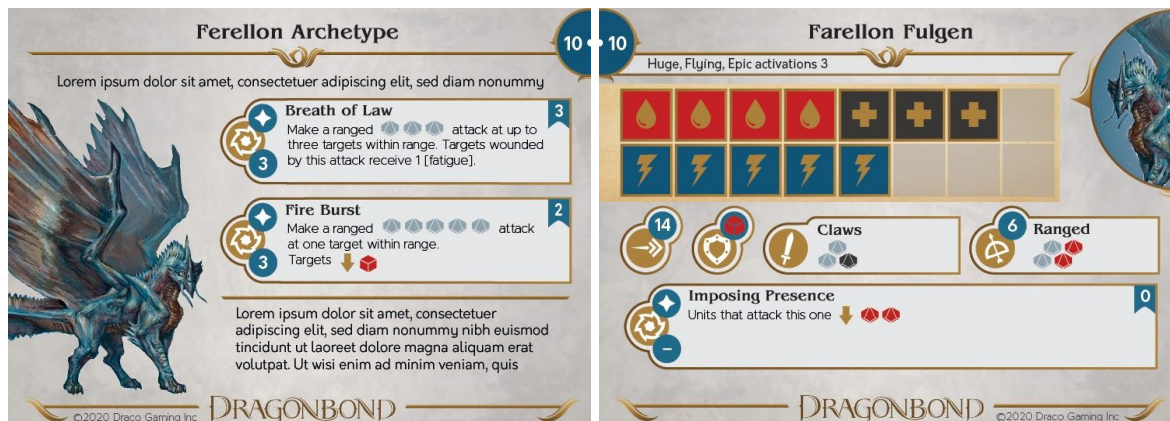
<SECTION STILL UNDER DEVELOPMENT>

Generals

Unless otherwise stated by the game mode, an army may contain up to one general.

Customizing Units

Every unit in the game is composed of two cards. A unit card and either a captain card, in the case of regular units, or an archetype card, in the case of generals and huge creatures. At the start of the game, you must select a captain or archetype card for every single unit in your army. These cards are placed alongside a unit card and, together, contain all the information about a given unit.



Dragonbond

Dragons and generals are unique among all other units because they are able to bond with each other. At the start of the game, you decide whether a General and a Dragon are bonded. The Dragonbond significantly changes how Generals and Dragons work, as well as the way that their cards should be laid out (see section: Dragonbond).

Duplicates

Captains represent unique people in the world of Valerna and your army may not contain two units with the same captain, even if you own two separate miniatures of that captain. Similarly, your army may not contain two versions of the same huge creature, even if you own two separate miniatures of that creature and the two have different archetypes.

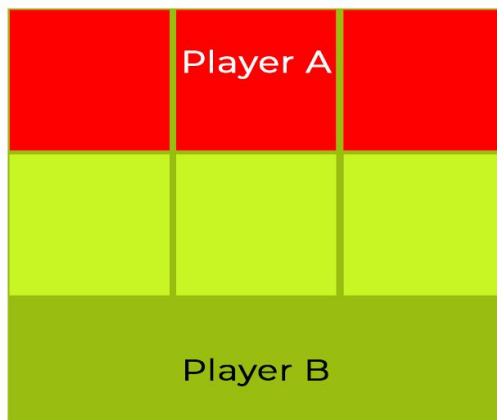
Examples:

- *An army that contains a unit of Oathguard Halberdiers led by Commander Leonise may have a second unit of Oathguard Halberdiers but must select a different captain for it.*

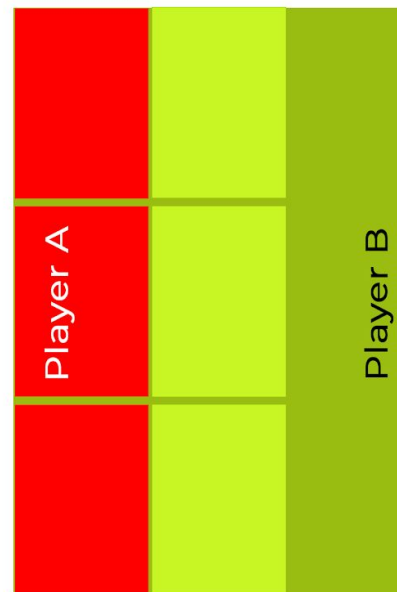
- *An army that contains Ferellon Fulgen may not add a second Ferellon under any circumstances.*

Deployment

Deployment zone examples



Wide Deployment



Narrow Deployment



Corner Deployment
(both players deploy in X or Y)



Divided Deployment

Determine First Player

In order to determine first player and deployment, the players involved make a face-off roll (Described in the Dice section of this rulebook). The winner of the roll picks one edge of the table as their own and then decides whether they want to deploy first or second. In a two player game, the second player deploys on the opposite edge of the table; in a game with

three to four players, the remaining players take turns (based on the results of the face-off roll) deploying around the table.

Rules for Deployment

- Every unit must be set within the deployment zone marked by the scenario.
- Units must be deployed in coherency.

Take Turns Deploying

Starting with the first player, each player takes a turn deploying a single unit. This continues until all players have deployed all of their units.

Order of Play

Rounds

Game Flow

The game is played in rounds. Players take turns during each round. If none of the players have any turns remaining, the round ends.

Initiative

The players make a face-off roll (described in the Dice section of this rulebook). The player who won the roll takes the first turn for that round with the remaining players going clockwise around the table.

Turn Counter

Players in DB:BoV use a turn counter to keep track of the number of turns they have remaining for the round. At the start of each turn, the player whose turn it is must decrease their turn counter by one.

Players start each round with a number of turns equal to **1 + their number of remaining units on the battlefield**. *For example, a player with 5 units on the battlefield would have a total of 6 turns.* Creatures with the keyword Epic add more than one turn to the turn counter (see section: Keywords).

Once all players have run out of turns, the round ends. Players then reset their turn counters, based on the units they have remaining, and then the next round begins. The number of turns varies from player to player based on their army composition and changes from round to round as units are eliminated. *For example: Lucy started the game with 4 units, which meant she had 5 turns during the first round. By round 3, however, she only has 2 units left; leaving her with only 3 turns for that round.*

Turns

Turn Order

1. Decrease the Turn Counter.
2. Select a unit to activate.
3. Resolve the unit's Start of Turn status effects.
4. Select the action that the unit will take. Either:
 - a. Move and take an action.
 or
 - b. Take a special action.
5. Add fatigue to the unit equal to the action's cost.
6. Take the action.

Activating Units

Players use their turns to activate units. An activated unit may normally do two things:

Move: The unit moves a number of inches that is less than or equal to the speed indicated on their stat sheet. The rules for movement are explained in more detail below.

Take an Action: The unit takes one of the actions available to it, detailed below.

These things may be done in any order; either acting first or moving first.

Alternatively, players may choose to take a special action instead of moving and taking an action, as detailed below.

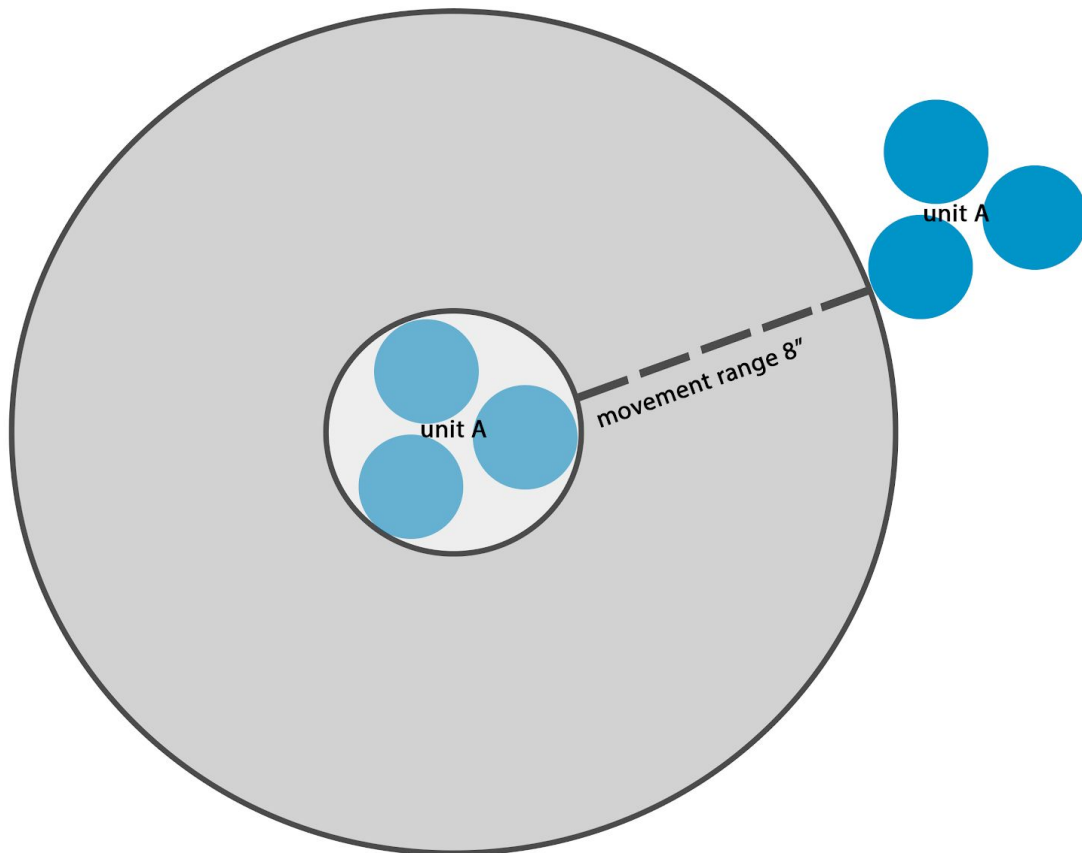
Unless otherwise stated, only one unit may be activated per turn. If a player chooses not to use all of the actions available to a unit during its activation, the remaining actions may not be taken by another unit. *For example, Ted activates his Kirin Wardens, but they're already engaged in combat so he chooses not to move and go directly into attack. He may not use the movement from the Kirin Wardens' activation to move another unit instead.*

Movement

Movement consists of moving a unit a number of inches that is less than or equal to their speed. When moving a unit, consider the following rules.

- The unit must be in coherency at the end of the move.
- No model in the unit may move more than the unit's speed.
- The unit may not move through another unit.
- The unit may make any changes of direction during their move, provided that the total distance traveled by any given model during that turn does not exceed their speed.
- A unit may not move, then take an action, and then move again.
- Certain status effects, such as Slow and Immobilized, affect how much a unit is able to move (see section: Status Effects).

Mov. Unit A = 8"



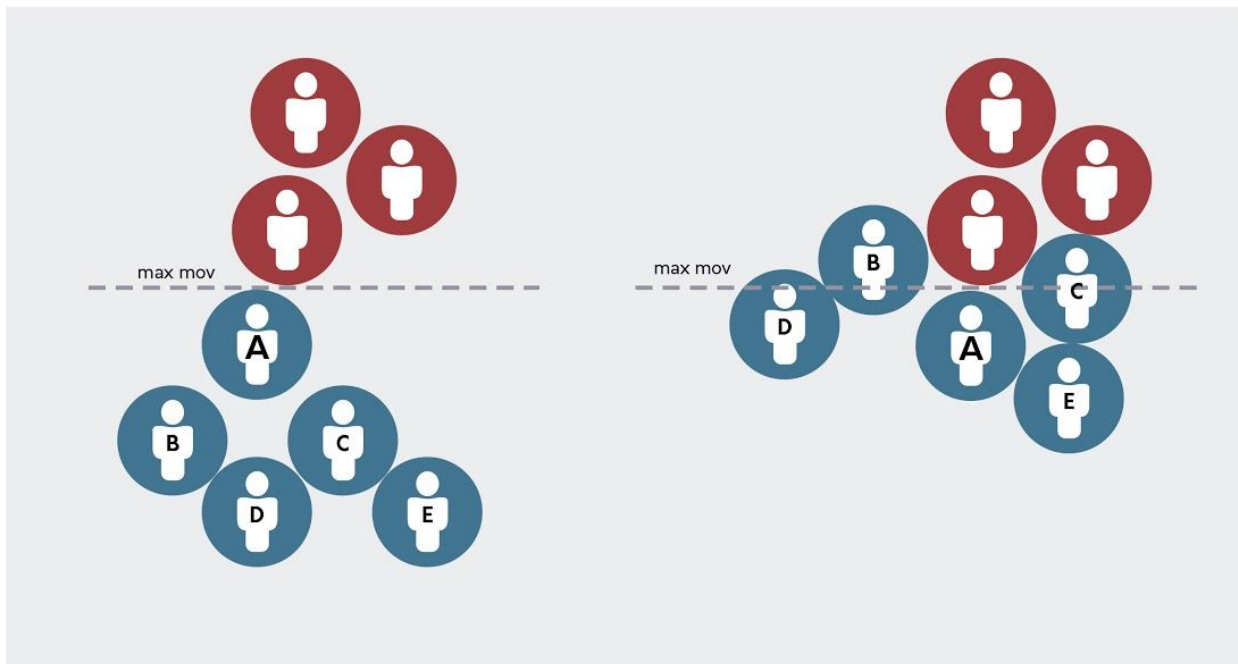
Movement and Exhaustion

When a unit is exhausted, its speed is decreased. For each fatigue token that has been placed directly next to a unit on the battlefield (see the section on Exhaustion below), decrease that unit's speed by one. If a unit's speed is decreased to zero by this effect, they are unable to move.

Example: Lucy wants to move her Bucentaur Blades but they are fatigued and have two tokens next to them on the battlefield. Because of these 2 tokens, Lucy subtracts 2 from the Blades' normal speed of 8 and moves her blades $6(8-2)$ inches.

Pile-In

If, at the end of a unit's movement, at least one of the models has become **engaged** (see section: Engagement) any other models in the unit that are not engaged with the target of the pile-in may move an additional 2 inches to attempt to become engaged as well.



In the example above, model A from the blue unit was able to become engaged at the end of its movement, allowing the rest of the models to pile-in.

Activations and Fatigue

When a unit is activated, they have a variety of actions and special actions to choose from. The action they select also affects the amount of fatigue tokens that will need to be added to the activated unit. The tables below show the fatigue costs for the different actions that units may take.

Action	Fatigue Cost
Attack	1
Activate Power	X
Wait	0

Special Action	Fatigue Cost
Run	1
Charge	2
Coordinated Move	0
Rest	-1
Disengage	1

Actions

Actions are the options available to an activated unit on its turn, in addition to moving. The amount of fatigue placed on a unit varies based on the selected action. The fatigue cost for the action can be found in the table above and is also shown in brackets next to the action's name.

Attack [1]

The unit may select another unit that is within range and in line of sight and declare an attack against it. The rules for Attack are described in the Combat section of this rulebook.

Powers [X]

The unit may choose to activate one of its powers. The amount of fatigue that must be added to a unit for using a given power is shown on the power as its **cost**. The rules for Powers are described in the Powers section of this rulebook. A unit that is fatigued may not use this action.

Wait [0]

A unit that has moved may choose to wait instead of taking any other action.

Special Actions

A special action is an action that uses up a unit's entire activation. This means that a unit that uses a Special Action may not do anything else on that turn, including moving. The amount of fatigue added to a unit varies based on the selected special action. The fatigue cost for the special action can be found in the table above and is also shown in brackets next to the action's name.

Run [1]

As a **special action**, the unit may move up to twice its speed in one turn. A unit that is exhausted may not take this action.

Charge [2]

As a **special action**, the unit may charge towards another unit in order to make a melee attack against it. A unit that is exhausted may not take this action. The steps for charging are:

1. **Select Target**
2. **Movement**
3. **Attack**

1. Select Target

In order to select a target for your unit to charge towards, the target must be within your unit's line of sight.

2. Movement

Roll 3 red action dice. For each success, add 1 to your unit's speed and move the unit that distance or until it reaches base-to-base contact toward the selected target; charge may not be used to move through the target unit.

Lucy wants to use her Oathguard Duelists to attack Jason's Blooded Claws but her Duelists have a speed of 9 and the Claws are 11 inches away. She places two fatigue tokens on her

Duelists, rolls three black action dice and gets 2 successes; she can move her duelists up to 11 (9 + 2) inches, which is enough to hit Jason's Claws!

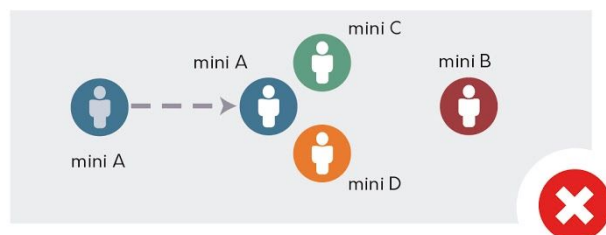
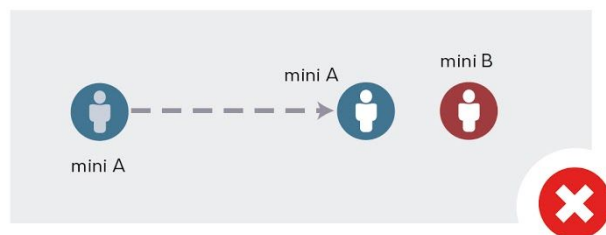
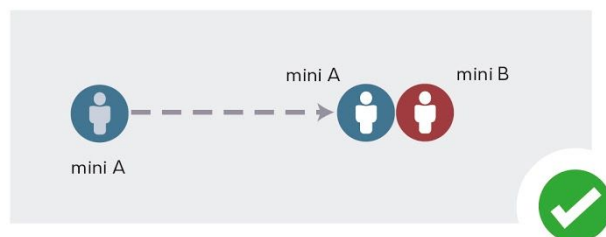
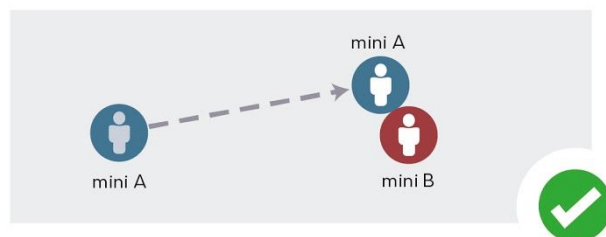
When charging, remember to apply the unit's Exhaustion Penalty (see section: Exhaustion) to the roll. A charging unit must always move the full distance towards their intended target even if the charge fails.

3. Attack

If, after the movement, the charging unit is within melee range (usually base-to-base) of their selected target, they may make a melee attack against it, upgrading two melee attack dice.

Charge

Either of these charge moves would bring the mini to within its melee range of its target



Coordinated Move [0]

Sometimes moving one unit at a time simply isn't enough for the fast pace of a battlefield. Coordinated Move allows you to move two units instead of just one. The movement of both units counts as an entire activation and neither unit may make any other actions. Neither unit gets any fatigue from this special action.

Rest [-1]

Sometimes units need a breather during a battle. As a special action, you may select for a unit to Rest (take no actions) and lose 1 fatigue (see section: Exhaustion and Fatigue).

Disengage [1]

A unit that is engaged in combat may disengage, as a special action. If it does, it may move away from any unit with which it is engaged without granting them an opportunity attack. The rules for opportunity attacks are described in the Combat section of this rulebook.

Reactions

Reactions are the only actions that a player may take during their opponent's turn. Reactions happen in response to an opponent's actions. The types of reactions are:

1. **Opportunity Attack**
2. **Powers**

1. Opportunity Attack

An opportunity attack is a reaction that units are able to take in response to certain actions of enemy units near them. The actions that can trigger opportunity attacks are:

- An enemy that this unit is **engaged** in combat with attempts to activate a power with a timing of Action.
- An enemy that this unit is **engaged** in combat with attempts to move away without using the disengage action.
- An enemy that this unit is **engaged** in combat with attempts a ranged attack.

Opportunity attacks work the same as normal melee attacks (detailed in the **Combat** section) but they are resolved before the action that triggered them.

Units that are flanked (see section: Flanking)) are unable to make opportunity attacks.

Lucy's Oathguard Duelists are engaged with Jason's Skorpikon Reavers when he decides to make a ranged attack with the reavers javelins to make an attack against another of Lucy's units. Before the reavers are able to attack, Lucy's halberdiers make an opportunity attack against them. Because this attack happens first, if any of the reavers models are killed by this, their ranged attack will be weaker.

2. Powers


Certain powers can be used as reactions. If this is the case, the power's text begins with a description of when it can be used, in italics. For example, the Dreamshaper Casters' power "Restful Dream" looks like this:

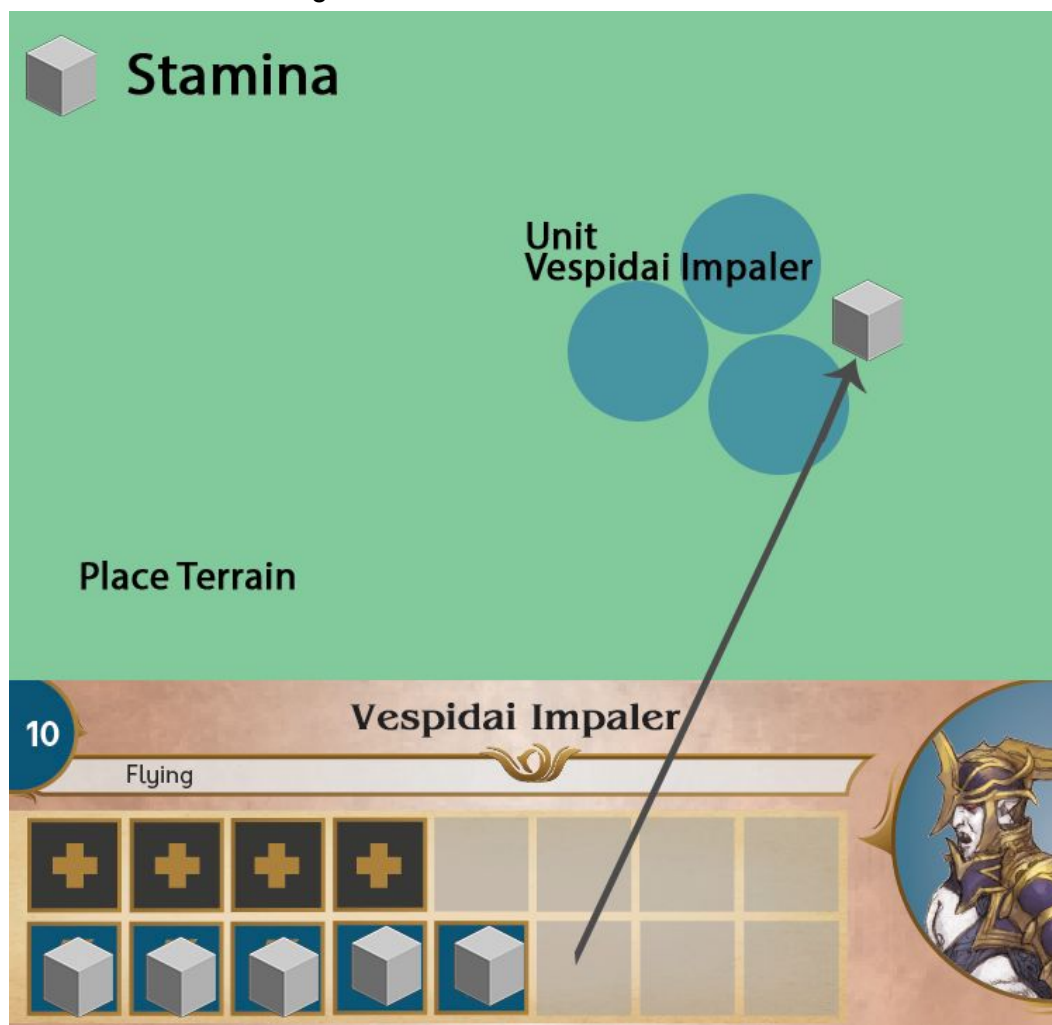
When this unit takes the Rest special action, remove all of its fatigue.

Exhaustion and Fatigue

Using Fatigue Tokens

Units may be activated more than once during a round. However, each unit has a **Stamina** value which indicates how many fatigue tokens may be placed on it before they become exhausted. The unit cards make it very easy to track a unit's fatigue. Whenever you add a fatigue token to a unit, place it directly on the **Stamina** section of the unit card; this section

has  squares that the tokens can be placed on. Once there are no more empty spaces on the unit card to place fatigue tokens on, place them directly on the battlefield next to the unit. Units that have fatigue tokens next to them on the battlefield are considered exhausted.



Exhaustion Penalty

In addition to being able to move less (see section: Movement and Fatigue), units that are exhausted (i.e units that have fatigue tokens next to them on the battlefield) must apply an Exhaustion Penalty to most rolls. This penalty works slightly differently depending on the kind of roll:

- For Defense rolls, downgrade **1** die for each fatigue token that has been placed next to a unit on the battlefield.
- For Attack and Power rolls, downgrade **2** dice for each fatigue token that has been placed next to a unit on the battlefield.

Example: Jason's Skorpikon Gore-Lancers are making an attack with their lances. Normally, they would roll 3 grey dice and 3 white dice; however, two fatigue tokens have been placed next to them on the battlefield. Before rolling their attack, Jason must downgrade 4 dice (2x2), causing the Gore-Lancers to roll 5 white dice for their attack instead (the three grey dice are downgraded into black dice and there is still one more downgrade to do; black dice cannot be downgraded further so one is removed).

Actions

The actions that units are able to take are also limited by exhaustion (see section: Actions). Exhausted units are unable to run, charge, or activate powers.

Removing Fatigue

Certain effects, such as the special action Rest, remove fatigue. When removing fatigue, always remove any fatigue on the battlefield first before removing fatigue from the unit card.

Status Effects

At various points throughout the game, units may have status effects applied to them. These effects range from damaging them over time to slowing or even immobilizing them.

Applying Status Effects

To apply a status effect to a unit, simply place the appropriate token next to the unit on the battlefield. A unit may have multiple status effects on it at any given time.

Resolving Status Effects

Resolving a status effect consists of activating it and removing the token that represents it. There are two kinds of status effects based on their timing, Start of Turn, and Other.

Start of Turn

Start of Turn status effects are those that must be resolved automatically at the start of a given unit's turn. When you activate a unit that has these effects applied to it, you must resolve them before doing anything else. The Start of Turn effects are:



Damage

To remove this status effect, roll a single black die; if you roll a hit, add a wound to the unit and remove the token. If you don't roll a hit, leave the token and roll again the next time the unit is activated. If a unit has multiple Damage tokens, roll that many dice and remove tokens equal to the number of hits.

Other

Other status effects are resolved at various times throughout the game. The Other status effects are:



Slow

This effect is resolved during the affected unit's movement. To remove this token, the unit must spend half of its speed before moving. A unit that chooses not to move may still remove this token.



Immobilized

This effect is resolved during the affected unit's movement. To remove this token, the unit must spend all of its speed.

Ending a Round

A round ends when both players have run out of turns. However, players may choose to give up their remaining turns if they don't wish to take any more turns for that round.

Upkeep

When a round ends, and before beginning the next round, each player must do the following things:

1. Calculate scoring for the round (if applicable)
2. Restore Stamina
3. Reset Turn Counter
4. Roll Initiative to determine turn order

1. Calculate scoring for the round (if applicable)

Certain game modes, such as Control, grant players points for certain game states in between rounds (see section: Game Modes). If playing one of those game modes, the scoring should happen at this time.

2. Restore Stamina

For each unit, remove all of the fatigue counters from the unit card. If that unit has fatigue tokens next to it on the battlefield, move those to the stamina spaces on the unit card. If a unit has more tokens on the battlefield than would fit on the unit's stamina section of the card, leave the excess tokens on the battlefield and the unit begins the round exhausted.

<Add visual example of this>

3. Reset Turn Counter

Determine the number of turns that you have for that round (see section: Turn Counter) and set the Turn Counter to that number. Keep in mind that the number of turns changes from round to round as units are eliminated.

4. Roll Initiative to determine turn order.

See section: Initiative.

Ending the Game

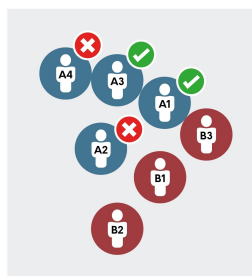
The game ends at the end of the fourth round or when only one player has units left on the battlefield. The winner of the game depends on the mode that was being played (see section: Game Modes).

Combat

Engaged

A model is considered to be engaged if:

- It is in base-to-base contact with an opposing unit.
- It is in base-to-base contact with another model from its same unit that is in base-to-base contact with an opposing unit.



In order to participate in melee attacks, models must be engaged with the unit they are targeting.

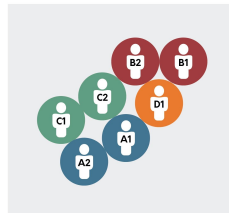
Unit Models

Certain models may make it difficult, or even impossible, to enter base-to-base contact with the target. In these cases, a model is considered engaged if any part of the model is touching any part of the models in the target unit.

Flanking

A unit is considered to be **Flanked** if it is engaged with more than one enemy unit. Flanked units must downgrade one die when defending for each unit they are flanked by. *For example, if a unit that is engaged with two enemy units is attacked, they would downgrade a*

single defense die because the second unit is flanking them. Flanked units are unable to make opportunity attacks.



In the example above, all four units are flanked:

- A – by C and D
- B – by C and D
- C – by B and A
- D – by B and A

Attacks

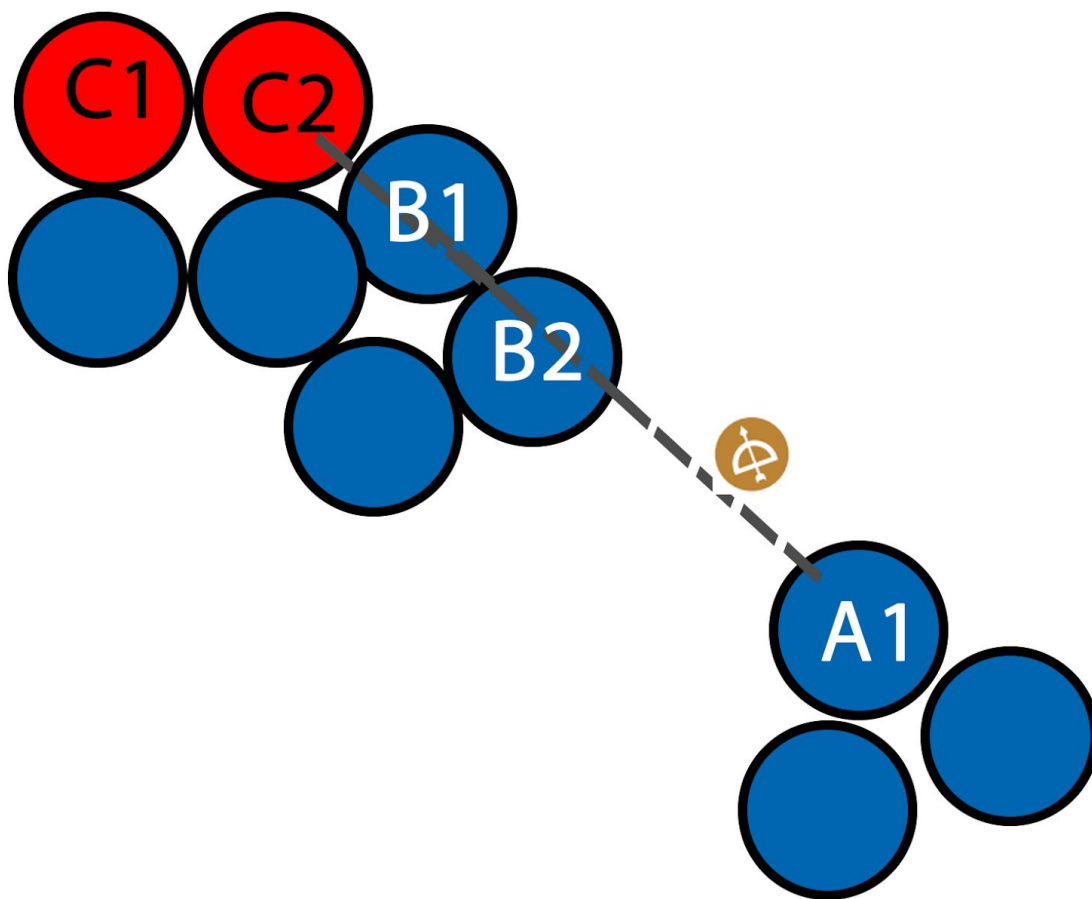
There are two forms of attack: **Melee** and **Ranged**. Melee attacks are only possible when a unit is engaged (see section: Engaged) with the target. The range of attacks is determined by the weapon in use. Anything beyond the set range is not a legal attack. Once the type of attack has been declared, it cannot be changed even if later determined to be illegal.

Ranged Attacks

Unlike Melee attacks, which require base-to-base contact, Ranged attacks may be performed at a distance. Performing a ranged attack while engaged (being in base-to-base contact with an enemy unit) grants the engaged enemy unit an opportunity attack.

Ranged Attacks Against Engaged Units

A unit may perform a ranged attack against a unit that is engaged with any unit other than itself. However, the damage from the attack is divided among that unit and the units it is engaged with. To divide the damage, apply one hit to each of the units beginning with the one that is nearest to the attacking unit and ending with the one that is furthest. If critical hits were rolled, those are applied first. Continue until all hits have been applied. Each unit that is hit may roll their defense normally (see section: Performing an Attack).



Performing an Attack

The order of an attack goes as follows:

1. **Declare target**
2. **Count Engaged models and collect dice**
3. **Apply Modifiers to Attack and roll**
4. **Apply Modifiers to Defense and roll**
5. **Apply Damage**
6. **Consolidate**

1. Declare target

The attacking player declares the unit that will be the target of their unit's attack. Additionally, many units have more than one weapon so the player must also declare the weapon that the unit will be attacking with. In the case of ranged attacks, an attack may not be declared against a unit that is not within Line of Sight.

Lucy decides to make a melee attack with her Bucentaur Blades against Jason's Ogerron Phalanx.

2. Determine Engaged Models and Collect Dice

Count the number of models that are engaged (see section: Engagement, above). For each model that is engaged, collect dice equal to the unit's attack stat on the selected weapon. In the case of ranged attacks, all models in the unit within range of the target are considered engaged.

3. Apply Modifiers to Attack and Roll

After having collected the dice that the unit will roll, certain effects might modify the number or kinds of dice you are going to roll. Effects that may apply modifiers are:

1. Exhaustion
2. Terrain
3. Captains

Upgrade or downgrade dice according to the rules for each of the possible modifiers.

Once you've applied all modifiers, roll the dice and count the number of hits and critical hits.



Lucy's Blades have two living models and their attack stat is 4 and she must collect that many dice for each model in the unit so she gets to roll 4 grey dice and 2 black dice. They're not exhausted and no other effects apply so she doesn't upgrade or downgrade any of them. She rolls two hits and a critical hit.

4. Collect Dice, Apply Modifiers to Defense and Roll

For each hit that your opponent rolled in the previous step, collect dice equal to the **defense** stat on the defending unit's card. Critical hits deal wounds directly without any defense being rolled.

Often, certain effects will modify the number or kinds of dice that a unit must roll to defend. Some of the effects that may apply modifiers are:

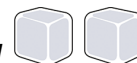
1. Exhaustion
2. Terrain
3. Flanking
4. Captains

Upgrade or downgrade dice according to the rules for each of the possible modifiers.

Once you've applied all modifiers, roll the dice and count the number of blocks.



Jason's Ogerron Phalanx have two living models and their defense stat is 1 so he must collect that many dice for each hit that the attacker rolled. Lucy's Blades rolled two hits and a critical hit, since the critical hit can't be blocked, Jason gets to roll 2 grey dice. He rolls one block.



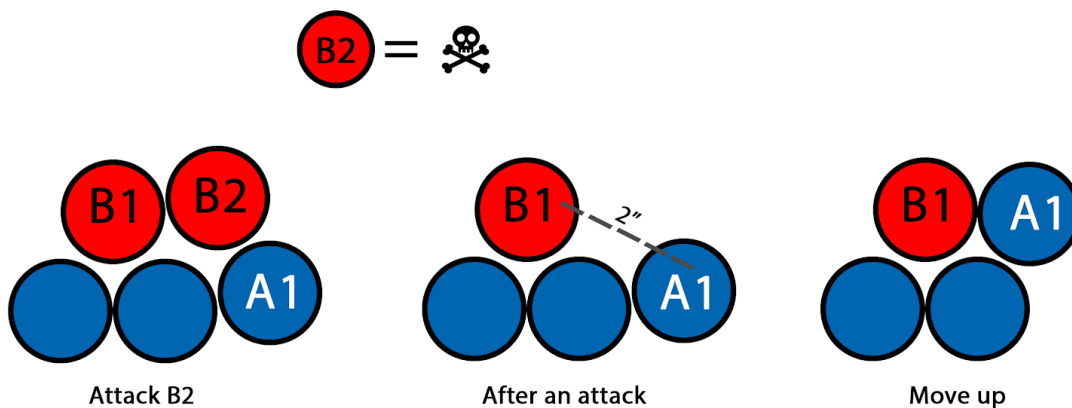
5. Apply Damage

Subtract the number of blocks the defending player rolled from the number of hits the attacker rolled and add that many wounds to the defending unit. The rules for applying wounds are explained below.

Since Lucy rolled two hits and a critical hit but Jason only rolled one block, Jason's Ogerron Phalanx take two wounds.

6. Consolidate (melee attacks only)

After an attack, models in the attacking unit that are no longer engaged may move up to two inches to become engaged with the unit they attacked



Wounds

Units in DB:BoV are made up of one or more models and each model may receive a number of wounds before dying. However, the wounds are tracked by the unit itself rather than by individual models. When the unit receives one or more wounds, add that many tokens to the slots labeled "Wounds" on the unit card.

Wounds



Applying Wounds

The red slots on the card represent the unit's health, which is the number of wounds that can be received by a single model. Once all of the slots have been filled with wounds, one of the unit's models has been killed. When this happens, remove one of the unit's models from the battlefield. The player who owns the unit may select which model to remove. If the model removed is a Captain, their Sacrifice ability activates (see section: Captains, below). If after

killing a model there are still more wounds to apply, repeat until all wounds have been applied or all models have been killed.



Wounds



Hits vs. Wounds

In the game, there is a crucial difference between hits and wounds. A **hit** is usually the result of an attack and, with the exception of critical hits, may *always* be blocked; effects that add additional hits, also allow the target unit to roll additional dice to defend (see section: Attacks). A **wound**, on the other hand, is added directly to the target unit; effects that add additional wounds, apply to those wounds directly to the target unit without the opportunity to block.

Captains

Captain Model

Each unit starts the game with a captain. A captain is a special model that is added to the unit and counts as one of the unit's models. The total number of models in the unit must never exceed the **models** stat on the unit card. *For example, the Blooded Claws have 7 models; they have 6 standard models plus their captain.*

Captain Benefits

As long as a Captain is alive and part of a given unit, it grants that unit an ability. The abilities that captains grant are varied; ranging from stat modifiers to activated abilities that the unit can use.

Captain Wounds

When a unit whose Captain is still alive is wounded, the wounds are applied normally. When a unit has taken enough wounds to remove a model, the Captain may be removed instead.

Death

When a captain is killed, remove it from the field and flip the Captain card. The unit loses all benefits granted by that captain.

Sacrifice

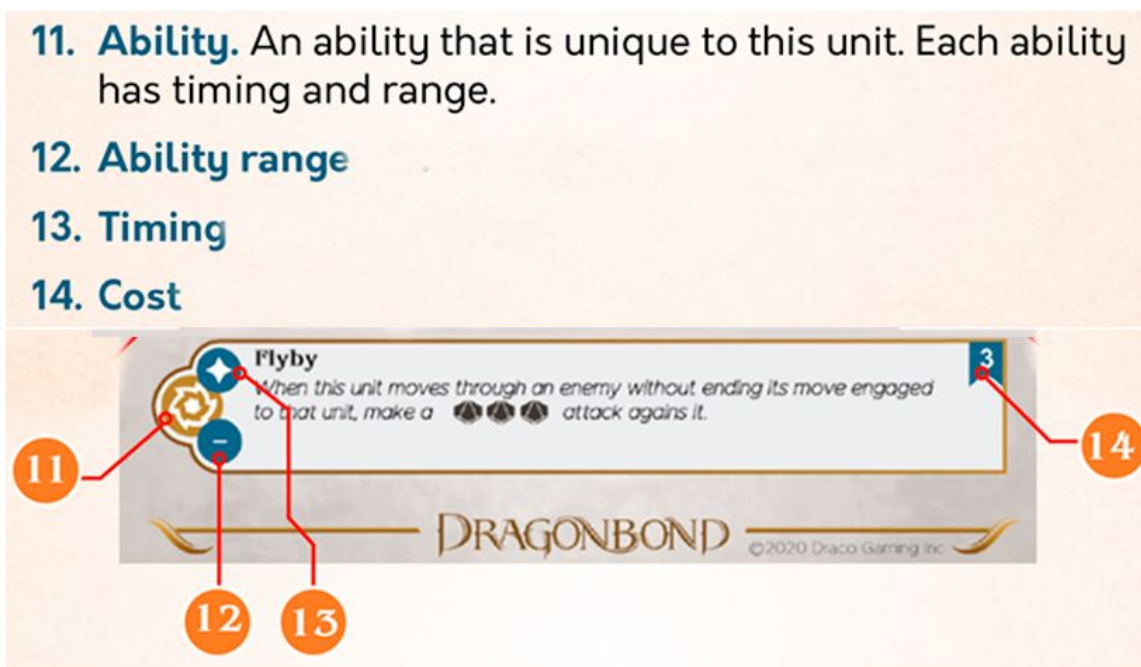
All Captains have a special ability called **Sacrifice** which triggers when the captain is killed. If a captain is killed, follow the instructions on the sacrifice section of the unit card. Sacrifice abilities are varied; some activate once at the time of the captain's death while others may remain active for however long the unit is alive after the loss of their captain.

Powers and Abilities

All units in the game have certain powers and abilities that they can use to change the tide of battle. These powers can be extremely varied, ranging from special skills that make them more effective units, to magic that is unique to their faction.

Anatomy of a Power

Powers can be found on all of the different unit, captain and archetype cards in the game. The Powers section always looks as follows:



Timings

A power's timing denotes the moment when it can be activated in the game. There are three possible timings:



Passive

This power is always active and does not need to be activated.



Action

This power may only be activated as a unit's action on their turn.



Reaction

This power may be activated as a reaction to a specific event. Powers with the reaction timing always begin with a sentence, in italics, describing the event in response to which they can be activated.

Cost

The cost for activating a power is shown on the power section of the card and is usually a number. This number represents how many fatigue tokens must be added to the unit in order to activate the power. Certain powers have a cost of "E," which stands for "Exhaustion;" these powers add a fatigue token directly next to the unit on the battlefield, leaving it exhausted, regardless of the number of fatigue tokens on the unit's card.

Making Attacks vs. Rolling Dice

Certain powers will allow a unit to make an attack. These attacks follow the rules for making an attack (see section: Making an Attack). Like other attacks in the game, each model in the unit affects the number of dice that you roll for the attack. Other powers may also require rolling dice; some of these may deal hits or even add wounds directly. It's important to note that, unless specified in the description, these are not considered attacks and the number of models in the unit does not affect the number of dice that are rolled.

Activating Powers

To activate a power, simply make sure that you are doing so at the appropriate time (see section: Timings) and pay the fatigue cost for doing so, if applicable, and follow the text for the power's effect. Unless otherwise stated, a given power may only be activated once per turn; this is true even of reaction powers whose triggering conditions are met more than once during a turn. Unless otherwise stated, exhausted units may not activate powers.

Healing

A common effect that can be found on many of the units is healing. When a power tells you to heal a unit, remove a number of wounds from the unit's card equal to the amount that is being healed. If the amount being healed exceeds the number of wounds on the unit's card, remove fatigue tokens for the remainder. When healing removes fatigue tokens from a unit, always remove fatigue tokens on the battlefield first. A model that is dead may not be revived by healing.

Keywords

Keywords are abilities that can be shared by multiple units. They can be found printed on a unit's card. The Keywords that exist in the game are:

Sharp: When an attack die that this unit rolled lands on a ♦, if the rerolled die lands on a ♦, repeat..

Agile: This unit may move through other units.


Reach: This unit is considered engaged at 1" from enemy units.

Flying: This unit:

- Ignores terrain when moving.
- May move through other units.
- Upgrades one defense die if it did not begin the turn engaged.

Epic X: While this unit is alive, it adds an additional X turns to the turn counter at the start of every round.

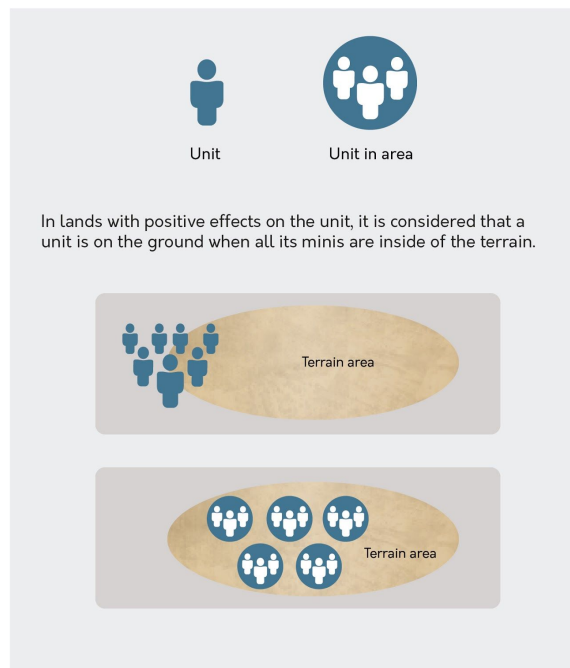
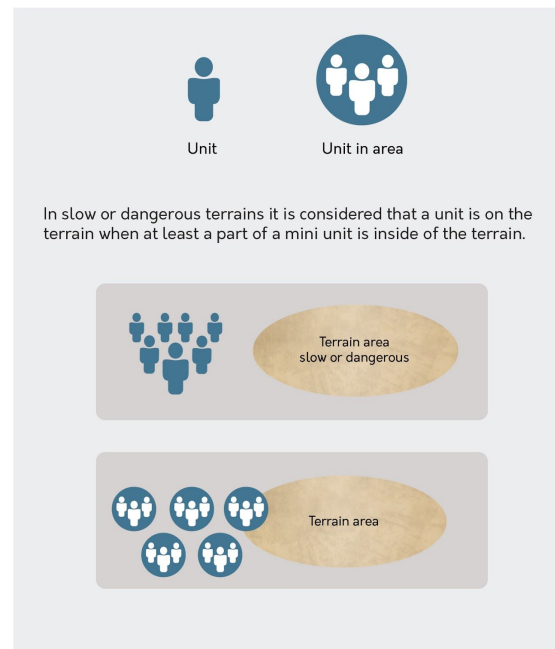
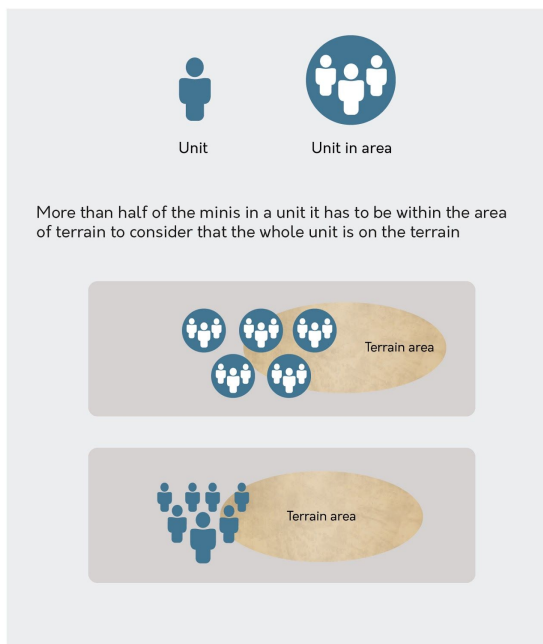
Dragonriding: This unit may mount a dragon it is bonded with. While mounted, general and dragon are considered a single unit. They share a single turn and count as a single unit for the purposes of the turn counter. Only the dragon may be targeted by attacks for as long as they are mounted.

Huge: This unit ignores all terrain effects except .

Blocking: This unit blocks line of sight (see section: Line of Sight).

Terrain

Battlefields in DB:BoV are filled with terrain which affects unit movement and affects units that occupy them.



Entering Terrain

DB:BoV offers the option of using either two-dimensional or three-dimensional terrain. In the case of 3D terrain it can sometimes be difficult to place models just on the edge of it. To facilitate this, a unit is considered to have entered a given terrain if the bases of any of its models are touching the terrain in question.

Occupying Terrain

A unit is considered to be occupying terrain if all of its models are on the given terrain or touching the given terrain.

Terrain Effects

There are two types of terrain effects, based on the timing when they are applied.

Instant

Instant terrain effects are applied immediately when a unit enters it or starts its turn with any models touching it. These effects are represented by Status Effect symbols (see section: Status Effects) and add a token of that effect to the unit that interacted with entered the terrain.



Occupation

Occupation terrain effects are applied only when a unit is occupying the given terrain (see section: Occupying Terrain). Occupation effects are any that modify the unit's rolls. These effects are shown with roll modifier symbols (see section: Game Symbols).

<Example of occupation effect here>

Blocking

Terrains with the [blocking symbol] can block a unit's line-of-sight for attacks and powers.

Game Modes

Control

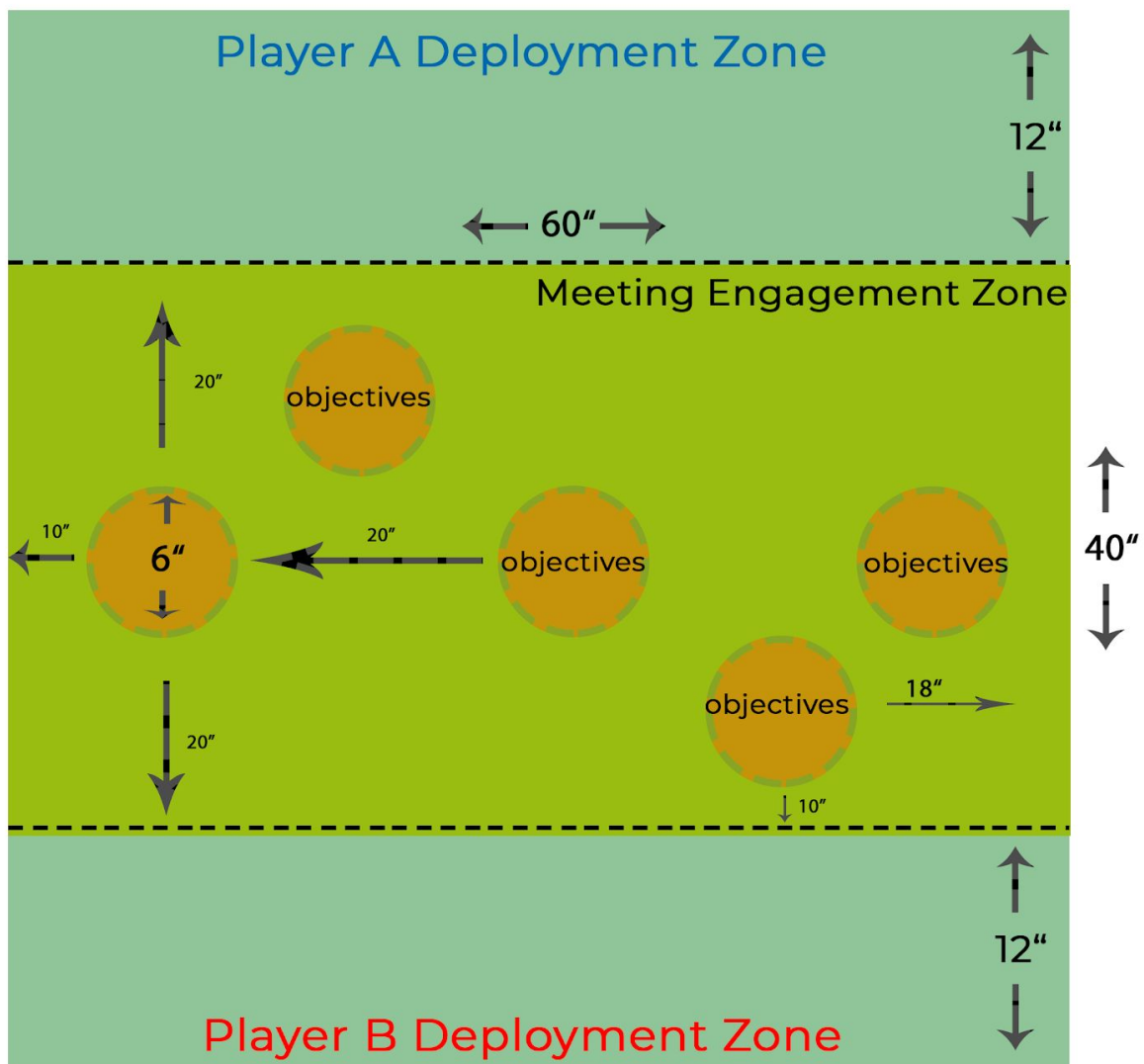
This game mode consists of taking objectives and controlling them in order to gain points.

Setup

For this game mode, both players must have a general in their army. Additionally, before playing this game mode, you must place the objectives on the battlefield. The rules for placing the objectives are:

- They must be placed at least 6" apart.
- They must be placed at least 6" away from any player's deployment limit (the maximum distance from their edge of the table that players may deploy their units).

This scenario provides a standard engagement between two forces. It is a balanced scenario useful for learning the game or quick pick up games.



Controlling Objectives

An objective is considered to be controlled by a player if the player has the most models (not units) on it. A model is considered to be on an objective if it is within 3 inches of it. If two or more players have the same number of models on a given objective then it is considered contested and neither player scores points for it.

Scoring

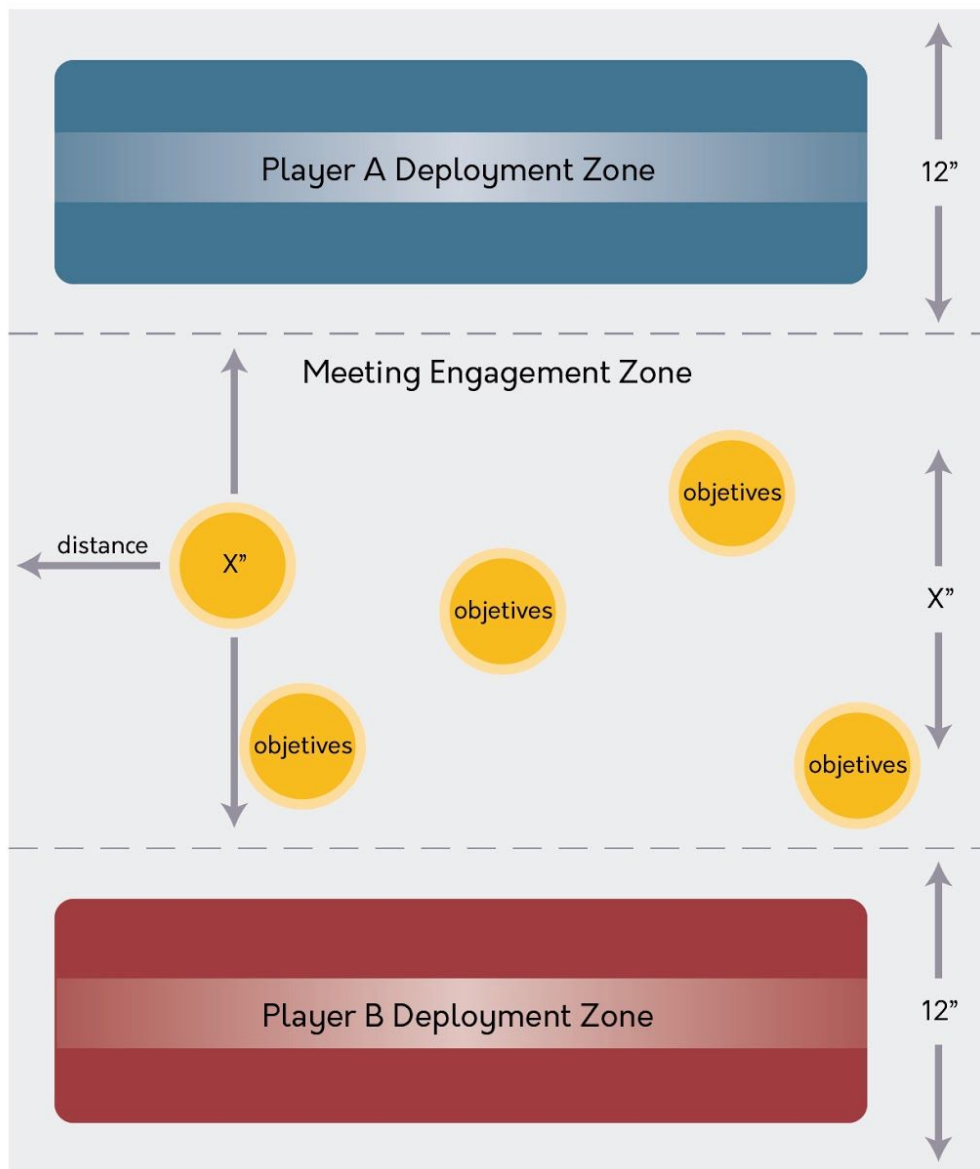
When a round ends, during the Upkeep step of the next round, players score points for each objective they control. Additionally, players may also gain points for actions that they took during the round. These points are awarded immediately rather than at the scoring step. The ways in which players may gain points are:

Condition	Points	Timing
First Blood: being the first player during the match to kill an enemy model.	1	Immediate
Controlling an objective at the end of a round.	1	Scoring
Eliminating an enemy unit.	1	Immediate
Eliminating all enemy units.	2	Immediate

At the end of the game, the player who scored the most points wins. If two or more players are tied use the following criteria to determine the winner :

- The player whose general is still alive
- If still a tie, the player who controlled the most objectives at the end of the game
- If still a tie, the player with the most units on the battlefield
- If still a tie, the player with the most models on the battlefield, otherwise the game ends in a draw.

This scenario provides a standard engagement between two forces. It is a balanced scenario useful for learning the game or quick pick up games





Huge Creatures

Valerna is home to some large and fearsome creatures, the most well known of these are dragons. These creatures are bigger, stronger, and more resilient than most others, so they work a bit differently.

Health and Injuries

Unlike regular units, whose health merely represents the number of wounds that the unit can receive, Huge Creatures also have injuries. These injuries are accumulated over time, weakening the Huge Creature and making it easier to take down.

Applying Wounds

When applying wounds to a Huge Creature, first place the wounds on the health slots as you would with any other unit. The health slots are the spaces on the card with a  symbol on them. Once all of the health slots on a Huge Creature's health slots have been filled with wounds, remove all wounds and add one injury token to the injury slots (marked with an  symbol). If an attack dealt enough wounds that more need to be placed after dealing an injury, those are added to the health slots as before.



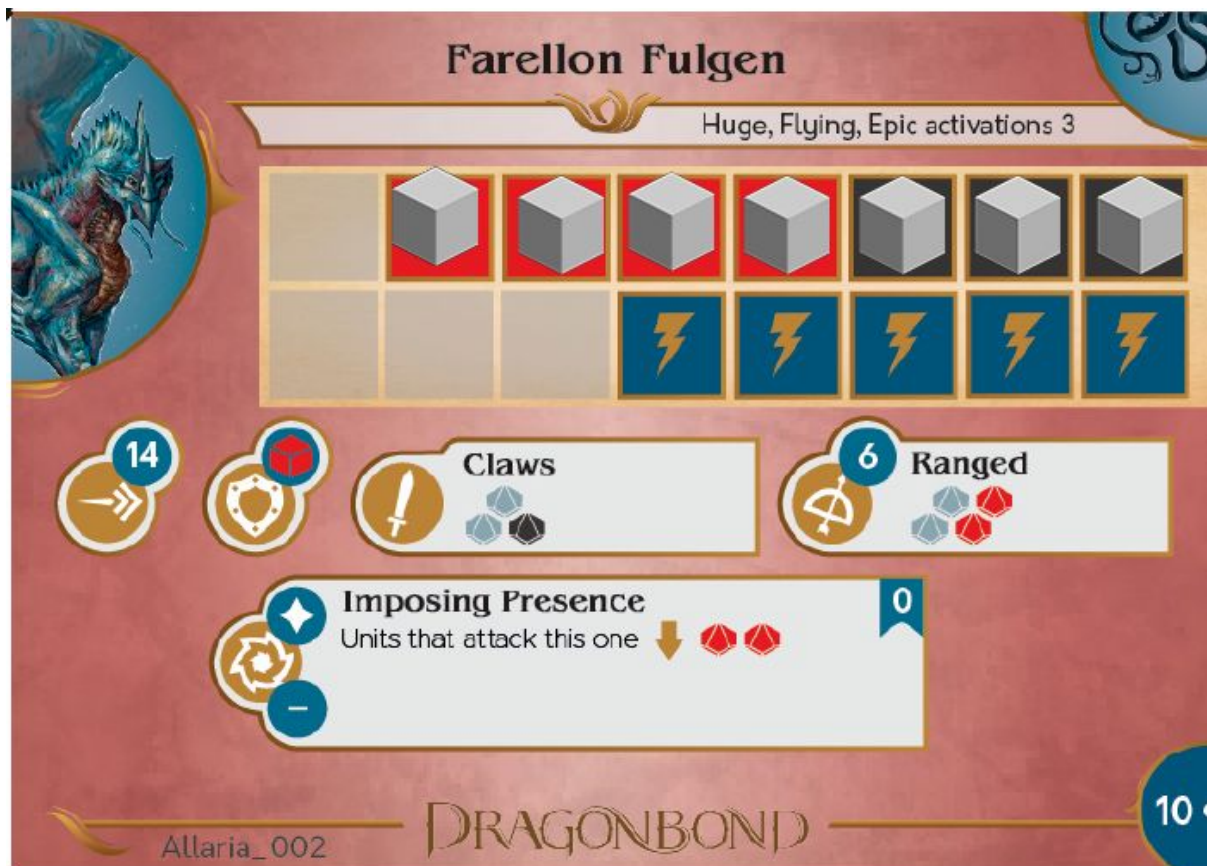
Injury Penalty

Once a Huge Creature has received at least one injury, they are considered injured and receive a penalty to their rolls. For each injury on a Huge Creature, downgrade their attack, defense, and power rolls by one.

For example: Jason's Nagasha has received two injuries so whenever she attacks, defends or uses a power, she must downgrade two dice for those rolls.

Death

If an injury is dealt to a Huge Creature that fills its last remaining injury slot, the creature dies.



Dragonbond

The Dragonbond is the most special phenomenon in all of Valerna. It consists of a Dragon and a person becoming inextricably linked. In the game, this can only happen between a dragon and a general and it drastically changes how they work.

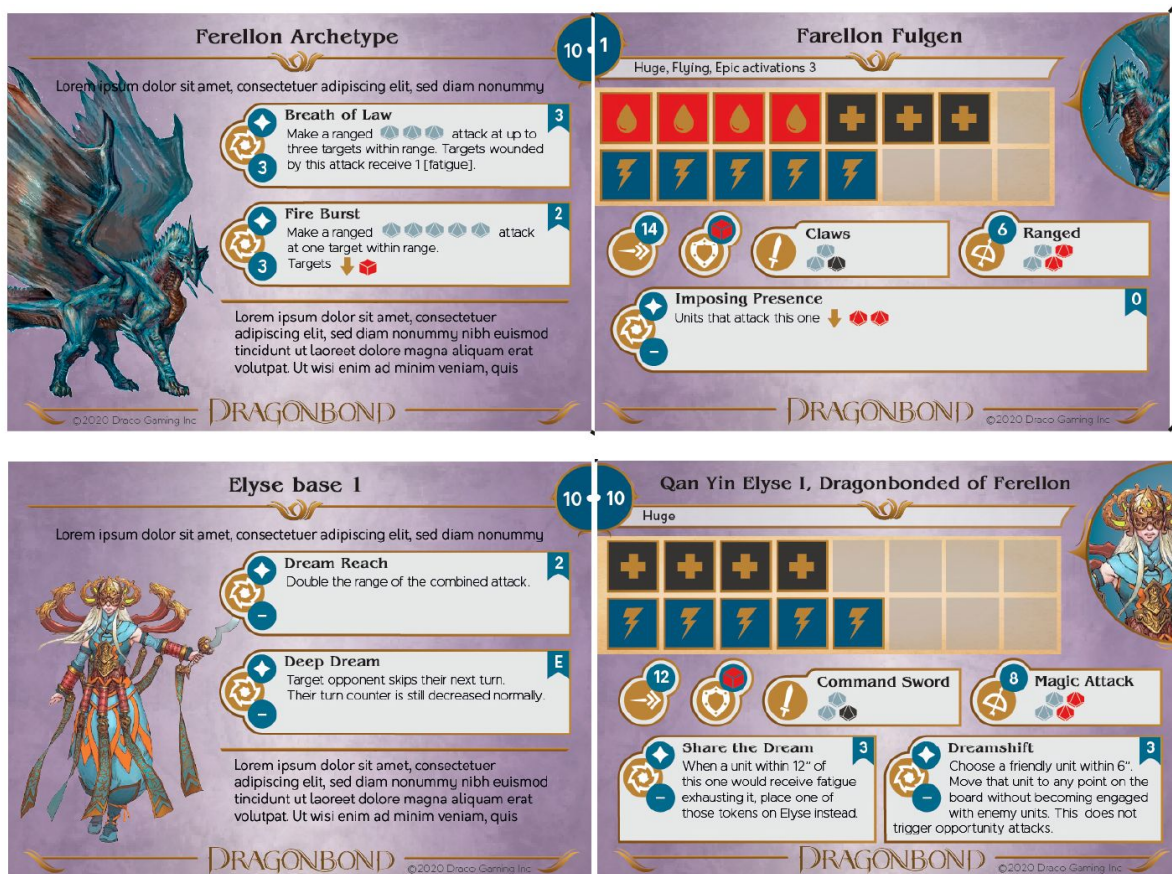
Activating the Bond

Though any general may become bonded with any dragon, this does not happen automatically. Before the start of the game, players must declare whether their general is bonded with a dragon and, if so, which one.

Card Placement

If a player decides to bond their general with a dragon, the first thing they must do is flip over both the general and the dragon's unit cards to the Bonded side. You will notice that this side may have different stats and powers. Additionally, the way the cards should be placed on the

table is slightly different, as shown below:



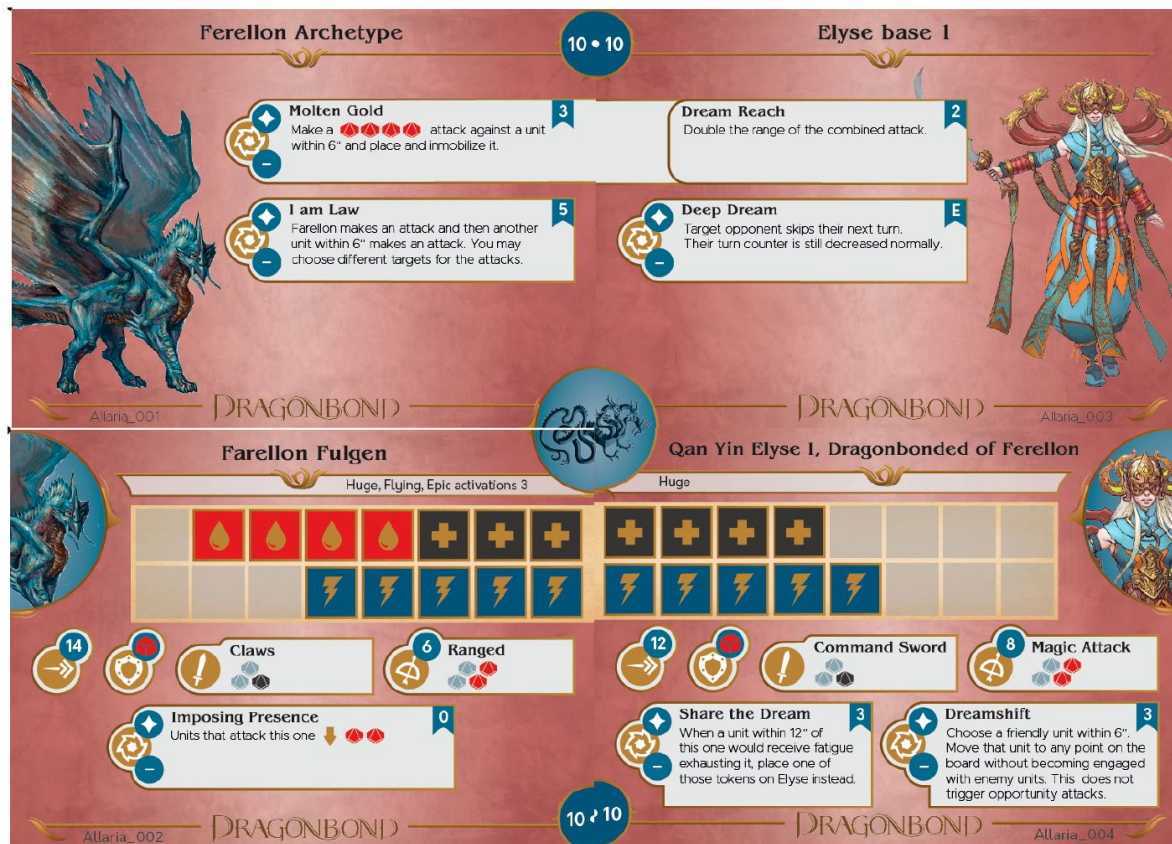
Dragonriding

Though it is possible to have dragons and generals in an army without the need for a dragonbond, generals are only able to mount dragons that they are bonded with. While a general is mounted on a dragon, both general and dragon become a single unit which has the **dragonriding** keyword (see section: Keywords). Dragonriders gain access to new abilities as well as a powerful combined power.

Mounting

Mounting may only happen during the general's turn. In order for a general to mount a dragon, they must be in base-to-base contact with their bonded dragon and spend half of their speed to do so, if they cannot, they are unable to mount. The combined dragonrider unit is considered to be the same unit as the general for this turn; if the general has already taken an action then the dragonrider may not. Mounting is considered movement and does not count as an action. If the combined dragonrider unit wishes to move on the turn that they mounted, their speed is also reduced by half. Since mounting is considered movement, dragonriders may not move or dismount after using an action on the turn that they mounted. *For example: Lucy's Dragon Queen is in base-to-base contact with her bonded Ferellon. She decides to use half of her movement to mount Ferellon and immediately make an attack against a nearby unit. Because she has already moved by mounting taken an action by attacking, she may not do anything else on that turn.*

When mounting, flip the archetype cards for both the general and the dragon to the mounted side; as shown below:



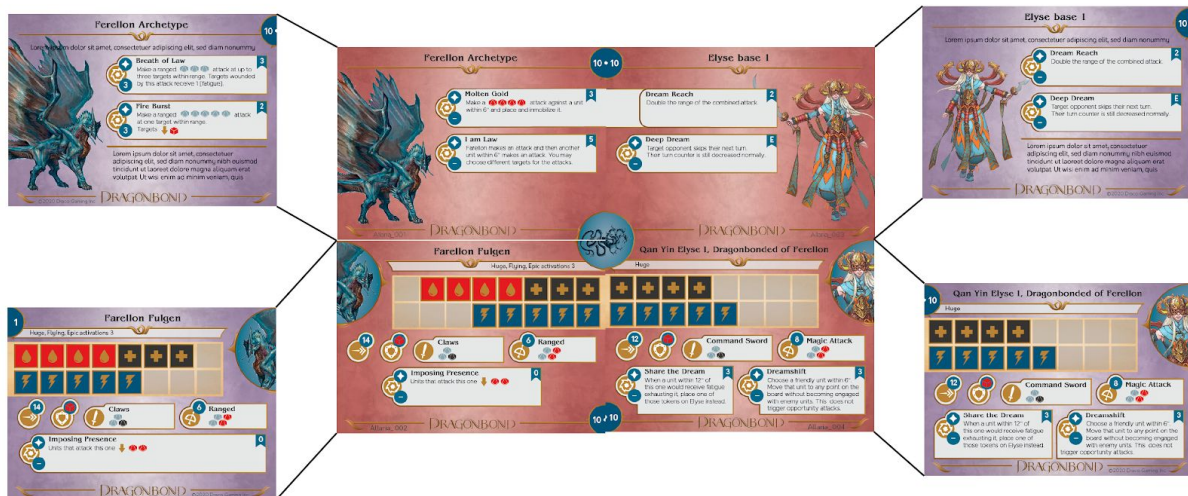
Dismounting

In order for a general to dismount, they must spend one half of their speed if they cannot, they are unable to dismount. When dismounting, place the general wherever you wish, as long as it is in base-to-base contact with the dragon. After dismounting, the general is the activated unit and is considered the same as dragonrider for this turn; if the dragonrider has already taken an action, the general may not. Dismounting is considered movement and does not count as an action. If the general wishes to move on the turn that they dismounted, their speed is also reduced by half. Since mounting is considered movement, dragonriders may not move or mount after using an action on the turn that they dismounted. *For example, Jason's Blood Emperor begins the turn riding Nagasha he decides to make an attack with them and then dismount. Since an action has already been taken this turn, the Blood emperor uses the remaining half of his movement and then ends his turn.*

When dismounting, flip the archetype cards for both the dragon and the general back to their normal side.

Combined Power

If your general is riding your dragon, the dragonrider unit gets access to a very special combined power. Half of the power is found on the general's archetype card and the other on the dragon's archetype card as seen below:



This power can only be activated together. If either the dragon or the general are unable to activate their half of the power for any reason, the combined power may not be activated. Each half of the power has its own fatigue cost and the fatigue for it must be placed on the corresponding card (the cost for the dragon's half on the dragon's unit card and the cost for the general's half on the other).

The Dragonriding Keyword

When mounted, the combined dragonrider unit gets the dragonriding keyword. This keyword reads as follows: *This unit may mount a dragon it is bonded with. While mounted, general and dragon are considered a single unit. They share a single turn and count as a single unit for the purposes of the turn counter. Only the dragon may be targeted by attacks for as long as they are mounted.*

Attacks

While mounted, only the dragon may be targeted by attacks. This includes powers and attacks that are able to target multiple units or all units within a certain area. The dragon's defense is used and any wounds received are placed on the its card.

Turn Counter

While mounted, the combined dragonrider unit is only counted once for the turn counter. However, the additional turns granted by the "Epic" keyword are still added. *For example, an army has 3 units as well as the combined dragonrider unit; the total number of turns would be 4 plus the epic number on the dragon card.*

Starting the Game

A player with a bonded unit gets to choose whether their general begins the game mounted on their bonded dragon. This must be decided before the start of the first round and affects the number of turns that the player will get for that round.

Death

The dragonbond is an incredible phenomenon that grants awesome powers and strengths to both the dragon and the general. However, it is not without its risks. If a dragon and general are bonded and either of them dies, both of them are killed.

Credits

Art Team

Tom Babbey – Art Director & Dragon Concept Art
Steve Prescott – Unit Concept Art
Scott Murphy – Army Covers
Bruce Brenneise – Landscape Art
Jason Pedersen – Production Art
Irene Aretia – (Draco Studios) Production Art
Fer Martínez – (Draco Studios) Production Art

Guest Sculptors

Roberto Chaudon
Valerio Carbone
Kylian Zannettacci
Mike Avramis
Daniele Angelozzi
Francesco Orru
Joao P Ferreira
Aelig Le Henaff
Rakib Hasan

Game Design Consulting

Alessio Cavatore – River Horse

Draco Studios

Dan Servitje – President & Creator of Dragonbond, Lead Narrative Designer, Additional Game Design
Daniel Ehrli – Creative Director, Dragon Sculptor, Game Designer, Content Designer
Tom Babbey - Art Director, Product Designer, Additional Worldbuilding
Javier Quintero – Lead Game Designer, Technical Game Designer
Alastor Guzmán – Lead Game Designer, Systems Designer
Sebastián Ferreira – Game Designer, Project Manager
JC Álvarez – Lead Writer, Narrative Designer, Game Designer

Rubén Bañuelos - Narrative Designer, Additional Game Design
Jerónimo Arellano – Narrative Designer, Senior Writer, Game Designer
Bernardo Álvarez – Senior Writer
Renato Escalante – Head of Brand, Lead Graphic Designer
Heidi Badillo – Graphic Designer, Kickstarter Graphics
Mónica Lastiri – Graphic Designer (Product)
Gabriela Alavez – Graphic Designer (Social Media)
Valeria Hernández – Video Editor
Itzel Flores – Customer Support
William Burgos – CEO
Pam Forzán – COO
Alex Reyes – CFO
Josué Monroy – Technical Lead
Angel Lira – UI/UX Designer & 3D Print Specialist
Diego Gimbernat – Frontend Developer

Special Thanks

Enrique Toledo – Playtest Ambassador