

Dragon Lords



A Game For 2 to 4 Players



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 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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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:

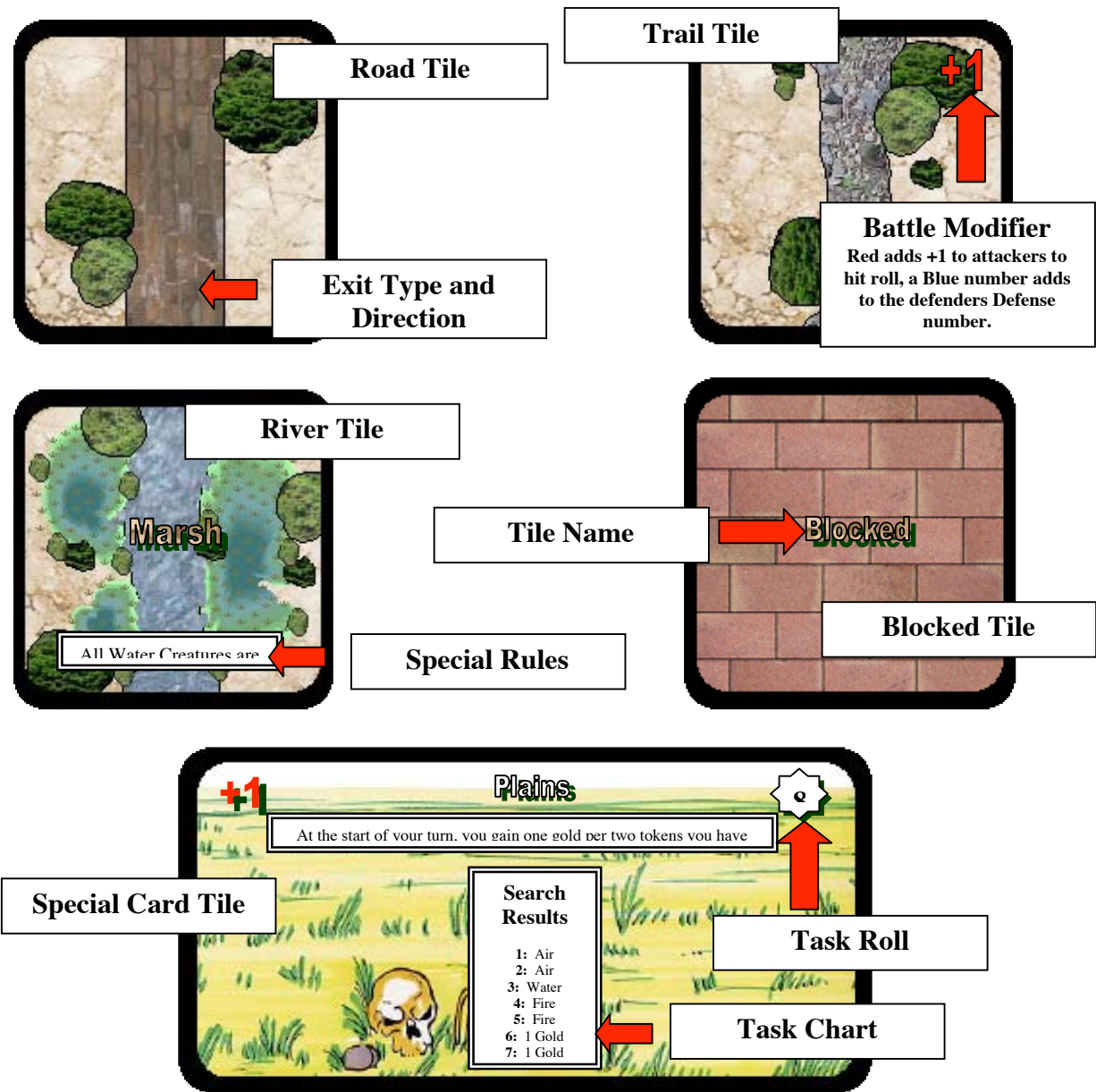
Dragon Lords is made up of a series of card decks. It is from these decks that players will gather the needed resources that they will need to win the game. These decks should be shuffled at the start of each game. As a deck is depleted, reshuffle all discarded cards for that type and continue to use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

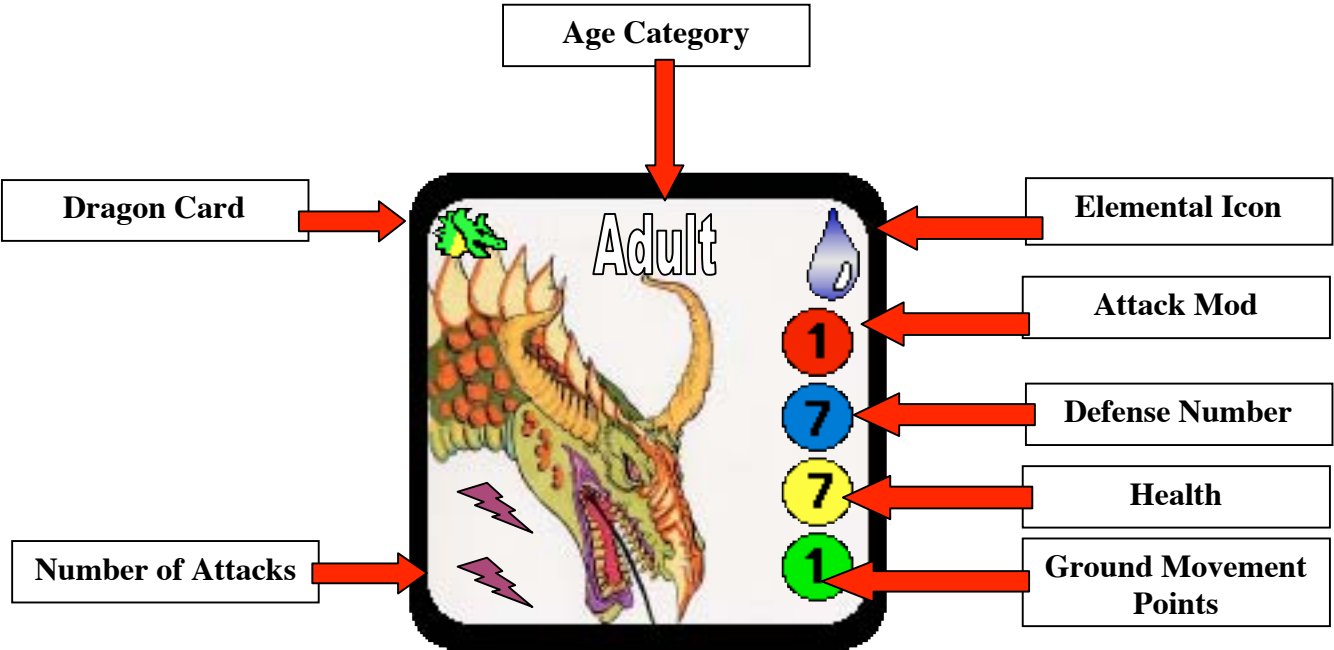
The game for the most part revolves around the gather of dragons and dragon abilities, which then can be used to build powerful beasts of war and destruction. There are four different classes of dragons in the game, each based on one of the four elements, Earth, Air, Fire and Water. Each type of dragon 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.



 Hatchling 





 Hatchling 





 Hatchling 





 Juvenile 





 Juvenile 





 Adult





 Adult 





 Ancient 





 Great Wurm 







Woods

No Charge or Ranged attacks into this card



Hills

Defender gains +1 attack on 1st round of battle



Hills

Defender gains +1 attack on 1st round of battle

If you like this product, try other games from Bad Baby.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Arcanum

Is 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 two expansions.

The Abyss

A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

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'um.

Battle Tiles

Battle Tiles, by Bad Baby Productions, 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 roleplaying 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.

At a cost of less than fifty cents a page, and hundreds of possible combination, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmaner

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using 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 location that will allow them to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled

warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

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

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your 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 they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- * A fully illustrated set of rules, completely booked marked for easy use.
- * Rules for generating and running a game using the WoW System,
- * An RPG system that is fully expandable, and easy to use.
- * 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- * Over 100 Arcane spells, set within 5 schools of magic.
- * Over 100 Divine spells, set within several generic faiths.
- * 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- * A full color character sheet.
- * Lifetime updates should we upgrade and or revises the system in any way.
- * A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of out most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.