

DRAGON FIGHT!

A game of DRAGONS!



*Rules for a table-top game for 2-6 players featuring combat between
Dragons (and other fliers).*

HERE BE DRAGONS!

Once upon a time, in a land called 'Ull ...

A group of wargamers came up with a set of game rules for World War One dog fights. We built a load of Revell and Airfix kits, painted up a few sheets of hardboard and took it all out on the road as a public participation game. It looked good, was easy to learn and played pretty well. We developed the game within our club and played a long running campaign. Each player had their own pilots. Some of us custom built our own aircraft models and came up with rules to include them in the game. The rules called 'Fokker Fodder' were released into the wilds of t'internet and soon forgotten. Plastic aircraft spun into the hardboard, or gathered cobwebs in dusty boxes...
<http://www.loran.karoo.net/fokker_fodder.pdf>

Years later Jay Carlisle contacted me about using FF rules for broomstick duels between flying wizards. This sparked up a few ideas and a bit of interest in the old game. Lately, I have been making paper model Dragons and enjoying Naomi Novik's Temeraire novels.

At some point, I thought; "There's a game in this stuff..."

The first edition of Dragon Fight was published on the net in 2013. It was derived from Fokker Fodder and used squares for movement. I think it worked as a game, but it didn't do all I wanted. This edition is a bit more experimental!

These rules have ~~borrowed heavily from~~ been influenced by various other games, some of which have nothing to do with Dragons, chiefly :

- **Fokker Fodder** - by Les Ward and Humberside Wargames Society;
- **SHOOTIST** - by Derek Sorensen, published by Bumblebee Games;
- **Fantasy Fliers** - by Lloyd Krassner, published by Warpspawn Games;
- **Dragon Lords** - published by Grenadier Models;
- **Dragon Duels** - by Glenn McClune

Other influences include Naomi Novik's **Temeraire** novels, Ursula Le Guin's **Earthsea** novels, R.A. McAvoy's **Black Dragon** novels, Ann McCaffry's **Pern** novels and **Wu-Ling's Folly** by Alan Dean Foster.

Flying monster sequences in various films including Harry Potter, How to Train Your Dragon, Avatar, Reign of Fire, Godzilla, Eragon, Jurassic Park III, Primeval, etc.

Technical information was drawn from: **The Flight of Dragons** by Peter Dickinson, and **[Fighters, Attack and Training Aircraft 1914-1919](#)** by Kenneth Munson.

SETTING UP

Two players can play this game, but more players give a better game. 4-6 players is ideal.

You will need:

- A model Dragon (or other flier) for each player. If you don't have any suitable models handy, you can use paper or card counters. The Internet is full of pictures of Dragons. Find some you like, print them out to size, cut them out and stick them to card or foamcore. There are instructions in the Dragon's Appendix for making your own dragon models from EVA foam. If you are handy with glue and scissors, there are some very nice paper models of dragons and other flying monsters here; <http://minipapermodels.blogspot.co.uk/>
- Record sheets for each Dragon. You can print off a record sheet from these rules or just use some scrap paper. Keep some scrap paper handy too for noting your actions, glorious victories or inglorious defeats!
- A set of Dragon Kite templates in various sizes. We use these for measuring moves and ranged attacks. Instructions for making these are in the rules.
- Several sets of Polyhedral dice in the following sizes:

1-4 (D4), 1-6 (D6), 1-8 (D8), 1-10 (D10), 1-12 (D12) and 1-20 (D20).

If you can find a 1-16 (D16) dice that may be handy too. If you don't have a D16, you can roll a D20 and re-roll 17-20's.

- A playing area. A table top will do. You need to be able to reach the middle.
- You may also need flying stands for each model dragon. These are not essential, they just look nicer if your dragon is poised above the table top. For Fokker Fodder we used squares of chipboard with bicycle spokes stuck in, the spokes screwed into a nut on the aircraft fuselage. Lately I have been using disposable party wine glasses with my dragon models.

You might also want to decorate your playing area with some scenery or terrain e.g. clouds, castles, princess towers, lairs, canyons, mountain tops, etc.

Place clouds, mountain tops or other terrain features on your playing area. Unless terrain items are intended purely as scenery, you will need to note which height bands they occupy and what is likely to happen if your Dragon flies into one.

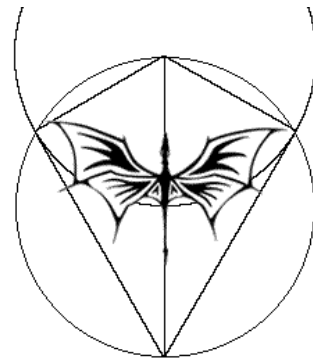
DRAGON SCALES

The first edition of these rules was intended for Dragons vs. Aeroplanes. It was developed from our WW1 aeroplane rules; **Fokker Fodder**. I had it in mind that a typical Dragon would be a similar size to a WW1 fighter. When I started looking at the Dragons of Temeraire, some of those are the size of ships! The rules still seem to work. You can play these rules with big dragons and little dragons at the same time. They should also work for tiny flying creatures as well. You could play wasps raiding picnics or hawks hunting pigeons. Just don't try mixing pigeons and Dragons. Having said that, Dick Dastardly and Muttly in 'Catch the Pigeon' was another inspiration for the game!

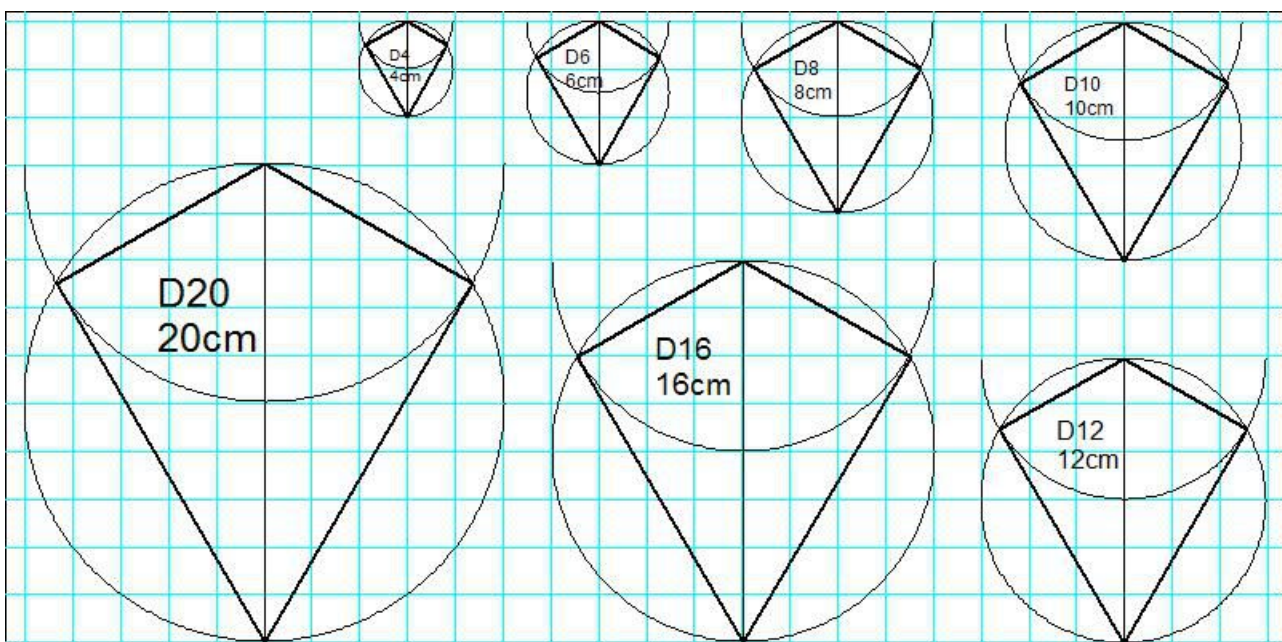
Moves are measured in 'lengths' using scaled Dragon Kite templates. Bigger dragons move further in each length but need more space to turn.

You will need to make up a set of Kite templates for each dice size. You can draw them yourself with a ruler and compass on cardboard, plasticard, foam-core or any other suitable material.

1. Draw a circle diameter 1cm for each dice pip. i.e. D8 = 8cm, D12 = 12 cm.
2. Draw a vertical line through the centre of the circle.
3. Draw an arc the same radius from the top intersection of your line and circle.
4. Draw in the kite shape linking each intersection. The Kite should be 60 degrees at the tail, 90 degrees at each wing tip and 120 degrees at the nose.
5. Then carefully cut out the kite shape. Try to be accurate but please don't injure yourself!



If your model dragons are bigger use 2cm or 1 inch per pip. Just so long as everyone uses the same scale templates.



PAINT YOUR DRAGON

NAME:

Each and every Dragon should be named.

Please try to be original. *Smaug*, *Vermithrax*, *Temeraire* and *Puff* are already taken...

DRAGON ATTRIBUTES:

Each Dragon's attributes are rated by a dice type.

D4, D6, D8, D10, D12, D16 and D20.

All Dragons start with a minimum of D6 in each of their primary attributes:

- **Body:**
- **Wings:**
- **Strike:**

BODY:

Body represents your Dragon's Size, Strength, Endurance and how your Dragon reacts to wounds. Strength and size go together. Big dragons are stronger than little dragons.

Body D6 about the size of a horse, wingspan similar to a WW1 fighter plane.

Each **Body** dice step represents a doubling of size.

Your Dragon's **Body** dice determine which size kite template you use for movement.

WINGS:

How fast is your dragon, how well does it fly and how quickly can they react to other dragons ?

Wings dice are used for determining your Dragon's initiative and movement allowances each round. They are also used if you want to avoid attacks. Having a larger Wings Dice means you are more likely to have more moves in each round.

STRIKE:

Just how good is your dragon at fighting?

Your **Strike** Dice is the amount of damage your Dragon can inflict in a close fight using Teeth and Claws.

Your Dragon might also have a **Breath Weapon** or **Special Attack** form.

These will be rated separately from your **Strike** Dice.

When you first create your Dragon each dice cost 1 'Gold Pile' (GP) per pip.

e.g. D4 = 4 GP, D6 = 6 GP, D12 = 12 GP, etc.

A dragon's Attribute Dice can be improved through Experience earned during games.

To improve your dice you pay 1GP for each pip of the dice you are upgrading to. To improve from D6 to D8 would cost 8GP; from D12 to D16 will cost 16 GP.

Dice can only be improved one step at a time. You can't go straight from a D6 to a D10 even if you have ten GP to spend. You need to buy a D8 at 8GP then a D10 at 10 GP for a total 18GP.

SECONDARY ATTRIBUTES:

A Dragon may also spend GP on Secondary Attributes: **Prowess, Defence, Breath Weapon or Special Abilities.**

PROWESS:

Prowess represents additional levels of ability in an attribute. Each level of Prowess is applied to one Primary Attribute. Prowess may also be added to a Breath Weapon but cannot be added to defence. Prowess is added to your dice roll when required. Players may spend some of their starting GP on Prowess. Further Prowess can be bought with experience earned in games.

+1 = 1 Gold

+2 = 3 Gold

+3 = 6 Gold

+4 = 10 Gold

No Dragon may have more than four levels of Prowess in any one Attribute.

DEFENCE:

Armour, scales, spines and spikes, etc. Defence does not have a dice type but is costed as Prowess. Each level of defence reduces one point of damage from any attack inflicted on your Dragon. Each Dragon may have up to four levels of defence.

BREATH WEAPONS:

Many Dragons have a ranged attack such as fiery breath.

These are rated separately from Strike dice. For the basic game all breath weapons are treated the same as a jet of flame. A Breath Weapon is bought as a dice type. Your Breath Weapon dice determines what size kite template you use when flaming an opponent.

You may also add Prowess to a Breath Weapon.





In the advanced game different breath weapons have different special effects.

Special Abilities:

In the Advanced Game a Special Ability is an unusual, rare or possibly unique feature of your Dragon. A Special Ability can be a Manoeuvre, Attack or Defence form.

When you create your Dragon you may choose one or more Special Abilities for them.

Examples: A typical starting dragon can be designed around 30 Gold.

'Green' a speedy racing dragon has:				'Red' a scrappy light combat dragon has:			
Body:	D6	+2	9	Body:	D8		8
Wings:	D10	+1	11	Wings:	D6		6
Strike:	D6	+1	7	Strike:	D8	+1	9
Defence:		+2	3	Defence:		+1	1
Breath:			0	Breath:	D6		6
Total: 30				Total: 30			
							
Blueburd				Night Fox			
Body:	D10	+1	11	Body:	D6	+1	7
Wings:	D8	+1	9	Wings:	D8	+1	11
Strike:	D8	+1	9	Strike:	D6	+1	7
Defence:		+1	1	Defence:	-	+1	1
Breath:				Breath:	D6		6
Total: 30				Total: 30			
							

DRAGONS ROLL!

Most conflicts in this game are resolved by opposed rolls based on your Dragon's attributes. We use polyhedral dice [D4, D6, D8, D10, D12, D16 and D20] to represent the range of a Dragon's attributes. Your Dragon will have a dice type listed next to each Attribute.

For example:

Name:	Exemplar			
Attribute:	Dice	Prowess	Notes	GP
Body:	D10		Roll a ten sided dice; Use a D10 (10cm) template for measuring moves	10
Wings:	D8	+1	Roll an eight sided dice and add 1;	9
Strike:	D6	+2	Roll a six sided dice and add 2	9
Defence:	-	+2	Reduce any damage caused by an attack by 2	3
Breath:	D8	+1	Roll an eight sided dice and add 1; Use a D8 template for ranged attacks	9

This means if you need to test Exemplar's Body, you roll an eight sided dice (D8) and add one. When you move them, use a D8 (8cm) Kite Template. When you test their Wings, you roll a ten sided dice. When rolling for Strike, you roll a six sided dice and add 1 to the total. When you use their breath weapon, roll an eight sided dice and add 2 to the result. Use a D8 (8cm) Kite template for measuring range to targets.

Other Dragons will have different sized dice, so you may find your Dragon testing against a Dragon with a larger dice. Hope that they roll low and you roll high!

A Dragon may improve their Attribute dice through experience earned over several games.

Tactical Modifiers

Tactical modifiers change the dice used.

If a modifier says 'Up one' use the next larger dice.

If it says 'Down one' use the next smaller dice.

i.e. A D6 goes up to a D8 or down to a D4.

Dice may not be shifted below D4 or above D20.

When required each Dragon applies any tactical modifiers before rolling a dice of the appropriate size and adding their Prowess if any. e.g. Red rolls a D8 for Strike, Green rolls a D6 for Wings.

The one with the highest total wins.

If they both have the same total score, then the one with the smaller dice wins.

e.g. Red rolls a D8 and Green rolls a D6. If both rolled sixes, Green would win the roll.

This is the Underdog Rule. Little Dragons try harder!

If they both have the same size dice and the same score, roll again until you get a result.

Attribute Dice may also be reduced due to the effect of wounds.

If a Dragon is reduced below D4 on any Prime Attribute it is defeated.

Body reduced below D4 is mortally wounded and must flee the battle or die.

Wings reduced below D4 cannot keep the dragon in the air. The dragon loses two height bands each round until they hit the ground or leave the table.

Strike reduced below D4 cannot initiate an attack or defend itself, it must flee back to its lair.

Your Dragon will usually be restored to full health in time for the next game.

BEFORE YOU START

Each player should have a model dragon, a record sheet and dice. Place any terrain or obstacles on the table.

Determine where on the table your dragon starts from.

I like to roll a D6 for starting positions on a 6x4 table.

Starting with the middle of a long side as one then going round clockwise.

3	4	5
2	1	6

You also need to note your dragon's starting height band. Unless your dragon is starting from the ground, Roll 1D6 twice and pick one of the results for your starting height. If both dice show the same score add six and start at a higher altitude. Note your height band on your record sheet for the first round.

EACH ROUND

At the start of every round each Dragon rolls their **Wings** dice to determine **Precedence** and **Movement Points (MP)**. If your Dragon has Prowess in Wings, they add that to their total too. If your Dragon has a rider, they may also add their Prowess to the roll.

To determine order of **Precedence** for the round add your Height Band to your **Wings** roll. If your Dragon changed Height Bands last round, add one to your Precedence for each Height Band lost (Dive) or take one from your Precedence for each Height Band gained (Climb).

If two or more Dragons both have the same total score, then the one with the smaller dice wins. If they both have the same size Wings dice, the Dragon at the higher Height Band wins.

Dragons move in order of **Precedence**, lowest first. This might sound counter-intuitive, but when you play you will see how it works. More Agile Dragons or those in a better tactical position get to react to the moves of lesser Dragons.

Each Dragon also determines the number of **Movement Points** (MP) they have for this round. Add four to your **Wings** dice roll plus **Prowess**. Movement Points are spent each time the Dragon Manoeuvres.

Each flier's starting **Movement Points (MP) = Wings +4**
Note your MP's on your record sheet for each round.

Optional Rule: A Dragon may choose to roll a smaller dice for determining Precedence and Movement Points.

Turn Sequence:

Any units on the ground move first;

Dead/stunned/out of control or falling dragons or crew move; usually straight down...

- Dragons **Locked in Combat** move; Both Dragons descend 1D4 height bands. They can then break free or fight on.
- Free-flying dragons move in order of lowest **Precedence** first;
- If **Tailing**, the chased dragon moves before the pursuer(s).
- If Dragons are moving as part of a formation, they all move at the **Precedence** of the formation leader.
- If the moving dragon moves into contact with another dragon (or ground unit) the moving dragon may initiate an attack. The non-moving unit must choose to defend, evade or counter-attack.
- After all dragons have moved, any ranged attacks (breath weapons) take place.
- Amend your fliers record sheet to show any damage, wounds or changes of height band.

DRAGON TAILS!

At the start of each round if a flier is within 5 height bands + lengths, and their direction of flight is within 60° of their target's flight, they may elect to 'tail' the target. The tailing Dragon and the Target, both roll their **Wings** dice. If the tailing Dragon wins the roll they can 'tail' the target and moves immediately after the target moves. It is possible for more than one flier to 'tail' a target, and also for a flier to both 'tail' and be 'tailed' in the same move.

Generally, in a chase it makes sense for the flier in front to move before its pursuers.

MOVEMENT DISTANCES

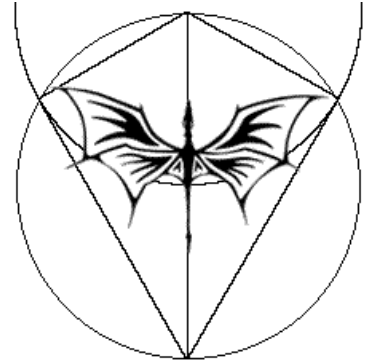
All moves are measured using the Kite Templates. Use a Kite Template size to match your Dragon's **Body Dice**.

We use three measures for moves:

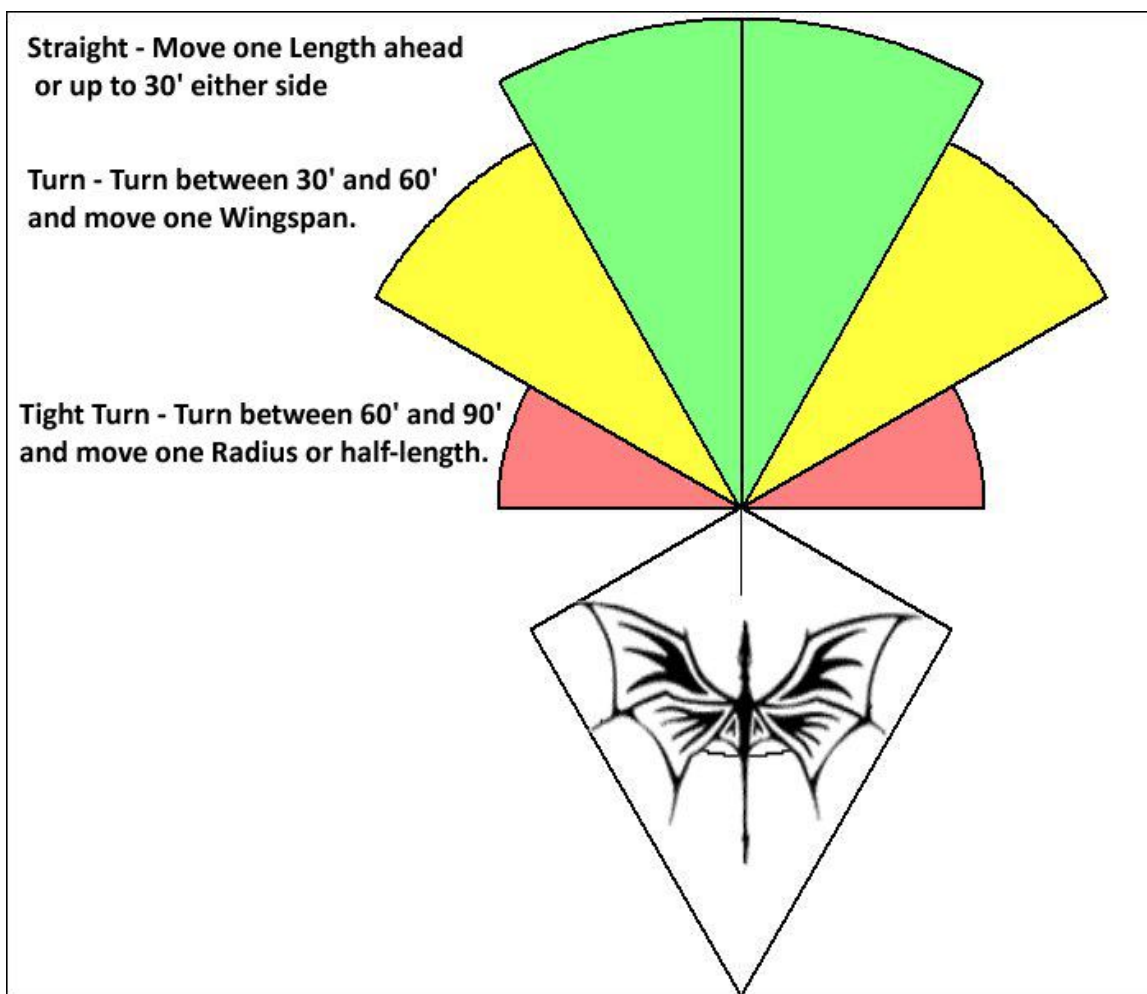
One Length is the full distance from nose to tail.

One Wingspan is the distance from wingtip to wingtip. By the mysteries of Draconic Geometry, this is also the distance from wingtip to tail.

One Radius or half-length is half the full length from nose to tail, this is also the distance from nose to either wingtip.



Movement and range for Strikes or Breath Attacks should always be measured from the same point on your model. If your model dragons come with a flight stand, use a mark on the stand. If your models don't have a stand, then measure from your Dragon's nose.



DRAGONS FLY

HEIGHT BANDS

The playing area is divided into twelve vertical height bands. Ground Level is height band zero. Most trees and buildings will be height band 1, exceptionally tall trees or towers could be height band 2. Hills, mountain tops, floating islands, clouds, canyons, etc. may occupy several height bands and should be noted on the playing area.

When in flight, **all dragons must move at least two Templates each round**. These may be combined with turns, climbs or other manoeuvres.

For game purposes, no Dragon may fly above height band 12 or below height band zero.

A Dragon can land by descending to ground level and ending their movement for the round.

Dragons may move on the ground up to one length and may turn to face any direction in each round. They may use their Breath Weapon as usual, or initiate an attack if they contact another unit.

If they are capable, they may attempt to take off by rolling 4 or more on their Wings dice. Failure to roll 4+ will result in a frantic waddle and provoke risible comments from any other Dragons present. On a Success roll, the Dragon moves two lengths forwards and climbs one height band. Once they are in flight again, they can move as normal on the following round.

Sir Isaac enters the affray

If a Dragon hits the ground (Height band zero) as a result of combat or a misjudged manoeuvre, they must roll one unmodified Body dice for each height band of uncontrolled flight. Check for Wounds taking the number of height bands fallen plus any unused **Speed** as the damage to beat.

Once they have hit the ground all their movement ends for this round.

For example:

Two dragons locked in combat fall 1D4 height bands together. They fall 3 bands and hit the ground.

*Each dragon must make three **Body** rolls. If they roll a three or less, they take a wound.*

BASIC MANOEUVRES

Basic Manoeuvres are Straights, Turns, Swoops, Soars, Sideslips, and Dives. These are available to any flier with Wings of D4 or better.

Fliers can only perform Agile Manoeuvres **Tight Turns, Steep Climbs, Wing-overs** or **Stall Turns** if their current **Wings** is greater than their unmodified **Body**.

Manoeuvre	Description	MP Cost
Straight and Level	Move one Length straight ahead or up to 30° to either side of straight ahead.	2MP
Swoop (two moves)	Move two Lengths straight ahead or up to 30° to either side of straight ahead. Lose one Height Band , gain 1 Speed	4MP
Soar (two moves)	Move two Lengths straight ahead or up to 30° to either side of straight ahead. Add one Height Band , Lose 1 Speed	5MP
Brake	Move up to one Radius straight ahead. Lose 1 Speed	3MP
Bank or Turn	Turn between 30° - 60° then move one Wingspan ahead.	3MP
Side Slip	Move 1 Wingspan forwards and 1 Wingspan sideways, keeping the same facing you started with.	3MP
Dive or Stoop	Move one Length straight ahead. Lose two or more Height Bands , gain 1 Speed for each Height Band lost.*	2MP
Agile fliers only	Fliers can only perform Steep Climbs, wing-overs or Stall Turns if their current Wings is greater than their unmodified Body .	
Tight Turn	Turn between 60° - 90° then move one Radius ahead.	4MP
Climb*	Move one Length straight ahead. Add one Height Band , Lose 1 Speed .	4MP
Climbing Turn*	Turn between 30° - 60° then move one Wingspan ahead and add one Height Band .	5MP
Wing-over *	Turn between 60° - 90° to either side then move one Length and drop one Height Band . Gain 1 Speed	5MP
Stall-turn (two moves)*	Move one Length straight ahead and turn to face any direction then move one Length in that direction.	7MP

Speed Kills!

When a flier dives or loses height bands (altitude) they gain Speed. Your flier will gain 1 **Speed** for each Height Band lost. Some Manoeuvres will cost your flier Speed,

As well as using the gained speed to offset the cost of the manoeuvre, you can:

- Spend your Speed as extra MP's for more manoeuvres;
- Add your Speed to your Strike Roll; Each point of Speed adds one to your **Strike** Roll
- Add your Speed to your Evade Roll; Each point of Speed adds one to your **Wings** Roll
- Your Speed adds to your damage roll in any collision with the ground or another flier.

Any Speed Gained during a round is added to the Flier's **precedence** and **MP** roll on the following round. Negative Speed is subtracted from your fliers **Precedence** and **MP** roll on the following round.

Special Manoeuvres:

Special Manoeuvres are not available to all Fliers, but may be bought when the Dragon is created or improved. I still need to work out how much each should cost, but 2GP works for now.

Sprint Any Flier may choose to push their speed. They can move two lengths in each straight move for 3MPs. When pushing their speed a flier may not perform any agile manoeuvres. For each Round the Flier pushes their speed, shift their **Body** and **Wings** down one on the following round.

Hover: Move one **Length** ahead and come to a full stop. Turn to face any direction. On the following round Hovering Dragons may shift one height band up or down and turn to face any one direction. Costs all the Fliers MP's for the round.

Fast Flyers: These dragons are faster than most. They can move two lengths in each straight move for 3MP, without penalty.

High Flyers: These Dragons can climb faster than most. They can climb two height bands for each Straight or Turn (but not Tight Turn) manoeuvre for +2MP. At the beginning of the game or when dicing for starting height, these dragons add six to their roll unless they roll a double.

COMBAT!

Initiating an Attack:

- The moving Dragon moves into contact another flier (defender) to initiate an attack. The target must be within one height band above or below the attacker and within one Length for a **Strike** attack.
- The Defender must choose whether to **Evade** or **Counter-Attack**.
- After resolving the attack, if both dragons are not **Locked in Combat**. The attacker may use any remaining Movement points, but may not initiate another attack or Breath Attack.
- The defender may move in their turn if they have not moved already and may initiate an Attack or Breath Attack if they have not already Attacked or Counter-Attacked.

Generally, No Dragon or other flier may initiate more than one attack in their turn.

Exception: Dragons with two or more heads may initiate one Attack in their turn and make one Breath Weapon attack if they have a head with the ability.

Some Dragon Riders may have a ranged attack and employ it in the Ranged Attack phase.

Some special attack forms may affect one or more opponents with a single attack.

Defender Evades:

- The Attacker rolls their **Strike** dice, add Prowess or other modifiers;
- The Defender rolls their **Wings** dice, add Prowess or other modifiers;
- If the Attackers total is less than the Defenders total then the attacker missed, the defender takes no damage.
- If the totals are drawn then both Dragons are **Locked in Combat**. Neither Dragon may use any remaining Movement Points.
- If the Attackers total is greater than the Defenders total then the Defender takes the **Strike** roll as damage and rolls their **Body** dice to see if they take a wound.
- The Attacker may use their remaining movement points but may not initiate another attack this turn.

Defender Counter-Attacks:

- Both Dragons roll their **Strike** dice, add **Prowess** or other modifiers.
- Both Dragons inflict the results as damage to their opponent.
- If the totals are drawn then both Dragons are **Locked in Combat**.
- If either Dragon's total is twice or more than the other, the lesser Dragon immediately rolls on the Wound Table.

Tactical Modifiers

Attacker is above Defender	Attacker Up 1	Attacker is below Defender	Defender Up 1
Attacker is behind Defender	Defender Down 1	Attacker is head-on in front of Defender	Attacker Up 1 Defender Up 1

Tactical modifiers shift the type of dice rolled in each case.

Dice may not be shifted below D4 or above D20.

Locked in Combat

If two or more adjacent dragons are **locked in combat**, neither may use their remaining movement points this round.

At the start of the following round both Dragons fall 1D4 height bands together.

Both Dragons must choose to fight on or try to break free.

- If both Dragons choose to break free then they may do so but may not initiate an attack against each other this turn.
- If one chooses to break free but the other chooses to fight on, both roll their Body dice. The winner gets to choose whether to fight on or break free.
- If both choose to fight on, they both roll their Strike dice and inflict full damage on each other.
- If either Dragon's total is twice or more than the other, the lesser Dragon immediately rolls on the Wound Table.

Examples:

'Green' a speedy racing dragon has:			'Red' a scrappy light combat dragon has:		
Body:	D6	2	Body:	D8	
Wings:	D10	1	Wings:	D6	
Strike:	D6	1	Strike:	D6	2
Defence:		2	Defence:		1
Breath:			Breath:	D6	

Example 1:

Red gets the bounce on Green and attacks from above and to one side.

Green elects to Evade.

*Red rolls a D6 for **Strike** shifted up one to a D8 for attacking from above, +2Prowess.*

*Green rolls a D10 for **Wings**, +1 Prowess.*

Red rolls a 3 +2 = 5. Green rolls a 6 +1 = 7.

Green successfully Evades Red's attack.

Example 2:

On the following round Green climbs and turns to attack Red head on.

Red chooses to Counter Attack.

*Green rolls a D6 for **Strike** up one to D8 for a Head-on attack, +1Prowess.*

*Red rolls a D6 for **Strike** up one to D8 for a head-on attack. +2 Prowess.*

Green rolls a 3 +1 = 4 damage.

Red rolls 5 +2 = 7 damage.

Checking for Wounds:

*Green rolls D6 **Body** +2 vs 7 Damage-1 **Defence**;*

*Green rolls a 2 +2 = 4 against 6 Damage resulting in a **wound**.*

*Red rolls D8 **Body** vs 4 damage -1 **Defence**;*

Red rolls a 6 against 3 Damage resulting in no wounds.

Tail strike/Wing buffet:

The descriptions of fights between Dragons in many popular books seem more like a trial of strength and daring. Dragons of similar size or smaller may challenge each other or attempt a strike. Larger Dragons seem to expect smaller Dragons to get out of their way and would not usually initiate a lethal attack on a 'lesser' opponent. Of course if a lesser dragon fails to respect your Dragon's majesty, feel free to bite their heads off!

Note: Any Dragon's opinion of what constitutes a suitable opponent is entirely subjective. Naomi Novik's *Iskierka*, for example seems ready to take on any number of Dragons of any size from the moment she hatched!

As an alternative to lethal combat, larger Dragons may use a **Wing Buffet** instead of initiating an attack or counter-attack against a lesser opponent. The opponent can choose to evade or counter.

- The buffeting Dragon rolls their **Body** after applying tactical modifiers.
- If the opponent elects to evade, they roll their modified **Wings**.
- If the opponent counters, both roll their modified **Body**.
- If either Dragon rolls higher than their opponent, then the buffet succeeds.
- If the scores are equal, then both Dragons are **Locked in Combat**.
- On a successful wing buffet, the losing Dragon is knocked/blown or swept directly away one length for each two points (rounded up) the roll succeeds by and loses D4 height bands.
- The losing Dragon must spend the rest of the round recovering control and may not initiate another **Strike** or **Breath** attack this round.
- The winning Dragon may not make another **Strike** or **Breath** Attack this round but may complete their move.

Dragons do wound each other in combat and Riders may be killed or lost overboard during a fight. If you are playing as part of an ongoing campaign, I would suggest that if your Dragon suffers a mortal wound as a result of combat, it should be treated as a defeat instead. The wounded Dragon must withdraw from the fight and return to its lair, if it can. Given opportunity it will heal up in time for the next game.

Take a note of any dragon that defeats you and make a vow to get them back next time!

DRAGONS BLOOD!

Smaug the Magnificent laid waste to a Dwarven Kingdom and all the country thereabout. He was slain by a single arrow to the heart.

Each time your Dragon takes Damage, reduce the damage by one point for each point of **Defence** your Dragon has. Roll your **Body** dice and add **Prowess** if any.

If the amount of damage was less than or equal to the result, the damage has no notable effect.

If the amount of damage was greater than the result, your dragon has taken a **Wound**.

Roll on the **Wounds** table for effect.

If the amount of damage was twice or more than the result, your Dragon has taken a Major Wound. Roll on the **Major Wounds** table for effect.

Wounds Table: Roll one D6 or one D8 if the Dragon has a rider, crew, captive or passengers.

Roll	Location	Wounds	Major Wounds
1	Head	Reduce Breath Weapon by one dice	Skull crushed or head bitten off. You might heal up, but not today.
2, 3	Wings	Reduce Wings by one dice	Wing torn or broken. Wings reduced to D4. The Dragon will lose 1D4 height bands each turn until it reaches the ground.
4, 5	Body	Reduce Body by one dice	Mortally wounded. The Dragon will drop one Body dice each turn until they flee the table or die!
6	Limbs /Tail	Reduce Strike by one dice	Limb broken. May not initiate an attack. Reduce Strike to D4 if attacked
7,8	Crew or Passengers	One Crew etc. wounded. They may not add Prowess or make an attack.	Man overboard! One crew etc. killed or thrown from the flier.

If Body, Wings or Strike would be reduced below D4 the Dragon must attempt to flee the field of play and may not initiate any further attacks.

Attribute Dice may also be reduced due to the effect of wounds.

If a Dragon is reduced below D4 on any Prime Attribute it is defeated.

Body reduced below D4 is mortally wounded and must flee the battle or die.

Wings reduced below D4 cannot fly and will fall to the ground.

Strike reduced below D4 cannot initiate an attack or defend itself.

Your Dragon will usually be restored to full health in time for the next game.

DRAGON FIRE !

Breath Weapons and Ranged Attacks

Ranged Attacks take place at the end of each Round after all Fliers have moved.

For a target to be a valid shot it must be no more height bands higher or lower than the firing flier than it is lengths away and must appear within a 120' arc immediately in front of the dragon firing. Use the Kite templates sized to match your Dragon's **Breath Weapon** dice. i.e. if your Dragon has a D8 Breath weapon, you use a D8 template to measure range to target.

Tactical modifiers may change the dice rolled, but you always use your unmodified dice to determine range to target.

Refer to diagrams.

If two or more potential targets (including friends) are on the same line of fire, then both may be hit.

The firing Dragon rolls their **Breath Weapon** dice, applies any tactical modifiers and adds **Prowess**. Each target Dragon rolls their **Wings** applying modifiers and adding **Prowess** to avoid the attack.

If the firers **Breath** roll beats the target's **Wings** roll, the target takes the difference as damage.

If the target's **Wings** roll matches or beats the **Breath** roll, the Target evades the attack and takes no damage.

Tactical Modifiers

Each length between the attacker and the target	Attacker -1	If the attacker fired at the target in the previous round	Target down 1
Each Height Band between the attacker and the target	Attacker down 1	If the target is flying towards the firer	Target up 1
If the attacker is below the target	Attacker down 1	If the attacker is behind the target	Target down 1
If the attacker is tailing the target	Attacker up 1	If the attacker or target performed an Agile Manoeuvre during this move	Target up 1

Dice rolls may not be shifted below D4 or above D20.

If your Breath Weapon would be shifted below D4, it is reduced to a harmless puff of smoke. If it would be shifted above D20, you should move to Japan and destroy Tokyo.

Arc of Fire diagrams:

Special Abilities:

Special Manoeuvres are not available to all Fliers, but may be bought when the Dragon is created.

Each Dragon pays 2GP for its first special ability, then double the cost for each additional special ability. i.e.

First Special Ability = 2GP;

Second Special Ability = 4GP;

Third Special Ability = 8GP, etc.

Hover:

Move one ahead and come to a full stop. Turn to face any direction. On the following round a Hovering Dragon may shift one height band up or down and turn to face any one direction. Costs all the Fliers MP's for the round.

Fast Flyers:

These dragons are faster than most. They can move two lengths in each straight move for 3MPs, without penalty.

High Flyers:

These Dragons can climb faster than most. They can climb two height bands for each Straight or Turn (but not Tight Turn) manoeuvre for +2MP. At the beginning of the game or when dicing for starting height, these dragons add six to their roll unless they roll a double.

Venomous bite/sting:

When this Dragon makes a successful Strike roll inflicting damage on a target, the target takes an additional damage roll on the following round.

Crushing coils:

This Dragon is unusually long for its weight. If it makes a successful attack, it can choose to coil its body around an opponent. So long as it remains coiled around an opponent it may not initiate any other attack. On the first round the trapped Dragon may attempt to fight free by rolling Strike and causing a wound. On subsequent rounds the encoiled Dragon may only attempt to disengage by rolling Body vs Body. If they win they break free. If the scores are even, they remain coiled and if they lose, their Body dice is shifted down one.

Swallow the Sun:

These Dragon have unusually large jaws. If they succeed in doubling a smaller opponent in an attack, they swallow it whole!

Mortifying Touch / Paralysis:

If this Dragon makes a successful Strike against an opponent, the target also reduces its Wings dice one step.

Extra head:

Extra head gives an extra attack, Breath Weapon or Bite. This is the only case where any Dragon can make more than one attack in each turn. You still have to pay GP for the extra attack whether it's a bite or Breath Weapon.

Cloud of Flatulence:

This Dragon can produce a cloud of noxious gas that lingers behind them. Place a Body size template behind the dragon at the same height band. The template stays in place, but reduces in size one step each round until dispersed. Any dragon moving into contact with the cloud template takes a damage roll against its Body at the current size of the template.

Obviously there's a load more work needed here but this is a few starters. Further suggestions are welcome.

In the advanced game different breath weapons have different special effects:

- Acid Spit
- Lightning Strike
- Gas Cloud
- Freezing blast
- Petrifying Gaze
- Divine Wind/Sonic Scream
- Shadow/darkness
- Fireball spit wad

ON DRAGON BACK!

Dragon Riders, Captives, Captains and Crew.

Almost by definition, anyone that rides a Dragon is a Hero.

Exception: If the Dragon has abducted a Damsel, then she's a packed lunch.

Many settings featuring Dragons also feature Dragon Riders. These are heroic individuals that form an unbreakable bond with a particular Dragon. Often described as 'Impression' the bond may be formed at the Dragon's hatching or following an act of mercy or daring.

Dragon Riders should be created as named characters. They always roll 1D6 but can have Prowess in Wings, Strike and Defence. There is very little that a Rider can add to a Dragons Body!

Dragon riders may add their own Prowess to their mount.

This is the only case where a Dragon's Prowess can exceed +4.

They may also have useful abilities, magic or a ranged attack that could help out.

If the Dragon gets really hungry, they can be tasty snacks too...

A Dragon may also choose to carry passengers, captives, loot or cargo.

Each Dragon's passenger capacity is determined by their Body dice.

Body	Capacity	Comment
D4	½	Sheep, small pig, hobbit or other tasty snack
D6	1	One dragon rider + their usual equipment (e.g. a rescued damsel)
D8	2	One Rider and one companion or crew unit
D10	4	One Rider and up to three companions or crew.
D12	8	
D16	12	
D20	16	Move along the bus!

A dragon may operate at their normal capability whilst carrying their capacity or less.

A dragon may overload their capacity at some reduction in their Agility and/or Strike.

For each Dice level they over-load, shift their Wings and Strike down one.

e.g. Red has Body D8, she can carry one or two riders without penalty. If she carries three or four, shift her Wings and Strike down one. If she carries five or more shift down two.

Falling off the Dragon

If or when you fall off your dragon, it's a long way down. There is a chance that your or another dragon may catch you before you go splat. In a world of magic that allows for Dragons, Light may move at the speed of warm treacle and Gravity is optional. Magic Rings, billowing robes and dumb luck may all help feather your fall.

On the first round you fall 1D4 height bands, on the second round you fall 1D6 height bands and so on, stepping up a dice for each round spent falling. Roll **Wings** vs the number of Height Bands fallen in this round. If you roll the Height Bands or better, your Dragon made the catch.

DRAGON SPECIES AND SETTINGS:

- Dungeons and Dragons - Gothic/Medieval/Fantasy Dragons
- Oriental Dragons - Radioactive Monsters and Dragons of the East
- His Majesties Dragons - Napoleon's Aerial Corps
- Knights of the Air - Dragons in the War to end all wars
- Viking Dragons - How to Train your Dragon
- Thread Worms - Dragons vs Aliens
- Lost Worlds - Prehistoric flying reptiles

Optional wind and weather.

Few Western Dragons enjoy flying in the rain. Welsh Dragons don't have much choice as it's likely to be raining anyway. However, some Dragons excel in storm conditions and can command the thunder and lightning. Don't mess with Chinese water Dragons if the weather looks stormy!

Choose or roll for weather, wind strength and direction.

This is one of those blank spaces on the map.

It needs someone to explore it and come back to tell us what they found.

Dragon Fight Record Sheet

Name:				
Attribute	Dice	Prowess	Notes:	GP
Body:				
Wings:				
Strike:				
Breath:				
Defence:				
Special Ability:				

Name:				
Attribute	Dice	Prowess	Notes:	GP
Body:				
Wings:				
Strike:				
Breath:				
Defence:				
Special Ability:				