

INTRODUCTION

Dracolem™ Rules V1.01

A sentient species created by the Gnomes, who also forged the relics, medallions, artifacts, and equipment, Dracolem are sophisticated clockwork devices that are made from metallic alloys with Eldrymetallum. Since they are a constructed species, their units cannot be recruited, promoted, or returned from the DUA. They can only be repaired.

BASIC TERMS

Repair

Some effects allow you to repair a unit. When a unit is repaired, it is taken out of the DUA.

Summoning Pool

Dracolem cannot summon Dragonkin. Instead they summon equipment. For every full three points of a player's Dracolem force size, that player may bring one Save Value worth of equipment to the game.

SPECIES ABILITIES

Automatic Saves

Only the promo "Dragonkin" Dracolem units have auto saves. These units also cannot carry items and do not count toward the equipment summoning pool size. Equipment that matches an element of the terrain that the non-Dragonkin Dracolem carries does count as auto-saves, with a Save Value up to the total health of Dracolem in that army.

Bronze Dracolem

During a magic action, Bronze Dracolem may count their magic results as an element or alloy that matches any other unit in the marching army, or Ivory if there are Amazons in the army. These magic results may be used to cast basic spells and species spells of species that have units in the army.

Gold Dracolem

During Species Abilities phase, you may do one of the following, the item size that can be buried depends upon how many health-worth of Gold Dracolem units you have in the army, see the table on next page:


- Bury one item from one of your armies containing a Gold Dracolem unit to return a non-Dracolem unit with the same health as the item's Gold Value from the DUA to that army.
- Bury one item in your army to return a Dracolem unit of the same health as the item's Gold Value from the BUA to the DUA.

Silver Dracolem

During Species Abilities phase, select an army that has at least one Silver Dracolem unit. You may return a single item from your BUA to the chosen army OR if bringing back equipment, to the summoning pool. The item that can be returned depends upon how many health-worth of Silver Dracolem units you have in the army, see the table below:

| Item size and type | X Value | Health-Worth of Dracolem | Gold Value | Points of Explode Item | Save Value |
|--------------------|---------|--------------------------|------------|------------------------|------------|
| Small Equipment | 1 | One | One | One | One |
| Medium Equipment | 2 | Two | Two | Two | Two |
| Large Equipment | 3 | Three | Three | Three | Three |
| Artifact | 4 | Four | Four | Four | N/A |
| Medallion or Relic | 4 | Five | N/A | Five | N/A |

SPECIAL ACTION ICONS (SAIs)

| Name | Icon | Applies | Effect |
|-------------------|---|----------------------------|--|
| Fabricate | | Save Magic* | <ul style="list-style-type: none"> •During any army save roll, Fabricate generates X saves. •During a magic action, up to X Value of equipment may be summoned from the summoning pool. |
| Gate |  | Non-maneuver | <ul style="list-style-type: none"> • During any non-maneuver roll, this unit may move up to four health-worth of other Dracolem of a matching alloy in its army to any terrain or the Reserve Area. |
| Magic Suppression | | Magic* Melee Missile | <ul style="list-style-type: none"> •During a melee or missile attack, target an opposing army at any terrain. Until the beginning of your next turn, the target army subtracts four magic results from all rolls. •During a magic action, Magic Suppression generates 4 magic. |
| Spell Disruption | | Magic* Melee Missile | <ul style="list-style-type: none"> • During a melee or missile attack, target an opposing army at any terrain. Cause 4 points of spells that are cast on that army to immediately expire. •During a magic action, Spell Disruption generates 4 magic. |

SPELLS

Because this species is made up of alloys rather than elements, Dracolem generate alloy magical results and have their own spell lists. These are the only spells they can cast (except for Bronze Dracolem mixed with other species using their species ability). Any: means any alloy, but all of the results must come from the same alloy.

| Name | Alloy | Cost | R | Effect |
|-------------------------|--------|------|---|--|
| Scrap for Parts | Any | 2 | X | Target one health-worth of Dracolem units in your DUA. Bury the target, then repair up to one health-worth of Dracolem units in the DUA to the casting army. |
| Reconfigure | Any | 3 | X | Target one health-worth of Dracolem units in the casting army. Kill the target, then repair up to one health-worth of Dracolem units in the DUA to the casting army. |
| Reinforce | Any | 3 | X | Target one of your units at a terrain or the Reserve Area. Move the target to the casting army. |
| Knock Out | Any | 5 | | Target up to three health-worth of units in any opposing army. The targets are knocked out and cannot be rolled until the beginning of your next turn, unless they are the target of an individual-targeting effect which forces them to. Knocked out units that leave the terrain through any means are no longer knocked out. |
| Anti-magic Surge | Bronze | 5 | | Target any terrain. Subtract four magic results from all army rolls at that terrain until the beginning of your next turn. |
| Escape Portal | Gold | 5 | | Target any army. Until the beginning of your next turn, units in the target army that are killed by any army-targeting effects (including melee and missile damage) should make another save roll before being moved to the DUA. Any units that generate a save result are instead moved to your Reserve Area. Any units that do not generate a save result may instead be exchanged with a smaller health unit of the same species from your DUA. If no save roll was possible when units are killed, Escape Portal does nothing. |
| Explode Item | Silver | 5 | | Target up to two points of items (see table) in an opposing army. Bury the target with no save possible. |
| Plasma Arc | Any | 7 | | Target one unit in an opponent's army at the same terrain. The target makes a save roll. If it does not generate a save result it is killed. Whether it saves or not, the target's owner must target another unit in the same army to save or be killed. Continue to target units with Plasma Arc until a targeted unit (after the first) generates a save result. An army may not be targeted by more than one Plasma Arc per magic action. |

















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Elements, Alloys, and Colors

In the older rules, color can (and does) refer to an element. When adding in the Dracolem, color never refers to an alloy. Since alloys and star metal are new terms added to the rules, the older rules often used "color" and "element" interchangeability.

Each element is represented by a color. Elements are the five things that make up Esfah: Air (blue), Death (black), Earth (yellow), Fire (red), and Water (green). There are other colors of plastic in the game that denote: a lack of elements (ivory), or all elements (white). The alloys are also represented in the plastic as a color: currently there are three: Bronze, Gold, Silver. The last color is a gray plastic that represents pure Eldrymetallum (aka star metal).

DRACOLEM

| | SMALL 1-HEALTH | MEDIUM 2-HEALTH | LARGE 3-HEALTH | CHAMPION 4-HEALTH |
|----------------|--|--|--|--|
| HEAVY MELEE |  Footman |  Sergeant |  Warlord |  Androsphinx |
| LIGHT MELEE |  Sentry |  Patroller |  Skirmisher |  Behemoth |
| CAVALRY |  Pony Rider |  Lizard Rider |  Mammoth Rider |  Gargoyle |
| MISSILE |  Crossbowman |  Marksman |  Crack-Shot |  Roc |
| MAGIC |  Theurgist |  Thaumaturgist |  Wizard |  Umber Hulk |

NORMAL ACTION ICONS

| | | | | |
|--|--|--|--|--|
|  |  |  |  |  |
| Magic | Maneuver | Melee | Missile | Save |

SPECIES ABILITIES

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Gold Dracolem: During Species Abilities phase, you may do one of the following, the item that can be buried depends upon how many health-worth of Gold Dracolem units you have in the army, see the table.

- Bury one item from one of your armies containing a Gold Dracolem unit to return a non-Dracolem unit with the same health as the item's Gold Value from the DUA to that army.
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Silver Dracolem: During Species Abilities phase, select an army that has at least one Silver Dracolem unit. You may return a single item from your BUA to the chosen army OR if bringing back equipment, to the summoning pool. The item that can be returned depends upon how many health-worth of Silver Dracolem units you have in the army. If you have at least one health of Silver Dracolem, you may return a small equipment. If you have two or more health, you may return a medium or small equipment, and so on.

BRONZE SPELLS

| Cost | R | C | Name, Species and Effect |
|------|---|---|---|
| 2 | | X | Ash Storm (Any): Target any terrain. Subtract one result from all army rolls at that terrain until the beginning of your next turn. |
| 3 | | | Firebolt (Dwarves): Target any opposing unit. Inflict one point of damage on the target. |
| 4 | X | | Fiery Weapon (Any): Target any army. Add two melee or missile results to any roll the target makes until the beginning of your next turn. |
| 6 | | | Dancing Lights (Any): Target any opposing army. Subtract six melee results from the target's rolls until the beginning of your next turn. |

GOLD SPELLS

| Cost | R | C | Name, Species and Effect |
|------|---|---|---|
| 2 | X | X | Stone Skin (Any): Target any army. Add one save result to the target's rolls until the beginning of your next turn. |
| 4 | X | | Path (Any): Target one of your units at a terrain. Move the target to any other terrain where you have an army. |
| 5 | | | Higher Ground (Dwarves): Target any opposing army. The target subtracts five melee results from their rolls until the beginning of your next turn. |
| 6 | | | Transmute Rock to Mud (Any): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn. |

SILVER SPELLS

ANY ARMY SPELLS

| Cost | R | C | Name, Species and Effect |
|------|---|---|---|
| 3 | X | | Resurrect Dead (<i>Any</i>): Target one health-worth of units in your DUA that contains the color of magic used to cast this spell. Return the target(s) to the casting army. Magic of any one color (or Ivory) may be used to resurrect Amazons. |
| 3 | | | Summon Dragonkin (<i>Any</i>): Target one health-worth of Dragonkin units in your Summoning Pool that match the color of magic used to cast this spell. The target(s) join the casting army. |

| Cost | R | C | Name, Species and Effect |
|------|---|---|--|
| 7 | | | Summon Dragon (<i>Any</i>): Target any terrain. Summon one dragon from any Summoning Pool or terrain that contains the color used to cast this spell to the target terrain. Magic of any one color may be used to summon an Ivory or Ivory Hybrid Dragon. |
| 14 | | | Summon White Dragon (<i>Any</i>): Target any terrain. Summon one White Dragon from any Summoning Pool or terrain to the target terrain. Any combination of magic colors may be used to cast this spell. |

| Icon | Name and Effect |
|------|--|
| | Bash (<i>Dragon Attack, Save*</i>): During a save roll against a melee attack, target one unit from the attacking army. The targeted unit takes damage equal to the melee results it generated. The targeted unit must make a save roll against this damage. Bash also generates save results equal to the targeted unit's melee results. During other save rolls, Bash generates X save results. During a dragon attack choose an attacking dragon that has inflicted damage. That dragon takes damage equal to the amount of damage it inflicted. Bash also generates save results equal to the damage the chosen dragon did. |
| | Bullseye (<i>Dragon Attack, Missile</i>): During a missile attack, target X health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Bullseye generates X missile results. |
| | Cantrip (<i>Magic, Non-Maneuver</i>): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list. |
| | Charge (<i>Melee</i>): During a melee attack, the attacking army counts all Maneuver results as if they were Melee results. Instead of making a regular save roll or a counter-attack, the defending army makes a combination save and melee roll. The attacking army takes damage equal to these melee results. Only save results generated by spells may reduce this damage. Charge has no effect during a counter-attack. |
| | Confuse (<i>Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army after they have rolled for saves. Re-roll the targeted units, ignoring all previous results. <i>Note: Confuse works outside of the normal sequence of die roll resolution, applying its effect immediately after the defending army makes its save roll but before they resolve any re-roll effects or SAIs.</i> |
| | Counter (<i>Dragon Attack, Melee, Save*</i>): During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army. Only save results generated by spells may reduce this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results. |

| Icon | Name and Effect |
|------|---|
| | Dispel Magic (<i>Special</i>): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate <i>all</i> unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI. |
| | Fly (<i>Any</i>): During any roll, Fly generates X maneuver or X save results. |
| | Rend (<i>Dragon Attack, Maneuver, Melee</i>): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results. |
| | Roar (<i>Melee</i>): During a melee attack, target up to X health-worth of units in the defending army. The targets are immediately moved to their Reserve Area before the defending army rolls for saves. |
| | Seize (<i>Melee, Missile</i>): During a melee or missile attack, target up to X health-worth of units in the defending army. Roll the targets. If they roll an ID icon, they are immediately moved to their Reserve Area. Any that do not roll an ID are killed. |
| | Smite (<i>Dragon Attack, Melee</i>): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results. |
| | Stomp (<i>Dragon Attack, Melee</i>): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed and must make a save roll. Those that do not generate a save result are buried. During a dragon attack, Stomp generates X melee results. |
| | Trample (<i>Any</i>): During any roll, Trample generates X maneuver and X melee results. |

Credits

Dracolem Rules™: Chuck Pint, Cliff Wiggs, D Scott O'Brien, Joshua Kaine Cavalchini.

Rules Playtest and suggestions: Jeff Denmon, Paul Pint, Seb Dimmock, Steve Allen, Travis Dean.

Editing: John Monnett

Dice Art: Chris Adams, Renee Ciske, Stephen A. Daniele, Jennell Jaquays, Rob Lazzaretti, Jim Rayborn, Cliff Wiggs, Kevin Jones.

Rulebook Graphics and Layout: Chuck Pint

Back Story: Christopher Schmitz

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