

Golden Rule
In Dragons Down, players roll two dice and take the least favorable result of the die facing unless otherwise noted.

ACTIONS PHASE

Each turn order is random.
Heroes can take 4 actions per turn.
Enters or begins in cave clearing, lose one action that turn. (can NOT use 4th action to enter a cave clearing)



Monster Block
Blocked if not hidden at each hero's hero's action end. Loses all actions/reactions until turn's end.



Search (/A) - Path or Treasure site

Two Success! Any other results = Fail!
Repeated Search action = Reroll blanks from last result (same turn only)
On Success! = Site Discovered -> LPs and Fame (only first hero)



Loot (/A) - Discovered site only*

result = Take position # of treasure pile (none if # higher than pile)
Two = look top 3 and take one
Equip cards or place in backpack (always revealed)
Reveal Epic treasure = LPs and Fame (once a game / treasure)



Trade (/A) - Choose one per action

- » Swap : Exchange items, treasure, gold, or locations with another hero (spells/missions can NOT be traded)
- » Commerce (All can be performed once)
 - Look: Look at ONE merchant cards
 - Sell: Sell any items/treasures for value shown (spells cannot unless attached in book).
 - Buy: Buy ONE item for 3x the price shown; Haggle if desired
Cards can be equipped/revealed
 - Missions: Take up to 2 missions; Refresh Mission card merchant at end of turn.
- Maximum 2 missions per hero ; discard face-up or face-down excess.
- » Repair: Repair any number of damaged armor. Pay price shown then remove cubes.
- » Complete a Mission: At the specified location on Mission card (see Mission action for rewards)
- » Claim a Title: Native must present and hero meet requirements to claim a title on matching civilization location. Put cube on claimed title. (Unlimited = large box, 1x = small box)
- » Remove Curses/Spells: Remove any curses/spells for 5 gold each.



Haggle (/fA) : During Trade only

Sum matching icon with merchant on hero - outlaw token = Roll to Success (RtS)
One = No more trade this turn for this merchant.
Highest # > RtS = Fail, Trade action ends.
Highest # ≤ RtS = Price reduced by 1 factor (3x -> 2x -> 1x).
*Hero may try to Haggle again on same action but must take result!



Mission (/fA) - During Trade only

Need requirements on card to complete mission (even before mission is accepted)
Rewards = rewards on mission card and roll # mission dice for each matching icon with merchant on hero.
Once completed , remove mission card from the game.



Learn (/A) - Must have spell book/scroll equipped

Hero must have magic cube that match spell type (wounded or healthy)
Two = Success! Any other results = Fail!
Any = Fail! and roll on curse table (see reference player card).
Repeated Learn action = Reroll blanks/curse from last result (same turn only).
On Success! = Spell learned -> LPs and Fame. Hero can now cast that spell.



Enchant Tile (/A) - Must have healthy magic cube

Spend 3 action to enchant a map tile.
Map tile is flipped (Must match previous orientation, tokens stay in same clearing).
Remove all magic cube on map tile
Place a magic cube from pool matching one your hero possesses (healthy or not)
Permanent spell that match cube color activate immediately and anytime on map tile.
Any heroes on map tile can use one free magic of that cube color for casting spell.



Move (/A) - Adjacent Connected Clearing

On mountains and swamps , cost +1 action to move.
If evaded last turn, hero MUST move on adjacent clearing.
Heroes can move between gates as they were connected by path.
Draw one wilderness token from matching terrain only if map tile don't already have.



Sneak (/A) - Status

May ignore one failure die on all hide reactions while sneak (except after ambush during Combat phase).
Can NOT make noise action if sneak previously on same turn.



Make Noise (/A) - Status

Lose Hidden status immediately and be blocked if there's monster in clearing.
Can NOT sneak action if make noise previously on same turn.
Between monster activation and combat phase, roll summon dice again (apply result only for clearing with hero that make noise).



Alert (/A) - Status

Unequip/Equip any items (remove/gain benefits if needed)
Gain +1 speed cube during combat



Explore (/A) - Must be on clearing in map edge

Player can freely choose which side of tile to use when placing
On mountains clearing, hero can explore adjacent map tile without being adjacent clearing of a map edge.
Take bottom map tile of stack, place it face-up (#1 side) so that the paths are all connected.
If no legal placement, action is forfeited (place map tile on top of stack)



Rest (/A) - Must have wounded cube

Move cube from wounded box to healthy (2/3/4 actions -> 1/2/3 cubes)



Hide (/R) - Status and if Unblocked only

Triggers when ;
 Being on same clearing than monster,
 At the end of Monster Activation,
 During Cleanup step if ambush.
 Two = Success! Any other results = Fail ! (sneak can apply except for ambush)
 On Success! = Gain Hidden status, not blocked.
 Hidden until hero decide to Move, Make Noise, choose to become Unhidden or new turn.



A: Action

fA: Free Action (during another action)

R: Reaction (Triggers under specific conditions)

: No dice roll needed

: Dice roll needed

BATTLE PHASE

Golden Rule
If a target is hit by an attack with 1 or more damage, it is either killed or takes a wound. Ignore less than 1.

Monster Activation

Roll Summoning Dice

First player rolls 4 summoning dice

Return Arrow

Monsters Return: Remove monsters each tiles without heroes to the tray.

Monsters Move: Monsters in a clearing with a hero don't move.

Others monsters move to clearing according to player turn order.

Summoning Symbol

Monsters Move: Same as above.

Monsters Summon: Summon # monsters matching symbol for each clearing with at least one hero. (# depends on roll result of Monster Number dice)

If multiple heroes, summon according to player turn order.

If insufficient monsters, summon what's available (begin by player turn order.)

Monsters are always placed name-side up.

Treasure Site Symbol

Guardians Move: To their matching treasure site wherever they are even if in clearing with hero

Guardians Summon: To matching treasure sites containing at least one hero on the tile.

Local						
Local Number						
Wandering						
Grey Number						
Hit						
Ranged Atk						
Monster						

Wound

Monster wounded -> add pink cube on his counter.

Hero wounded -> move cube/heart to wounded box.

Wounds can cancel spells/attacks (does not affect resolved actions) or change attack order (by removing speed cube).

Cannot wound cube in wounded box from spell that has already been cast.

Death

Monster Death

Final blow: Take counter (except for Elementals) and fame value

Hero Death

Discard/Give(PvP) half fame (round ↓)

× In PvP mode, hero's killer receives ;

- Half Fame of dead hero

- If dead hero = Outlaw -> Defeat 1x Outlaw token

- If dead hero ≠ Outlaw -> Receives 1x Outlaw token

Count LPs ; LP = Fames/10

Discard missions/spells

Pile all possessions (gold, items, treasures) on clearing (follow rule of drawn treasure site except that gold is retrieved when Discovered)

Put death Hero score aside (he still can win)

Combat Sequence

Ambush

Hidden heroes can only attack if using ranged weapons/spells or choose to become Unhidden.

Combat (each clearing with Hero, player order)

1. Challenge

Monsters challenge random unhidden (not hidden) heroes in the clearing including shapeshifted.

Natives and monsters never challenge each other.

Monsters under control = Heroes.

2. Activation

Activate inactive PERMANENT spells on itself ONLY.

This is automatic in enchanted tiles.

3. Evade

Hero Maneuver speed > highest maneuver monster speed = can evade.

Place evaded hero on adjacent path -> must move next first action.

4. Target

Heroes choose target THEN monsters target their challenging hero.

Monster do not target evaded hero.

5. Hero Tactics

Heroes secretly allocate 5 (6 if alerted) action cubes.

ONLY 1 card to attack or 1 spell to cast

May place cube treasure cards (If not occurs attack)

6. Monster Tactics

Roll monster die for each monster.

-> flip , -> don't flip

7. Resolve Attack

Attack Order: Attack Speed → Attack Length → Simultaneously

Attack Resolution: If Attacker Atk speed > target Maneuver speed = Hit!

If Attacker Atk speed = target Maneuver speed

/ = Hit!

If Attacker Atk speed < target Maneuver speed

= Hit!

All other results = Attack misses!

Damage: Melee Weapon = # cube on weapon + (sword) covered

Target Hero -> Choose Torso/Head/Shield Location (even empty)

Ranged attack = Weapon + Ranged dice rolls

Spell = as indicated on spell

Damage - 1 (if attack has and target is armored by or) = Total Dmg (T.D)

Target is Monster/Unarmored Hero: T.D ≥ Health = Killed!

T.D < Health = Take 1 Wound

Target is Armored Hero: Hero take 1 Wound and chosen armor is...

T.D > value = Destroyed

T.D = value = Damaged (1 pink cube)

T.D < value = Unaffected

• Until all attacks are resolved

8. Cleanup

Adjust Equipment: Unequip/equip one card if no spells/cards used.

Rearm: Equip one card from the backpack if thrown weapon used

Hide: Roll to stay hidden (no bonuses) if spell/card used; Fail! = Unhidden.

Refresh: Cube box -> wounded box, remaining -> healthy box.

• Continue ... or Ends if Two rounds with no wounds/deaths then...

Heal all monsters, thrown weapon is lost if monsters remain else to backpack.

Combat occurs even without monsters, allowing heroes to cast spells and clean up actions.