

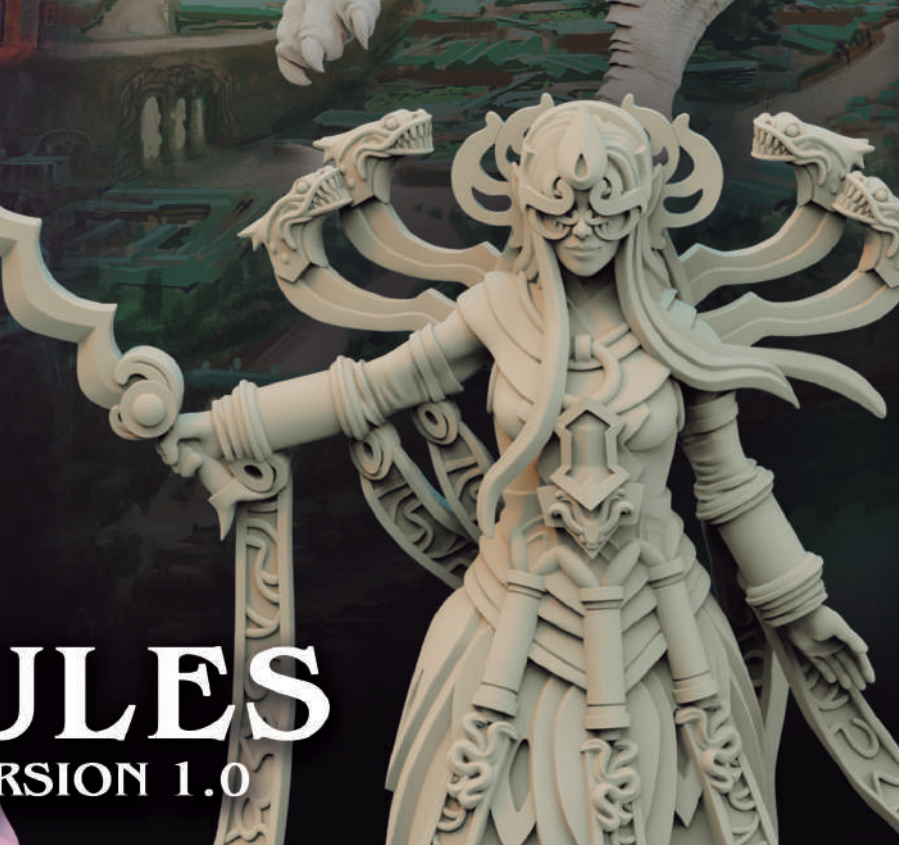


DRAGONBOND

BATTLES OF VALERNA



RULES
VERSION 1.0



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DRACO
STUDIOS



TABLE OF CONTENTS

GAME RULES

Objective	4
Components	4
Unit cards	4
Vaala cards	4
Command cards	4
Artifact cards	4
Markers and Counters	6
Victory points dials	6
Rulers	6
Terrain	6
Dice	6
Important Concepts	8
Distance	8
Unit Coherency	8
Line of Sight	8
Simultaneous Effects	8
Game Symbols	9
Engaged	9
Upgrades & Downgrades	9
Rounds	10
Initiative	10
Turns	10
Turn sequence	10
End of Round	11
Calculate scoring	11
Restore fatigue	11
Roll initiative	11
Next round, or end of game	11
End of Game	11
Actions	12
March	12
Attack	12
Activate power	12
Skirmish	12
Charge	12
Movement	13
Attacks	14
Melee attacks	14
Ranged attacks	15
Performing an attack	16
Reactions	18
Opportunity attack	18
Reaction powers	18
Vaala card	18
Fatigue	18
Morale	18
Unit suffers heavy casualties	18
The general is defeated	19

Status Effects	19
Poisoned	19
Slowed	19
Immobilized	19
Powers	20
Type	20
Activating Powers	20
Ultimate Powers	20
Vaala Cards	21
Command Cards	21
Healing	21
Epic Creatures	21
Health and injuries	21
Heroes	22
Artifacts	22
Command	22
Dragonriders	23
The Dragonbond	23
The General	23
Keywords	24
Unit Keywords	24
Terrain	26
Types of terrain	26
Terrain pieces	27

SETTING UP A GAME

Preparation	28
Game Size	28
Writing up force lists	28
Pre-game Phase	29
Place terrain pieces	29
Determine scenario	29
Determine deployment zones	30
Take turns deploying	30
Start the Game!	30
Alternative Scenarios	31

NEUTRAL UNITS

Mercenaries	32
Monsters	32
Deploying monsters	33
Monster common rules	33
Behaviour deck	33
Bidding	33

GAME RULES

Objective

In *Dragonbond: Battles of Valerna* (BoV, for short) the players take on the role of commanders leading a force in one of the many skirmishes and battles from Valerna's history. The objective of the game depends on the scenario chosen, but typically, it is to defeat your enemy on the battlefield. To do so, players will have to maneuver, fight, and use powerful magics to gain the upper hand over their foe.

Normally the game is played between two opposing forces, each controlled by a single player. However, it is also possible for several players to share control of parts of a large force, or indeed to join different forces in an alliance that sees one or more players on each side of the battle. Finally, it is even possible to have battles featuring three or more factions fighting against all others in a free-for-all! More information about these alternative multi-player games will be found in future expansions.

The rules in this booklet will instead concentrate on more 'standard' games: battles between two sides, with one player per side.

Components

Unit Cards

In BoV, your force is composed of units. A unit is a model or group of models that move and act together. Each unit comes with a **unit card** which includes all the information you need for the game. (Fig. 1)

HERO CARDS

Heroes are units consist of a single model and their unit cards are labeled with the Hero keyword. These cards are flipped when a Hero takes Command of a unit, as explained on page 22. You'll need at least one Hero in your force, to be your General. (Fig. 2)

What you need

- Variable size playing surface based on army size. From a small 2'x1', to a standard 4'x3', to a large 6'x4', or more!
- 5 Black BoV 10-sided attack dice.
- 5 Gray BoV 10-sided attack dice.
- 5 White BoV 10-sided attack dice.
- 3 Black BoV 6-sided defense dice.
- 3 Gray BoV 6-sided defense dice.
- 3 White BoV 6-sided defense dice.
- Red wound counters & blue fatigue counters.
- Command markers.
- Poison, Slow and Immobilized markers.
- Victory points dials.
- Rulers or measuring tapes.
- Terrain tiles & Objective tokens.
- Each player also needs a valid force of BoV miniatures, with their unit cards.

EPIC CREATURE CARDS

Epic Creature cards are unit cards for the largest and most fearsome units in the game, like dragons. They are identical to regular unit cards except that they are double-sided, with both a regular side on the front and an Injured side on the back (see "Epic Creatures" on page 21). (Fig. 3)

Vaala Cards

Vaala cards represent spells and other great feats of magic or skill that certain units can accomplish (see "Vaala Cards" on page 21). (Fig. 4)

Command Cards

Similar to Vaala cards, these are powerful leadership abilities for your General and other important Heroes. (Fig. 5)

Artifact Cards

Artifact cards are mighty magical items that are carried by Heroes to enhance their already formidable powers (see "Artifact cards" on page 22). (Fig. 6)

Fig. 1



- (A) Unit Name
- (B) Keywords
- (C) Force list points
- (D) Quantity of models (this icon is omitted if quantity = 1)
- (E) Health
- (F) Movement speed
- (G) Defense die
- (H) Melee attack - dice
- (I) Ranged attack - dice
- (J) Ranged attack - range
- (K) Power description
- (L) Power type
- (M) Faction logo / Dragon Brood logo

Fig. 2



Fig. 3



Fig. 4

Fig. 5

Fig. 6

Markers and Counters

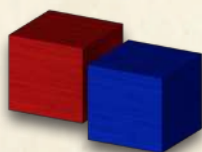
To keep track of the status of your units, various markers and counters are used. If there are not enough of these in the supply, use other dice, chips or small elements from outside of the game as substitutes.

WOUND AND FATIGUE COUNTERS

BoV uses plastic cubes as counters to help you track certain values for your units during the game. These counters are placed “on the unit” (i.e. either directly on the unit’s card or on the battlefield next to the unit).

Counters in the game are distinguished by their color; the kinds of counters used are:

- Red wound counters.
- Blue fatigue counters.



COMMAND & DRAGONBOND MARKERS

These are used in conjunction with Heroes who take Command of a unit (see page 22), or Generals who are bonded with a dragon (see page 23).



The golden side is used to represent a dragonbonded unit of general and dragon.



The gray side is used to represent a hero commanding a unit.

STATUS EFFECT MARKERS

The game also uses special markers to represent units suffering from certain status effects. These are small cardboard discs with images on them that show which status they stand for (see “Status Effects” on page 19).



Victory Points Dials

A game of BoV is played over a number of rounds, and many scenarios make use of tallying victory points. In order to track these we suggest the use of regular numbered dice, pen and paper, or a counting app.

Rulers

Speed and range are measured in inches (*). Any tape measure or ruler can be used to measure distances.

Terrain

In order to make each game more interesting and varied, DB: BoV uses terrain elements to break up the empty playing surface the forces are battling over. To begin with, these rules will assume you are using 2D terrain elements (see “Terrain” on page 26).

Dice

BoV uses custom ten-sided attack dice and custom six-sided defense dice. Both kinds of dice are provided in three varieties of strength: black, gray, and white, with black being the strongest and white being the weakest.

If you need to roll more dice than the maximum number that are available, keep track of the results showing after rolling all available dice. Then, take a number of the dice equal to the amount you still need to roll and roll them again to finish your roll. This is not considered a reroll.

DICE SYMBOLS

The tables below show what the different symbols on the dice mean.

Attack dice

EFFECT	SYMBOL
Miss	
Single Hit	☹
Double Hit	☹☹
Single Critical Hit	☹☹☹
Double Critical Hit	☹☹☹☹

Defense dice

EFFECT	SYMBOL
Block	▽
Fail	

REROLLS

Some rules will allow you to reroll all or some of the dice you just rolled. A die cannot be rerolled more than once. In other words, you cannot reroll a reroll. You must also always accept the new result of a reroll, even if it is worse than the original.

UPGRADING & DOWNGRADING

Normally, you will roll a batch of dice at the same time. For example, when one of your units attacks an enemy unit, you might need to roll a batch of 6 gray attack dice.

Certain rules allow you to upgrade or downgrade your dice as follows:

Upgrade (⬆):

Take all the dice you are rolling and replace them with stronger dice, as shown in the chart below (i.e., white dice are replaced by gray dice, and gray by black). If you are already rolling black dice before the upgrade, you instead reroll any results of a miss or fail during this roll.

Downgrade (⬇):

Take all the dice you are rolling and replace them with weaker dice, as shown in the chart below (i.e., black dice are replaced by gray dice, and gray by white). If you are already rolling white dice before the downgrade, you instead reroll any hit or block results during this roll.

DIE	UPGRADE	DOWNGRADE
Black	Reroll Miss/Fail	Gray
Gray	Black	White
White	Gray	Reroll Hit/Block

Multiple Downgrades and Upgrades

If a roll has more upgrades than downgrades, the roll is upgraded. A roll cannot be upgraded more than once.

If a roll has more downgrades than upgrades, the roll is downgraded. A roll cannot be downgraded more than once.

If a roll has an equal number of upgrades and downgrades, they cancel out, and you roll the dice as normal.

For example, if you are rolling white dice, and three sources upgrade and one downgrade that roll, you will be rolling gray dice, not black.

FACE-OFF ROLLS

Certain situations, such as when rolling for initiative, will call for players to make a face-off roll in order to determine the winner of a particular situation or the order of particular events. To make a face-off roll (sometimes also referred to as a 'roll-off'), each player rolls three black attack dice and counts the number of hits. The player with the most hits wins the face-off roll.

Tiebreakers

In the event that the face-off roll ends in a tie, the player who rolled the most critical hits wins. If you are still tied, reroll all dice.

USING NORMAL DICE

If you want to use normal, numbered dice to play the game instead of the BoV custom dice, the leftmost column in the tables below shows what each result on a normal die corresponds to on the game's custom dice.

Defense dice

D6			
1			
2			
3	▽		
4	▽	▽	
5	▽	▽	▽
6	▽	▽	▽

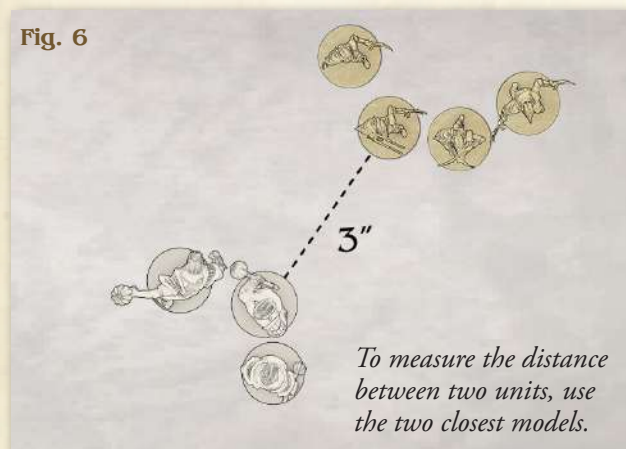
Attack dice

D10			
1			
2			
3			
4			
5	💧		
6	💧	💧	
7	💧	💧	💧
8	💧💧	💧	💧
9	💧	💧💧	💧
0	💧💧	💧	💧💧

Important Concepts

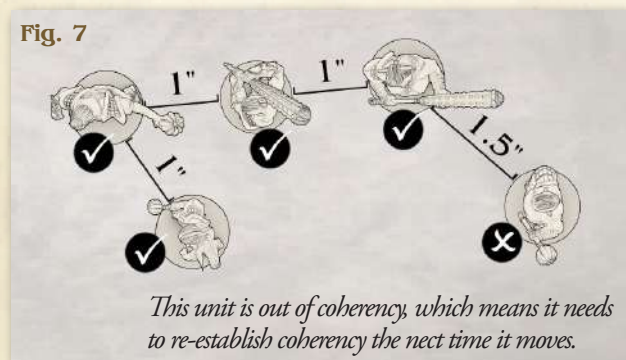
Distance

Distance in BoV is measured in inches. When measuring the distance between two units, measure from the nearest point on the base of the nearest model in each of the two units. Note that you can measure any distance at any time. (Fig. 6)



Unit Coherency

Units are considered to be in coherency when each model in the unit is within 1" of at least one other model in the unit, in an uninterrupted line or group. Units must be in coherency at the end of any movement that they make. It is also recommended to keep units more than 1" apart from other friendly units, in order to more easily tell them apart. (Fig. 7)

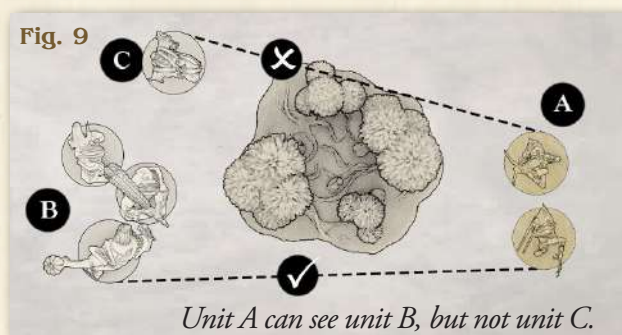
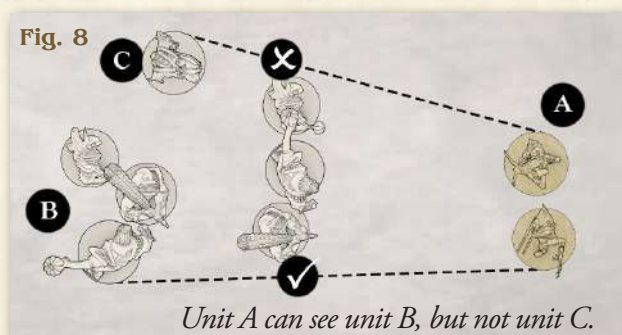


Line of Sight

Unless otherwise stated, units may not target or charge units that they don't have line of sight to. A unit is considered to have line of sight on another if any of its models are able to draw a straight line from any part of their bases to any part of the base of a model from the target unit without passing through something that blocks it.

The elements that most commonly block line of sight are:

- Units (both friendly and enemy) block line of sight, both the bases of the models and the imaginary line that links one model to other models in the same unit, as shown below. (Fig. 8)
- Many terrain features in the game block line of sight (this will be specified in the terrain type), as shown below. (Fig. 9)



Simultaneous Effects

Some abilities and effects during the game occur at the same time. If these effects all belong to units controlled by the same player, that player can decide the order of the effects.

In competitive play the player who's turn it is always decides the order of simultaneous effects, except for reactions which are always triggered after an effect, so a reaction to another reaction will keep their separate priorities.

In casual play, or if agreed beforehand or stated as the rule for the tournament, players will make a face-off roll. The winner decides the order of the effects.

Game Symbols

The game uses the following symbols:



Speed (→)

The number of inches the unit's models can move.



Defense (♥)

The unit's defense to both melee and ranged attacks.



Health (+)

The number of wounds of each model in the unit.



Troopers (♘)

The number of models in the unit (omitted if the number is 1).



Melee Attack (X)

The melee attack strength of each model in the unit.



Ranged Attack (🏹)

The ranged attack strength of each model in the unit.

Engaged

A model is engaged if it is in base contact with an enemy model (or in base contact with a model of its own unit that is in base contact with an enemy model). This is normally achieved through a Charge (see page 12).

A unit is engaged if any of its models are engaged.



Upgrades & Downgrades

Attack Roll Modifiers

CONDITION	MODIFIER
Fresh (no Fatigue counters)	↑ Upgrade
Exhausted (3 or more Fatigue counters)	↓ Downgrade
Charge action (move + melee attack)	↑ Upgrade
Skirmish action (half move + ranged attack)	↓ Downgrade
Dragonbonded (Dragonrider & Mount)	↑ Upgrade

Defense Roll Modifiers

CONDITION	MODIFIER
Fresh (no Fatigue counters)	↑ Upgrade
Exhausted (3 or more Fatigue counters)	↓ Downgrade
Majority inside or behind Obscuring terrain	↑ Upgrade
Flanked	↓ Downgrade
Dragonbonded (Dragonrider & Mount)	↑ Upgrade

Morale Test Modifiers

CONDITION	MODIFIER
Fresh (no Fatigue counters)	↑ Upgrade
Exhausted (3 or more Fatigue counters)	↓ Downgrade
In Command of a Hero	↑ Upgrade
Dragonbonded (Dragonrider & Mount)	↑ Upgrade

Rounds

BoV is played in rounds. During a round, both players take turns until one declares that they are passing instead of taking a turn, after which the other player continues to take turns until they pass as well. Once both players have passed, the round ends.

Initiative

At the start of the game, and then between each round, the players make a face-off roll. The player who won the roll becomes the active player and takes the first turn for the following round.

Turns

On your turn, you activate a single unit on your force and perform an action with it.

Turn Sequence

1. Pass or Activate
2. Select a Unit & Place Fatigue
3. Start of Activation
4. Choose Action
5. Resolve Action
6. End of Turn



PASS OR ACTIVATE

The active player chooses whether to activate a unit or to pass. If all your units are exhausted and you can no longer activate any unit, you must pass. Once you have chosen to pass, you must continue to pass until the end of the round.

SELECT A UNIT & PLACE FATIGUE

The active player chooses a unit to become the active unit. This can be any friendly unit that is not Exhausted (i.e. does not have 3 fatigue counters on it, see “Fatigue” on page 18). You may choose to activate the same unit you activated on your previous turn or select a different one.

Place a fatigue counter on the chosen unit to indicate it’s been activated.

START OF ACTIVATION

Any effects that occur at the “Start of Activation” take place now.

CHOOSE AND RESOLVE AN ACTION

The active player chooses an action from the list below for the active unit to use and then resolves its effects. The actions are described in detail starting on page 12.

- March
- Attack
- Charge
- Skirmish
- Activate Power

END OF TURN

Any effects that occur at ‘End of Turn’ take place now.

Unless both players have passed, a new turn then begins with the opposing player as the active player. Once both players have passed, the round is over.

End of Round

When a round ends, and before beginning the next round, the players must do the following:

1. Calculate Scoring
2. Restore Fatigue
3. Roll for Initiative
4. Next round, or End of Game

Calculate Scoring

The scoring and recording of points happens at this time. Scoring depends on the scenario being played, see “scenarios” on page 29.

Restore Fatigue

Each player removes 2 fatigue counters from each of their units (or 1 fatigue counter if they ended the round with just 1 fatigue counter on them). This can mean that units that have 3 or more fatigue counters on them can retain some fatigue counters between rounds.

If a unit ended the round with only 1 fatigue counter on it, you may remove 1 status effect marker from that unit as well as the fatigue counter (see “Status Effects” on page 19).

If a unit ended the round with no fatigue counters on it, you may remove up to 2 status effect markers from that unit.

Roll Initiative

The players make a face-off roll.

The player who wins the roll is the active player for the first turn of the next round.

Next Round, or End of Game

Unless this is the end of Round 4, the next round begins. If it is the end of Round 4, the game ends instead.

Note that some scenarios may last a higher or lower number of turns.

End of Game

Unless the players have agreed otherwise, or the scenario being played states otherwise, the game ends at the end of Round 4, or immediately when only one player has units left on the battlefield.

If the enemy has no units left on the battlefield, you win, regardless of the scoring system of the scenario being played. Otherwise, the winner of the game depends on the scenario that was being played (see page 29).



Actions

The following actions are available to an activated unit, unless otherwise specified. When a unit must choose and resolve an action, select one from those listed below.

- March
- Attack
- Activate Power
- Skirmish
- Charge

March

Move the active unit up to a number of inches equal to the unit's Speed. (Fig 10)

Attack

In order to declare a ranged attack, select an enemy unit that is within range and in line of sight of the active unit. In order to declare a melee attack, the active unit must already be engaged with the target unit.

The rules for Attacks are described in the "Attacks" section (page 14).

Activate power

The active unit chooses one of its action powers from its unit card to activate (see "Powers" on page 20).

Skirmish

The active unit makes a limited move before making a downgraded ranged attack against an enemy unit.

The steps for skirmishing are:

1. Skirmish Move
2. Select Target
3. Skirmish Attack

SKIRMISH MOVE

Move the active unit up to a number of inches equal to **half the unit's Speed**.

Example: Lucy wants to take a Skirmish action with her Fai Hunters. Her Fai Hunters have a Speed of 12. Their Skirmish move will be limited to a maximum of 6", just as if they had a base Speed of 6.

SELECT TARGET

Select an enemy unit within both range and line of sight of the active unit (see page 8). This is the target of the skirmish.

SKIRMISH ATTACK

The skirmishing unit makes a **downgraded** ranged attack against the selected target (see "Attacks" on page 14).

Charge

The active unit charges toward an enemy unit in order to make an upgraded melee attack against it.

A unit cannot take the Charge action while engaged.

The steps for charging are:

1. Select Target
2. Charge Move
3. Charge Attack

SELECT TARGET

Select a single enemy unit within line of sight of the active unit to be the target of the charge. Note that in order to select a unit as a target, there must be a chance that the charge move will succeed. (Normally, this means the target must be within the charging unit's Speed + 6".)

CHARGE MOVE

Roll 3 black attack dice. For each standard or critical hit, add 1 to the unit's Speed for this action. Then move the charging model closest to the target unit up to that modified Speed. This first model must move by the most direct route possible towards the target unit, going around impassable terrain and enemy models it is not charging.

Example: Lucy selects Jason's Bloodclaws to be the target of a Charge by her Dreamfencers. Her Dreamfencers have a Speed of 8, and the Claws are just over 10" away. She declares a Charge action for her Dreamfencers, rolls 3 black attack dice, and gets 3 hits; she can move her unit an extra 3", which is enough to engage Jason's Bloodclaws!

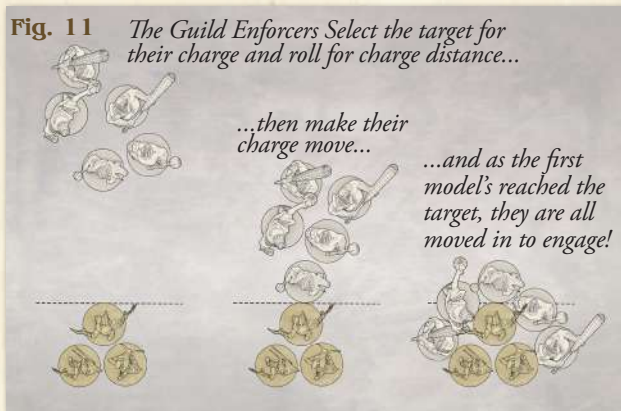
If this first model fails to reach the target, all charging models must end their move as close to the target unit as possible, always moving the full modified Speed toward their intended target.

If this first model reaches the target, all the other charging models are simply moved in to engage (i.e. move into base contact with) as many enemy models as possible, while still maintaining the charging unit's

coherency. This means they continue to move until they are engaged with the target unit as well, regardless of their Speed. For example, if your unit of five models is charging an enemy unit of three models, you must place one of your models in contact with each of the three enemy models in the target unit, and then you can place your last two models in contact with any of the three enemy models. This makes no difference in the ensuing combat, but can be important for the final position of your models after the combat. (Fig. 11)

If it's impossible for charging models to move into base contact with enemy models in the target unit because of physical constraints (terrain, other units, parts of the model sticking out of its base, or the inability of maintaining coherency, etc.), then charging models should be placed in base contact with other charging models in their unit that are in contact with the enemy unit, or as close as possible. All of these models are 'engaged' (i.e. count as in base contact with the enemy).

Note that charging models are allowed to move closer than 1" to enemy models during the charge move, but they must remain clearly separate from other enemies at the end of their move. Remember that a charging unit can only engage the target enemy unit, and not multiple enemy units.



Charging a Flanking enemy

After the Charge Move is done, and before carrying on the Charge Attack, you must check whether the unit you just charged was Flanking (as explained on page 14). If that's the case, your charge forces the flanking unit to immediately disengage from the unit they were flanking, as they have to face against your charging unit instead! Immediately separate the models in the target enemy unit from the models of the unit that they were flanking, by moving them apart by roughly an inch (or just enough to make it clear they are no longer engaged).

Any models in the unit you charged, or in the unit they were flanking, that are no longer in contact with any enemy models because of this separation must immediately be moved to engage enemy models in the unit they are engaged with, following the rules above.

CHARGE ATTACK

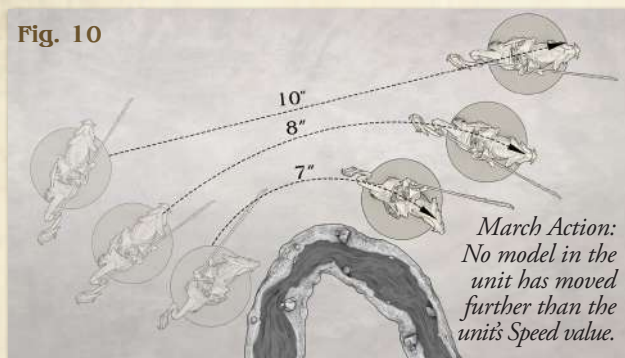
If, after its charge move, the charging unit is engaged with the target enemy unit, it must make an **upgraded** melee attack against the enemy.

Movement

When units move for any reason, the maximum distance its models can move is dictated by the Action, Effect or Power that has triggered the move along with any other modifiers that apply to the distance. Moving models use the following rules:

- Models in the unit are moved independently, but they must end their move in coherency with their unit (see page 8).
- A moving model can freely move through friendly models' bases.
- A moving model cannot move through enemy models' bases. Also, it must end its move at least 1" away from enemy models. No model may end its movement engaged with an enemy unit unless that movement is part of a Charge action (see page 12).
- Models may make any changes in direction during their move, provided that the total distance traveled by any given model during that turn does not exceed the maximum allowed.
- The unit cannot break up its movement with any other action. In other words, it cannot move a portion of its movement, then take another action, and then finish its move.
- Some Actions, Terrain, special rules or status effects, such as Slowed, affect how much a unit is able to move (see pages 25).
- If a unit is engaged when it moves, it can provoke Opportunity Attacks (see page 18).

Fig. 10



Attacks

There are two forms of attack: **Melee** and **Ranged**.

Melee attacks target enemy units that are engaged with the attacking unit (see below).

Ranged attacks target enemy units that are not engaged with the attacking unit.

All units can make melee attacks, but only units that have a ranged attack  can make ranged attacks.

The rules for both kinds of attacks are given below, but remember that either kind of attack can be modified by keywords (see page 24).

Melee Attacks

Melee attacks require the attacking models to be **engaged** with the target enemy unit.

ENGAGED

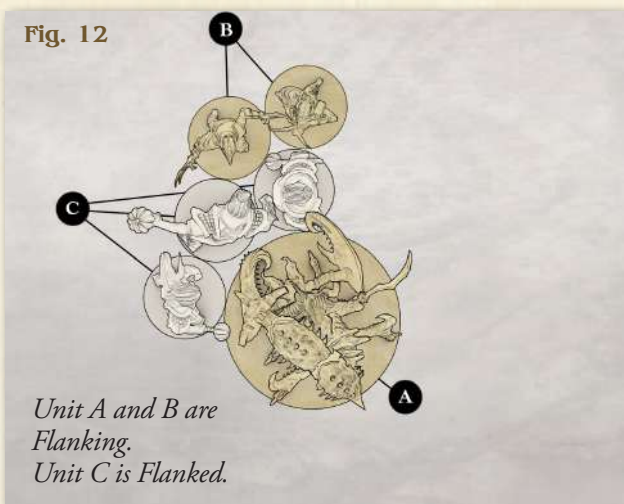
A model is engaged if it is in base contact with an enemy model (or in base contact with a model of its own unit that is in base contact with an enemy model). This is normally achieved through a Charge (see page 12).

A unit is engaged if any of its models are engaged.

FLANKING & FLANKED

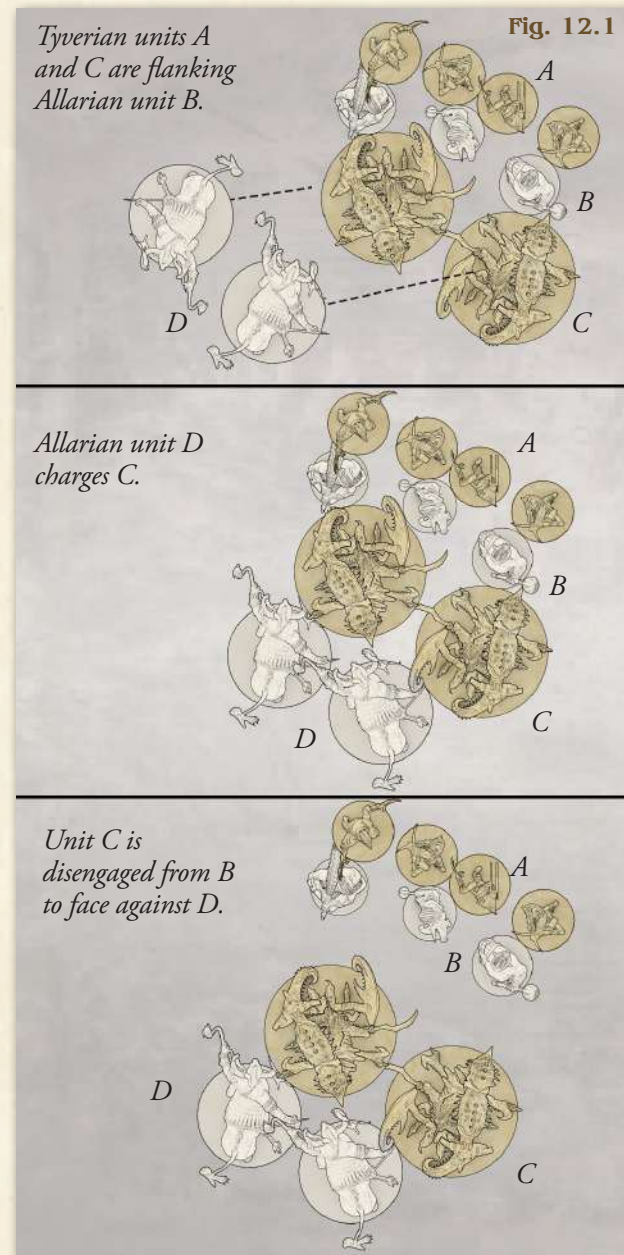
A unit is **Flanked** if it is engaged by more than one enemy unit. These engaged enemy units are said to be **Flanking**. (Fig. 12)

Fig. 12



Tyverian units A and C are flanking Allarian unit B.

Fig. 12.1



Unit C is disengaged from B to face against D.

In addition, **a unit can never be both Flanked and Flanking at the same time**. A unit can be either Flanking or Flanked (or neither). To achieve this, if a Flanking unit is charged by an enemy unit, it is immediately separated from the unit that it was Flanking, as described in Charge (see page 12) and as shown in Fig 12.1

While Flanked, a unit downgrades its defense rolls against melee attacks, and is unable to make Opportunity Attacks.

When a Flanked unit attacks in melee, each model in the Flanked unit can attack its choice of the enemy units it is engaged with. First, declare which enemy unit each of your models is attacking, and then resolve the attacks against each unit separately.

Ranged Attacks

Unlike melee attacks, which require the attacking unit to be engaged with the target enemy, ranged attacks are performed at a distance up to the range of the attacking models' ranged weapons.

NO RANGED ATTACKS WHILE ENGAGED

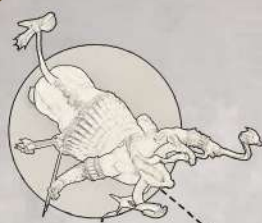
An engaged unit may not make ranged attacks.

RANGED ATTACKS AGAINST ENGAGED UNITS

A unit making a ranged attack can target an enemy unit that is engaged.

If it does so, the hits from the attack are divided as evenly as possible among the target unit and all other units involved in that combat. To assign the hits, apply one hit to each unit, 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. Repeat this process with any still outstanding hits until all hits have been applied. Each unit that is hit then rolls its defense normally (see below). (**Fig. 13**)

Fig. 13



The Bucentaur makes a ranged attack against the target, and scores two hits. The first hit will be resolved against the target, and the second against his allies.



Performing an Attack

Both melee and ranged attacks are performed as follows:

1. Declare Target
2. Collect Dice
3. Make Attack Roll
4. Make Defense Roll
5. Apply Wounds
6. Check Morale
7. Consolidate (melee attacks only)

DECLARE TARGET

The attacking player declares the unit (or units, if their unit is Flanked) that will be the target of their unit's attack. While melee attacks can only target units that are Engaged with the attacking unit, ranged attacks may only target a unit that is within range and in line of sight of at least one of the attacking unit's models.

COLLECT DICE

Count the number of models that are attacking. For melee attacks, this means all models engaged with a model in the target unit. For ranged attacks, this means all models that have at least one of the target unit's models both within range and in their line of sight. Remember that both the models' bases and the space between models in a unit block line of sight (including friendly units, even in the attacking unit itself!).

For each model that is attacking, collect the attack dice listed for its unit's Melee or Ranged Attack stat, as appropriate.

MAKE ATTACK ROLL

After having collected the dice that the unit will roll, certain factors might upgrade or downgrade the attack dice you are going to roll. Some examples of factors that may apply modifiers are: fatigue, powers, Charge or Skirmish actions, and being Dragonbonded.

Upgrade or downgrade your attack dice according to the rules for each modifier. Once you've applied all upgrades and downgrades, roll the dice and count the number of hits and critical hits.

Example: Jason's Scythed Reavers have two living models left and their attack stat is  . He must collect that many dice for each model in the unit, so he gets to roll    . No other effects apply, so he doesn't upgrade or downgrade any of them. He rolls two hits and a critical hit (  ).

If the unit had become Exhausted by making this attack (i.e., that was their third activation in that round), they would have downgraded their attacks, rolling ( ) instead.

MAKE DEFENSE ROLL

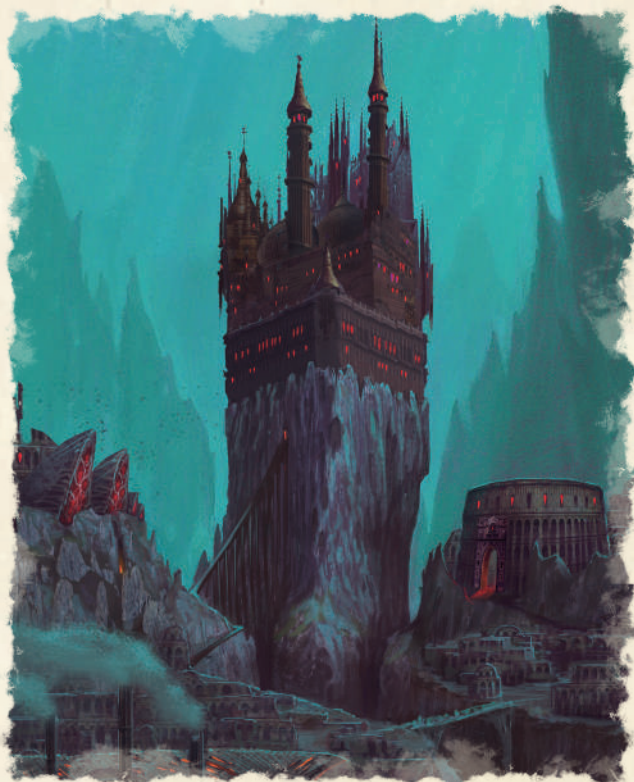
For each standard hit that your opponent rolled in the previous step, collect the defense dice listed for the Defense stat on the defending unit's card. Critical hits inflict wounds directly without any defense dice being rolled.

Certain factors might upgrade or downgrade the defense dice you are going to roll. Some examples are: being Flanked, fatigue, terrain, powers, and being Dragonbonded (see page 9).

Upgrade or downgrade your defense dice according to the rules for each modifier. Once you've applied all upgrades and downgrades, roll the dice and count the number of blocks.

Example: The Defense stat of Jason's Ogerron Phalanx is , so he collects 1 such die for each standard hit that the attacker rolled. Lucy's Bladepath Warriors rolled 2 standard hits and 1 critical hit. Since the critical hit can't be blocked, Jason gets to roll  . He rolls 1 block ().

If the Ogerron Phalanx had been Fresh (i.e., they had no fatigue counters on them), they would have upgraded their Defense, rolling (2 black  ) instead.



APPLY WOUNDS

Subtract the number of blocks the defending player rolled from the number of standard hits the attacker rolled. Then, add any unblocked standard hits to the number of critical hits the attacker rolled, and apply that many wounds to the defending unit. The rules for applying wounds are explained below.

Example: Since Lucy rolled 1 critical hit (☹) and two hits (☹), but Jason rolled 1 block (▽), Jason's Ogerron Phalanx take 2 wounds.

Wounds are tracked by the unit rather than by individual models. When a unit receives wounds, add that many wound counters on the unit. (You can place these on the unit's card or next to the unit on the table).

When a unit has received as many wounds as the Health stat on its unit card, one of its models has been defeated. When this happens, remove a number of wound counters equal to the Health stat on its unit card and remove one of the unit's models from the battlefield. The player who owns the unit selects which model to remove.

If after defeating a model there are still more wounds to apply, repeat until all wounds have been applied or all models in the target unit have been defeated.

Example: Jason's Ogerron Phalanx take 2 wounds, so 2 wound counters are placed next to the unit. Ogerron Phalanx have Health 5, so no models are defeated. If, in the future, the same unit receives 4 more wounds from an attack, then the unit would have suffered a total of 6 wounds. Jason would then remove one Ogerron model and 5 wound counters (i.e. a number equal to the Ogerron's Health), leaving 1 wound counter on the unit.

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 normally add standard hits, which allow the target unit to roll additional dice to defend.

A wound, on the other hand, is applied directly to the target unit. Effects that add additional wounds apply those wounds directly to the target unit without the opportunity to block.

Example: A power states that it "inflicts 2 wounds to the target unit." This means you roll 2 black attack dice and apply any hits rolled as wounds immediately, without a chance to roll defense dice, regardless of whether they were standard or critical hits.

CHECK MORALE

After an attack, the target unit might have to take a Morale test, as explained on page 18.

CONSOLIDATE

After a melee attack, models in the attacking unit and other units on the attacking side that are no longer engaged (normally because their opponents have been removed as casualties) must move to be engaged with any of the enemy units that their unit was engaged with before the attack. (**Fig. 14**).

After they have done so, models in other units on the defending side that are still not engaged must be moved (by their owner) to be engaged with any of the enemy units that their unit was engaged with during the attack.

All of these consolidating moves must follow the principle of engaging as many models in the enemy units as possible, while maintaining coherency (see page 14).

Note that models in an engaged unit might similarly find themselves unengaged for a number of other reasons during the game (a flanking unit may move out of combat, or casualties can be caused by 'friendly fire' into combat, or a power may teleport models out of combat, etc.). When this happens, immediately execute a consolidation as described above, starting with the models belonging to the active player (i.e. the player whose action has caused some models in an engaged unit to become un-engaged), and then consolidating the models for the player who is not active, if necessary.

Fig. 14



After attacking and killing one enemy model, the Guild Enforcer consolidates.

Reactions

Reactions are actions that can be taken in response to a trigger of some kind. This can be during your turn or even during your opponent's. However, the same player cannot take more than one reaction activated by the same trigger.

The types of reactions are:

- Opportunity Attack
- Reaction Power
- Vaala Card

Opportunity Attack

An Opportunity Attack is a reaction that any unit is allowed to take when an enemy they are **engaged** with moves (or is moved) away from combat for any reason.

If the engaged unit decides to make the Opportunity Attack, immediately perform a normal melee attack against the enemy unit that triggered this reaction (see “Attacks” on page 14). Note that this Attack does not cause the unit to receive a Fatigue counter.

All Opportunity Attacks are completed before the enemy that triggered them begins the move that triggered the reactions.

Some units might be temporarily unable to make Opportunity Attacks. The two most common reasons for this are the following:

- Units that are Flanked (see page 14) are unable to make Opportunity Attacks.
- Units that are Exhausted (see page 18) are unable to make Opportunity Attacks.

Example: *Lucy's Dreamfencers are engaged with Jason's Scythed Reavers when he decides to move them away as part of a Skirmish action. Before the Reavers are able to Skirmish, Lucy's Dreamfencers make an Opportunity Attack against them.*

Reaction Power

Certain powers (see page 20) can be used as reactions. If this is the case, the power's text begins with a trigger, a description of when it can be used.

Vaala Card

Vaala cards (see page 21) are always played as a reaction. The card's text begins with a trigger, a description of when it can be used.

Fatigue

Fatigue is tracked with Fatigue counters that accumulate on units because of Actions, Powers, Effects, etc.

If a unit has no fatigue counters on it, it is **Fresh**, and it upgrades all of its attack, defense, and morale rolls.

Note that normally this is only useful for the unit's defense and morale, but the upgrade to the attack rolls might be useful occasionally for some type of reaction powers that do not cost fatigue.

If a unit has 1 or 2 fatigue counters on it, it simply performs as normal.

If a unit has 3 or more fatigue counters on it, it is **Exhausted**. An Exhausted unit downgrades all attack, defense, and morale rolls and cannot be activated, make Opportunity Attacks, or use reaction powers.

Morale

Certain situations can shake even the hardest of warriors, requiring units to test their morale, as some might panic and flee the battlefield.

To take a Morale test for a model, roll a gray defense die. If the unit is a Hero or an Epic Creature, roll a black defense die instead. If the result is a block, the test is passed, and the model continues to fight as normal.

If the result is a fail, the model flees the battlefield and is immediately removed, just like a defeated model.

If at least one model is removed in this way from a unit, also remove all wound markers from the unit. It is often the wounded warriors that retreat first!

A model must take a Morale test when its unit suffers heavy casualties and when its General is defeated, as explained below.

Unit Suffers Heavy Casualties

If a unit loses half or more of its remaining **models** as a result of an attack or effect, you must immediately take a morale test for each surviving non-Hero model in the unit.

The General is Defeated

When your force's General is defeated, before removing the model, you must immediately take a morale test for every model within the General's aura of command, starting with Heroes and then continuing to non-Hero models. For more details on Heroes and Generals, see page 22.



Status Effects

Status effects are tracked with Status markers that accumulate on units because of Actions, Powers, Effects, etc. These effects range from damaging the unit over time, to slowing or even immobilizing it.

To apply a status effect on a unit, simply place the appropriate status marker(s) on the unit. A unit may have multiples of the same status effect, or different status effects on it at any given time.

Resolving Status Effects

Resolving a status effect consists of activating the unit, applying the effects of the status and then sometimes removing the marker that represents it.

Some effects must be resolved automatically at the start of a given unit's activation. When you activate a unit that has these effects applied to it, you must resolve its status effects before doing anything else.

Poisoned

For each Poison marker on a unit at the start of its activation, roll a white attack die. For each hit rolled, add a wound to the unit and remove a marker. (Note that this may apply more wounds than there are markers.) No defense rolls are allowed.



Slowed

This unit's Speed is reduced by half. This is cumulative with effects that affect the unit's move, such as a Skirmish Move (e.g. a Slowed Skirmish Move would be reduced to a quarter of the unit's base Speed). At the end of this unit's activation, remove one Slow marker from the unit.



Immobilized

This unit's Speed is reduced to zero. At the end of this unit's activation, remove one Immobilized marker from the unit.



Powers

Most units in the game have powers that they can use to change the tide of battle. These powers can be extremely varied, ranging from special skills that make units more effective to magic effects that are unique to their faction.

Powers can be found on all of the different unit cards in the game. Each power belongs to one of three types defined below.

Type

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



Passive Powers

This power is always in effect and does not need to be activated (it costs no fatigue).



Action Powers

This power may be used as an action by an activated unit on your turn (and therefore requires adding one point of fatigue to the acting unit, unless otherwise specified in the power's description).



Reaction Powers

This power may be activated as a reaction to a specific event. Powers with reaction timing always begin with a sentence, in italics, describing the triggering event that gives you the option to activate it. Normally, reaction powers do not cost a point of fatigue, unless otherwise specified in the power's description.

Activating Powers

To activate a power, simply make sure that you are doing so at the appropriate time (see above), then follow the text defining the power's effect. Unless otherwise specified, a given power may only be activated once per turn; this is true even for reaction powers regardless of how many times their triggering conditions are met during a turn. Remember that no two reactions can be activated by the same player on the same trigger.

Unless otherwise specified, Exhausted units may not activate any powers (though their passive powers continue to function).

Normally, if a power can target friendly units, this includes the unit using the power.

Ultimate Powers

The strongest powers start with the word Ultimate. After activating one of these powers, place an ultimate marker on the unit's card to show that it has been used. Ultimate powers can only be used once during a game.

Making Attacks vs. Rolling Dice

Certain powers will allow a unit to make an attack. These attacks follow the standard rules for 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 apply wounds directly. It's important to note that, unless otherwise 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.



Vaala Cards

As well as your units, during the game you also have a hand of Vaala cards that you can use to your advantage.

You get one free Vaala card for each unit with the Vaala keyword in your force, and when writing up your force, you have the opportunity to purchase additional Vaala cards to add to your hand (see page 28).

During the game, Vaala cards can be played as stated on the card. Once a Vaala card is played, it is discarded from the game. No two Vaala cards can be played on the same trigger.

To use Vaala cards you will need at least a unit in your force to have the Vaala keyword, so be sure to include these units if you are going to purchase any Vaala cards!

Some Vaala cards require the target unit to be 'in Vaala range'. This means that the target unit must be within range of the ranged attacks of one of your units with the Vaala keyword.

Command Cards

As well as Vaala cards, your hand always include a free Command card because of your General (see page 23) and, when writing up your force, you have the opportunity to purchase additional Command cards to add to your hand.

Command cards work exactly like Vaala cards, though their effects are related to your General.

Healing

A common effect from many units' powers is healing. When a power tells you to heal a unit, remove a number of wound counters or status effect markers from the unit's card equal to the amount that is being healed.

If the amount being healed exceeds the number of wounds and status effects on the unit, there is no further effect. Models that are defeated may not be brought back by healing, and Epic Creatures (see page 21) cannot be healed back to the non-injured front side of their card.

Epic Creatures

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

Health and Injuries

Unlike regular units, when an Epic Creature has a number of wounds equal to its Health stat, it becomes Injured. An Injury weakens the Epic Creature and makes it easier to take down.

APPLYING WOUNDS

When applying wounds to an Epic Creature, first place the wounds onto the unit or its card, as you would do with any other unit. Once the creature has suffered an amount of wounds equal to its Health, remove all wounds and flip its unit card over to the Injured side. If the creature has been dealt enough wounds that more need to be applied after it has become Injured, those are then applied to the unit card's injured side, as before.

INJURIES

Once an Epic Creature has been Injured, flip its unit card over to the Injured side on the back, which is normally a weaker version of the unit.

An Injured creature cannot be brought back to the front side of its unit card through healing.

DEFEAT

If a number of wounds equal to an Injured creature's Health are inflicted on it, it is defeated, and the model is removed from the table.



Heroes

Heroes are powerful individuals who lead your force into battle. They benefit from the following rules.

Artifacts

When writing up your force, you have the opportunity to purchase Artifact cards for the Heroes in your force (see page 28). Each Artifact card must be allocated to a Hero and each Hero can carry only one artifact.

An Artifact is a mighty magical item that confers an additional power to the Hero carrying it. This could be a passive power, an action power, or a reaction power, as described on the Artifact card itself.

Command

Heroes with the “command X” keyword can take command of matching units, either at the start of the game, or at the end of a Hero’s activation, if they are within 1” of the unit.

COMMANDING A UNIT

To command a unit, turn the Hero card facedown and place it so that it lines up with the unit card of the matching unit, then place a Command marker on the completed icon as shown in page 24 (**Fig. 15 & Fig. 16**).

The two units are now treated as one.

If either the unit being commanded or the commanding Hero had any fatigue on them, the new unit uses the higher fatigue value, discarding any extra fatigue counters. The same is repeated for Slow and Immobilized status markers (not Poison).

If either the unit being commanded or the commanding Hero were engaged, move the remaining models in the new unit to be engaged.

Wound counters and Poison markers are kept separate between the Hero and the commanded unit, and continue to affect them separately (see below).

COMMANDED UNITS

A unit commanded by a Hero gains several benefits:

The unit gains +1 unit value (see page 16), this means that they roll more dice in attacks, and are less likely to lose half of their models in an attack (see page 18). The Hero’s model is treated as one of the unit’s own models for all intents and purposes, except as stated below. In addition the following applies:

- Non-Hero models in the unit upgrade their morale tests.
- If the Hero has a command power (shown on the back of their card) the unit gains this power.
- Wounds must be applied to non-Hero models first, if possible, and non-Hero models removed before the commanding Hero.

For example: a Hero with Health 3 takes Command of a unit of two models with Health 2. The unit is then targeted with an attack that causes 5 wounds to it. The two non-Hero models take the first 4 wounds and are removed, leaving the 1 excess wound to be taken by the Hero.

If the unit would be reduced to 1 remaining model, it is defeated and the Hero’s card is flipped back to its independent side (remember, the Hero does not take a Morale test when this occurs). Any fatigue counters or Immobilized or Slow markers are moved to the Hero. If the unit was engaged, the Hero is engaged with the same unit(s).

Note that Poison markers, like Wound counters, are not shared and continue to affect the Hero and/or the unit separately. When a commanded unit activates, roll for Poison markers on the Hero and/or the non-Hero models separately and apply any wounds caused on those specific models. These wounds cannot be transferred between the Hero and the non-Hero models, and could cause either to be removed.

Note that if the Hero is carrying an Artifact, this continues to function as normal (e.g. any ranged effects are still measured from the Hero’s model).

LEAVING COMMAND

When selecting an unengaged unit to activate, before placing any Fatigue counters on it, a Hero may choose to leave that unit by removing the Command marker and flipping the Hero’s card to its independent side.

Place any fatigue counters and Slow and Immobilized markers on the Hero so that it matches the unit it is leaving, then activate either the unit or the Hero as normal. This can be a useful tactic for capturing objectives (see page 29).

Dragonriders

Heroes with the “Dragonrider” keyword can mount units with the “Mount” keyword, either at the start of the game, or at the end of that Hero’s activation, if they are within 1” of a matching unit, and neither is engaged in combat.

MOUNTING

To mount a unit, turn the Hero card facedown and place it so that it lines up with the mount card, then place a Command marker on the completed icon as shown on page 24 (**Fig. 16**). Finally, place the Hero model onto the mount’s base, or its card, or replace the mount with a mounted version of the model.

Mount and rider retain any fatigue and wound tokens, and any status markers on them separately. If either the mount or the rider were engaged, move the combined model to be engaged if necessary.

DISMOUNTING

As long as they are not engaged in combat, at the start of a mounted Hero’s activation you may choose to dismount by removing the Command marker and flipping the Hero’s card to its independent side. Place the Hero onto the battlefield within 1” of the mount, then activate it as normal.

MOUNTED HEROES

While mounted, a Hero counts as being in the same location as its Mount, and cannot Charge, March or Skirmish. They count as a single unit for the purpose of Flanking. Measure ranges and lines of sight to/from the Hero using the Mount’s base.

Enemy units can target mounted Heroes with their ranged attacks that have line of sight to the Mount. Any hits are divided as equally as possible between the Hero and the Mount, starting with the Mount (allocate all critical hits first).

Melee attacks cannot target the Hero, except for attacks by another mounted Hero or by attacks with the Assassinate keyword.

If the Hero is defeated, the mount continues to fight as normal. If the Mount is defeated by a ranged attack, simply dismount the Hero as described above and then remove the Mount model. If the Mount is defeated by a melee attack, remove the Mount model and place the Hero model back into base contact with the unit that defeated the Mount.

ACTIVATING DRAGONRIDERS & MOUNTS

When you activate a rider or its mount, you resolve the activation as normal, and then you may immediately activate the mount or its rider (instead of the opponent activating a unit). In other words, activating the rider means the Mount can be activated immediately after the rider’s action, and if you instead activate the Mount first, the rider can be activated immediately after the Mount’s action. This allows you to take two activations in a row. This double activation cannot happen in the turn when the rider uses its activation to mount or dismount.

The Dragonbond

The Dragonbond is the most unique phenomenon in all of Valerna. It consists of a Dragon and a Hero becoming inextricably linked.

If your force includes a Dragon, you can note down when you pick your list that the Dragon is bonded to a Hero with the Dragonrider keyword (a Hero can only bond with a single Dragon, and viceversa). Only these Heroes are powerful enough to bond their essence with a Dragon’s.

Both the Dragon and the Hero become more powerful when they are bonded, benefiting from **an upgrade on all of their attack, defense, and morale rolls**. However, **if either of them is defeated, both of them are immediately defeated**.

The General

One of the Heroes in your force must be nominated its General, which means you must include at least one Hero in your force. Remember that your hand of cards always includes a Command card, which can only be used by your General, and you can also purchase additional Command cards for your force when writing up your force list.

If your force includes one or more Heroes bonded with a dragon, one of those Heroes must be the General.

If you don’t have a Hero bonded with a dragon, then the General must be a Hero with the Dragonrider keyword.

If none are present, then any Hero can be your General.

Make clear to your opponent at the start of the game which Hero is your General.

GENERAL’S AURA OF COMMAND

As long as the General remains on the battlefield, all friendly models within 12” of the general re-roll fails for Morale tests.

Fig. 15



Fig. 16



Keywords

All units have keywords, terms that define the unit for various rule purposes.

Some keywords are powers, while others have no effect other than to specify a unit type (e.g. 'Dragon'), which force a unit belongs to or which units can be commanded by which Heroes. (For example, the Allaria keyword simply specifies that the unit belongs to the Allarian forces. See also "Command X" below).

Keywords can be found printed on the unit's card either below the unit's name (when they apply to the unit as a whole) or on some of the unit's attacks (when they apply solely to that attack). The most common of these unit keywords and attack keywords are listed below.

Unit Keywords

COMMAND X

A Hero with this keyword has the ability to command a unit matching "X." For example, a Hero with "Command Stealthblades" can command Stealthblades units. See page 22 for more information on commanding units.

DRAGONRIDER

This unit can ride units that have the Mount keyword (see page 23).

EPIC

The unit is an Epic Creature, as described on page 21.

FLIELCRAFT

The unit ignores movement penalties for Slowing terrain.

FLYING

This unit can choose to either move on the ground or fly. If flying, this unit ignores terrain and other units when moving, but it cannot end its move inside Impassable or Obscuring terrain or on top of other units. At the end of its move, the unit is considered to have landed.

GIANT

When this unit is defeated, inflict    wounds on any one enemy unit engaged with this unit (controlling player's choice), then remove this unit.

HERO

This unit uses a black defense die for morale tests, and it can be given a single Artifact (see page 22). It is also eligible to be your General (see page 23).

HUGE

When working out line of sight to/from this unit (or its rider), ignore units that don't have the Huge keyword (see page 8).

MOUNT

This unit can be a mount for a unit with the Dragonrider keyword (see page 23).

SHIRKERS

Non-Hero models in this unit use a white defense die for morale tests.

TINY

This unit does not block line of sight, except to/from other units with the Tiny keyword (see page 8).

UNFEELING

This unit does not take Morale tests for suffering heavy casualties, nor for the general being defeated.

VAALA

This unit can be used to cast Vaala. This unit adds a free Vaala card to your hand at the start of the game (you may purchase additional cards, as explained on page 28).

Some Vaala units also have a sub-type, expressed in a bracket following the keyword. For example: Vaala (Dreamcaster). This sub-type is a keyword used in Vaala cards (e.g. when selecting Vaala cards you may select cards of the corresponding sub-type).



Terrain

Battlefields in BoV are filled with terrain which affects units' movement and attacks.

In this section, we assume you will make use of 2D terrain, like the terrain provided in the starter set or downloaded from our website and printed at home.

As your experience of the game and hobby grows, you will want to start using 3D terrain, which will make your table look great but also require some agreement between the players before the game. For now, let's concentrate on 2D terrain.

3D Terrain

This terrain will improve the looks of your battlefield, but it comes with a few rules challenges.

Some 3D terrain is purely decorative and has no game effects. Examples of this could be a single tree, rock, or sheep. These decorative elements can be moved aside when a unit needs to move over/onto them, as their actual positions do not matter.

Larger, more involved terrain elements, like areas of woodland, rocky ground, rivers, lava pools, and even buildings prove increasingly more difficult for your models to interact with during a game. There might not be space to fit models inside the terrain, for example.

The easiest solution is to treat these terrain features as impassable terrain, as this eliminates the rules issues and still allows you to place cool 3D terrain on your battlefield. Maybe that forest is haunted, or that house is on fire, so nobody dares enter it.

In any case, if you use 3D terrain it is always worth having a chat with your opponent before starting the game, to agree how you are going to treat each piece of terrain in terms of the rules given here below.

For more sophisticated rules about interacting with terrain, even up to the point of fighting huge sieges, keep your eyes open for dedicated supplements.

Types of Terrain

Terrain does not affect line of sight, movement, or attacks, unless it has been labeled as one of the following types of terrain. Before you start the game, place one or more markers with these icons on each piece of terrain that you agree should have the relevant effects.

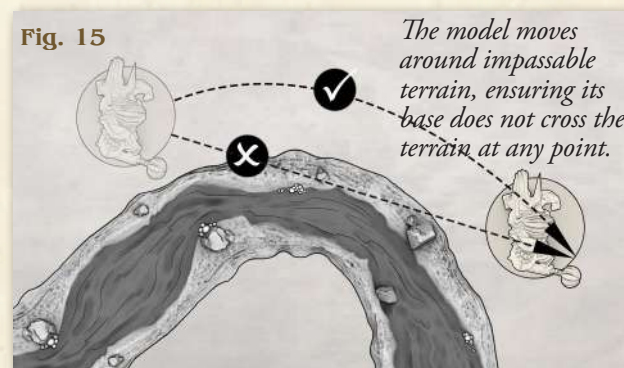


IMPASSABLE TERRAIN

Terrain that has been labeled with this icon is **Impassable** terrain.

Models cannot move inside Impassable terrain and must, therefore, move around it. (Fig. 15).

Fig. 15



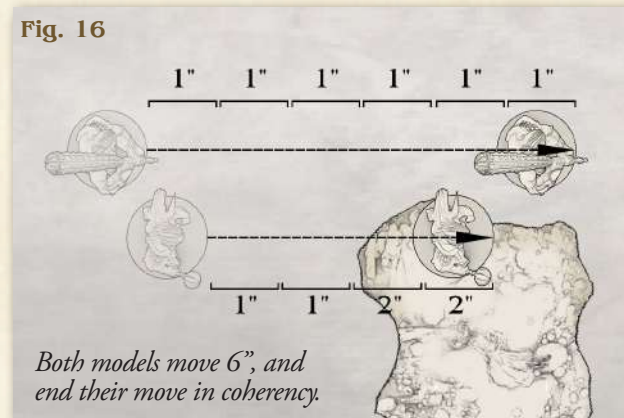
SLOWING TERRAIN

Terrain that has been labeled with this icon is **Slowing** terrain.

Distances moved through Slowing terrain are doubled (e.g. 1" counts as 2").

It is possible for a unit to move some models slower through terrain and others faster around terrain in the same move, but remember that a unit must always end its move in coherency. (Fig. 16).

Fig. 16





DANGEROUS TERRAIN (X)

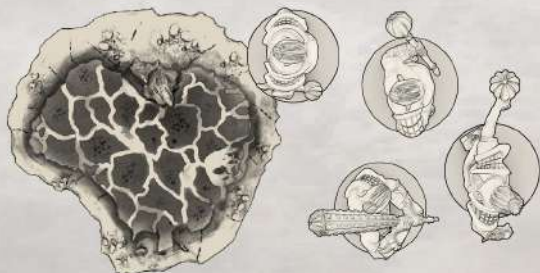
Normally, terrain is not dangerous for models inside it unless it has been labeled with this icon, which means it's **Dangerous** terrain with a value of X. (Fig. 18).

Whenever a player wins Initiative, that player must pick a target unit for each piece of dangerous terrain on the table. The target(s) can be any unit inside or within 6" of the piece of dangerous terrain, and it can be friend or foe — a target must be selected if possible, even if it is friendly!

If the target is inside the terrain, it suffers a melee attack from the terrain equal to X black attack dice.

If the target is outside the terrain and within 6" of it, it suffers a ranged attack from the terrain equal to X gray attack dice.

Fig. 18 - Dangerous Terrain (3)



The player controlling the unit wins Initiative, and as there are, no other targets in range of this terrain piece, they're forced to select their own unit to be target for the terrain's 3 black dice melee attacks.



OBSCURING TERRAIN

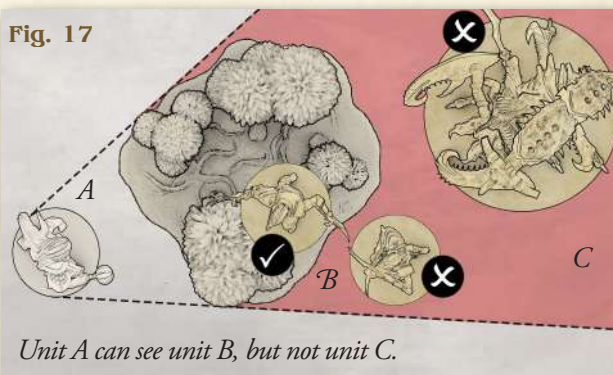
Terrain that has been labeled with this icon is **Obscuring** terrain.

Models that are outside Obscuring terrain can see models inside that terrain, but cannot see models that are behind the terrain. Models that are inside Obscuring terrain can see models inside or outside that terrain. (Fig. 17). In other words, models can draw LoS into and out of Obscuring terrain, but not through it.

Models whose bases are partially inside/behind Obscuring terrain are **NOT** inside/behind the terrain.

If a unit has at least half of its models inside or behind Obscuring terrain, the unit's defense roll is upgraded when it is hit by a ranged attack or power.

Fig. 17

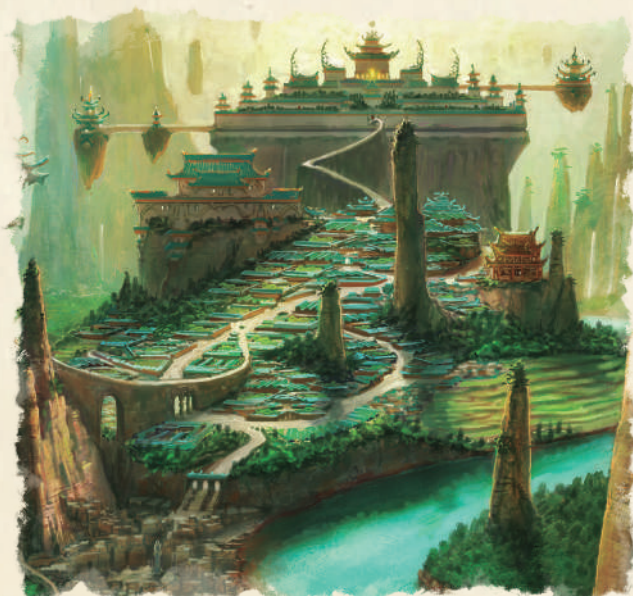


Unit A can see unit B, but not unit C.

Terrain Pieces

The battlefield can contain a wide variety of terrain pieces, below is a table with some of the most typical ones you will use. However feel free to create new combinations using the terrain types provided, and make sure to properly label each terrain piece and agree with your opponent on what each terrain piece represents and their effects before the game starts.

TERRAIN	TYPE
Ruins	obscuring
Forests	obscuring, slowing
deep Rivers/ lakes	impassable
shallow rivers/ lakes	slowing
Lava pools	dangerous (3), slowing
Poisonous swamps	dangerous (1), slowing, obscuring
Rocks	slowing, obscuring



SETTING UP A GAME



Preparation

Before meeting your opponent for a game of DG:BoV, you must prepare your forces as described in this section.

Game Size

First of all, agree with your opponent on a time and a place for the game and decide a size for the game. The size is the maximum amount of points that each player's force can add up to. We recommend the following game sizes depending on your available time and available units.

- 50 points - Skirmish level game.
- 100 points - Standard game.
- 150 points - Full army game.

Writing up Force Lists

The next thing you need to do is to write up a **force list**. It is considered good manners to have one prepared when you arrive at the chosen game venue. Here's how you go about writing up your list.

SELECT UNITS

Pick one of the forces you have a collection of models for (Tyveria, Allaria, Nahuac, etc.) plus any mercenary and unaligned (such as dragons) units which are compatible with any army. Select the units that you want to include in your force. Each unit is worth a certain amount of points, as shown in each unit's card. Add those points together until you reach the agreed game size. It's okay to spend a few points less than agreed, but you cannot spend more!

The General

A force **must** include one and only one general (see page 20). Mark clearly on your force list which Hero is your General.

Dragonriders

If any of your Dragonriders start the game already mounted on a Mount, write this down on your Force list.

'Commanders'

Similarly, if you want any of your Heroes to start the game in command of a unit (see page 22), write this down on your Force list.

SELECT CARDS

Once you have finished selecting your force, you can spend any remaining points on Vaala cards, Command cards and/or Artifact cards. These cards cost 1 point each. Remember, you always get a free Command card because of your General, and a free Vaala card for each Vaala unit in your force. Some units give you access to specialised Vaala or Command cards (see page 22).

You can freely choose which Vaala and Command cards are in your hand among the ones available. Each Artifact card must instead be allocated to a Hero (and each Hero can carry a single artifact). Write this in the force list and place the artifact card next to or under the Hero's own card.

You are not required to state which cards you have bought, but you must state how many of each type of card you have, and which Heroes are carrying Artifacts (which should be made obvious by the card being next to the Hero's own card).

DRAGONBOND

Dragons and Heroes are unique among all other units because they are able to bond with each other. As you pick your force, you decide whether a Hero with the Dragonrider keyword and a dragon are bonded. Mark this clearly on your force list (see "Dragonbond" on page 23).

UNIQUE

All cards marked with this symbol  are Unique, which simply means you cannot include multiple copies of this card in your force.

For example, your force cannot include duplicates of Artifact cards, Vaala cards, Command cards, some named Epic Creatures and some named Heroes, which represent legendary individuals in the world of Valerna. Your force may not contain two copies of them, even if you own two separate miniatures of that individual. You can include any number of Oathguard Commanders, but you cannot include two Eldai Alarn — there is only one Eldai Alarn!

Pre-game Phase

When you meet with your opponent, follow the steps of the pre-game phase below:

- 1) Place Terrain
- 2) Determine Scenario
- 3) Determine Deployment Zones
- 4) Take Turns Deploying
- 5) Start the Game!

1) Place Terrain Pieces

The ideal surface area for a standard BoV battlefield is 4' x 3', but the game can be played equally well on a larger or smaller area if you are using much larger or smaller forces. We suggest a minimum playing area of:

3' x 2' for skirmish games (reducing the neutral area on the center to 16" instead of 24").

4' x 3' for a standard game.

6' x 4' for a full army game.

On a typical 4' x 3' surface, we recommend using at least 4 pieces of terrain, with at least half of them being Obscuring terrain. Divide the playing area into 4 **sectors** by drawing imaginary lines across the center of the table, from one side to the other, for each pair of opposing edges, and place a piece of terrain roughly in the center of each sector. Then, roll 6 black attack dice and 1 gray attack die and move the terrain in the direction indicated by the gray die (imagining that the top face you rolled is an arrow) a number of inches equal to the number of hits you rolled on all seven dice, stopping its move if it moves into contact with another terrain piece. Do this separately for each terrain piece.

If you play on a larger or smaller area, increase or decrease the pieces of terrain roughly in proportion. For example, on a 6' x 4' area, use six pieces of terrain instead (one for each 2' x 2' area of the board).

When placing the terrain, it is fair to make sure pieces of terrain do not offer a particular advantage to one faction over the other. This should be a straightforward process, as at this stage you still don't know which side you are going to deploy and play from.

An alternative method, which often saves some precious game time, is for one player to set up the terrain in advance, and then the other player chooses the side they are going to play from.

2) Determine Scenario

Now that you both have your force lists, models, and gaming table, you are ready to choose a scenario. A scenario sets the scene for the battle and describes what the players need to achieve in order to win the game. The default scenario is the **Pitched Battle**, described below, but there are many other scenarios you can choose from. Some alternative scenarios are provided in these rules (see page 31), but more can be found in supplements and online support by Draco Studios. And last but not least, once you have become an expert in Battles of Valerna, we are sure you will want to try your hand at creating your own scenarios.

At this point, you either agree with your opponent which scenario you want to play, or the winner of a face-off roll gets to choose the scenario.

PITCHED BATTLE

This scenario is won by both controlling the battlefield and inflicting damage on the enemy force.

Objectives Setup

Before playing this scenario, you must place 5 objective tokens on the battlefield. If you play on a larger or smaller area, increase or decrease the objectives roughly in proportion. For example, on a 6' x 4' area, use 7 objectives instead.

The rules for placing the objectives are:

- Alternate which player places each objective, starting with the winner of a face-off roll.
- They must be placed more than 9" apart.
- They must be placed more than 3" away from any edge of the playing area.

Scoring points for objectives control

During the Calculate Scoring step of the End of Round phase, check for control of each objective by seeing if it has been captured. You then score 10 points per round for each objective you control.

An objective is captured 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" of the objective token. If two or more players have the same number of models on a given objective, then neither player captures it.

Once an objective has been captured, it remains in the control of that player until it is captured by the opponent.

Scoring points for defeating enemy units

Every time an enemy unit is defeated, you score a number of points equal to the point cost of that unit (including the cost of artifacts carried and any other upgrade). Record these points immediately.

Victory!

At the end of the game, if a player has scored at least 10 points more than the opponent, that player wins, otherwise the game is a draw.

This 10-point difference works well for games with a game size of around 100 points. If you play larger or smaller game sizes, adjust this point difference victory condition by making it 10% of the game size. For example, in a game of size 50, you need to win by at least 5 points for the game not to end in a draw.

3) Determine Deployment Zones

Now that you have selected your scenario, you are ready to deploy your forces.

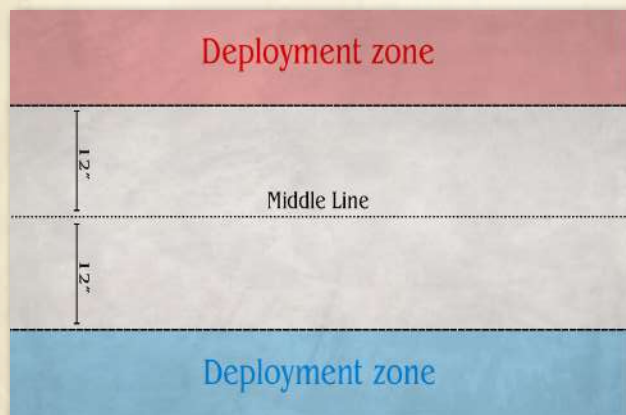
ROLL FOR TABLE EDGES

The players make a face-off roll. The winner of the roll picks either of the two longer table edges as their own. The opponent gets the opposite longer table edge.

MARK DEPLOYMENT ZONES

The players use dice to mark their Deployment Zones on the gaming table. First, mark the middle line—a line parallel to the players' table edges cutting the playing area into two equal parts.

Then, mark two more lines parallel to the middle line and 12" away from the middle line. The area between your edge of the table and the closest of these two lines is your Deployment Zone, as shown in the diagram below.



4) Take Turns Deploying

Starting with the player who won the face-off roll to choose their table edge, each player takes a turn deploying a single unit. Continue until you both have deployed all of your units.

RULES FOR DEPLOYMENT

- Each unit must be placed within its Deployment Zone. (This ensures units will start more than 24" away from any enemy.)
- Each unit must be deployed in coherency (including Heroes who start the game in command of a unit).

RESERVES

After you have deployed at least half of your units, then when it is your turn to deploy a unit, you may choose to stop deploying units and declare that your remaining units are instead left in Reserve. Dragonriders that start the game mounted and their mount, as well as Heroes commanding a unit, count as a single unit for this purpose. Note that your General cannot be left in Reserve - in Valerna they lead from the front!

Units in Reserve are left to the side of the table and may be activated just like units on the table.

In Round 1 of the game, when you activate a unit in Reserve, they do nothing; simply put 1 fatigue counter on it. You can do this up to three times per unit per round (after which, the unit is Exhausted). These units recover from fatigue at the end of each round, just like units on the table.

Starting in Round 2, when you activate a unit in Reserve, you may choose to bring the unit in from Reserve by taking a March action. Choose a point on your table edge, or either of the shorter table edges, and move the unit onto the table as though they started the March action just outside the table in base contact with that point.

Be aware though that if the game ends for any reason (this could be at the end of Round 4, or when a scenario condition is triggered, or immediately when the enemy manages to defeat all of your units on the battlefield, or...), all units left in Reserve are immediately defeated!

5) Start the Game!

Once all players' forces are deployed, begin Round 1 of the game by rolling for Initiative, as described on page 10. This is referred to as 'the start of the game'.

Alternative scenarios

Below you will find some examples of scenarios, starting from small variants of the Pitched Battle, and then expanding into an example of a more colourful, story-driven scenario: The Quest.

Feel free to play any of these instead of the Pitched Battle, and once you feel ready for it, do create your own scenarios, to match your favourite scenes in novels, comics, role-playing campaigns and so forth. And please then join us online to share your scenarios with the Dragonbond community.

SCENARIO 1 - SEIZE THE LAND!

In this variant to the Pitched Battle scenario, the only thing that matter is to capture territory. Your troops are expendable!

Victory!

This scenario is the same as the Pitched Battle, except that no points are scored for defeated enemy units, but only for control of objectives.

SCENARIO 2 - SLAY THE FOE!

In this variant to the Pitched Battle scenario, your only concern is defeating as many enemy units as possible while minimizing the damage to your own force.

Victory!

This scenario is the same as the Pitched Battle, except that no objectives are placed on the table and therefore points are only scored for defeated enemy units. This scenario can be won by a difference of 5 points, no matter the size of the match.

SCENARIO 3 - THE QUEST

This scenario consists of finding a magical treasure and taking it back to camp.

Objectives Setup

Place objectives as in Pitched Battle. In this scenario, the objective tokens are known as treasure tokens.

Special Deployment

In this scenario, no models are deployed before game start; instead, all units start in Reserve (see page 28). Unlike normal, units in Reserve are also able to enter the battlefield starting in Round 1, and the winner of a face-off roll chooses which table edge the unit enters from.

Grabbing Treasure

When a unit moves into contact with a treasure token, its move ends, and it immediately rolls a black attack die. If a critical hit is rolled, the unit has found and seized a major magical treasure. Otherwise they have found a minor magical treasure. Place the token on the unit to show it's now carrying it.

Carrying Treasure

Once a unit is carrying one or more treasures, it will continue to do so until it is defeated. If the unit is defeated, place any treasure tokens it was carrying onto the table where its last miniature was removed. Other units can pick up the token by moving onto it as above. No new roll is required because the treasure remains the same type. If the unit carrying the treasures is defeated by a melee attack, the attacking unit automatically takes its treasures.

Scoring

If all models in the unit carrying the treasure March into contact with your table edge, the unit is removed, and you immediately score 20 points for a major treasure or 10 points for a minor treasure.

Victory!

At the end of the game, the player with the most points wins. If the players have the same amount of points, the game is a draw.



NEUTRAL UNITS



Alongside units belonging to one of our core forces — Allaria, Nahuac, Ysval, Tyveria, etc. — you can add a different type of element to your games: Neutral units.

Neutral units are divided into two categories based on how they interact with the core forces in the game: Mercenaries and Monsters.

Mercenaries

When you are writing your force list, Mercenary units are simply added to your core force (e.g. Allaria), using the neutral unit's points value, just as if they were a standard part of your force list.

You can give artifacts to Mercenary units as normal, and they can use Vaala cards as long as the Mercenary unit or its attacks have the correct keyword for that Vaala card.

There are two limitations to the amount and type of mercenary units you can add to your force.

- 1) the General of your force cannot be a Mercenary Hero.
- 2) the amount of points you spend on your mercenaries cannot be higher than the amount of points you spend on your main force. It must be lower or equal.

For example, in a 100 points Tyverian force, you could field 50 points on Tyverian units (which must include a Tyverian Hero to be the General) and 50 points of Mercenary units.

Mercenary units are part of your force for the duration of the game and count as friendly units for any rules in your force that use that term. They do not count as Allarian/Tyverian/Nahuac units, however, for rules that use those terms.

Monsters

These units are not added to your force. Instead, they fight on their own, as a neutral force on the battlefield. Monsters are normally powerful creatures, ranging from feral, mindless beasts that simply attack the closest target, to very intelligent and sophisticated creatures that can be bribed from turn to turn by sacrificing victory points, Vaala, or even the life force of your own units to win their services!

During the Pre-game phase, in the Determine Scenario step, you and your opponent may decide to field one or more Monsters in a normal Pitched Battle. We recommend adding monsters to casual play since are meant as a fun addition to the game, and might interfere with more strategic battles.

If you decide to field Monsters in a Pitched Battle, first agree on which Monsters you are going to use or randomly draw them from the monster cards you have. Then, during the Objectives Setup step, place objectives as normal before making another face-off roll. The winner of this roll resolves one of the Monster cards, usually deploying the monster in the process (see below).

If there is more than one Monster, keep alternating which player places the next Monster.

Monster behaviour throughout a game is determined by their unique Monster card. After placing a monster onto the map, take their corresponding behaviour cards or allegiance card. These depend on the monster.



Deploying monsters

When deploying a monster, simply place it in base contact of any objective token unless otherwise instructed. You can only place one Monster per objective, if a monster cannot be placed, you simply discard the monster card and continue with setup.

Monster common rules

Unless otherwise stated, monsters follow the rules given below.

Monsters count as an enemy unit for all players, but are ignored for the purpose of capturing objectives.

If the monster is able to make an opportunity attack, it will always make it.

When a monster is defeated, the player that defeated it gains victory points equal to its trophy value, shown on its monster card. If the trophy value is 'LSB' the trophy value of the monster is determined by the last successful bid for the monster as shown in bidding below.

Behaviour deck

After placing a monster, its card may instruct you to create a behaviour deck. To do so, take its deck of five behaviour cards and shuffle them into a mini deck. Place this deck face-down near the battlefield. Monsters with behaviour decks follow the rules below during the game.

At the end of each round, just before the Calculate Scoring step, draw a card from the behaviour deck (see below) if the monster has one or fewer fatigue counters on it. This process is repeated until the monster has two or more fatigue counters on it, so might draw several cards in a row. Finally, reshuffle all the monster behaviour cards back into the deck.

If the monster is attacked by an enemy unit and the monster has two or fewer fatigue counters on it, draw one card from the behaviour deck immediately after that player's turn.

If the behaviour deck is ever empty, shuffle the discard pile to form a new deck.

RESOLVING BEHAVIOUR CARDS

After drawing a card from a monster's behaviour deck, resolve the actions, starting from the top action and continuing till the card is finished. Resolving an action is treated the same as for any other unit, placing a fatigue on the monster and resolving the text written, however, many actions will start with an 'if' statement like "if the monster is not engaged," in these cases, if the statement is not fulfilled, skip that action and do not place a fatigue.

Actions with a target specify the target at the top of the card. If there are no applicable targets, the target is the closest unit, ignoring LoS. If there are two equally applicable targets, the players roll-off and the winner decides.

If a behaviour card was drawn due to being attacked, it will always consider the attacking unit the target instead.

Bidding

Some monster cards may instruct you to bid for control of the Monster. This is usually done each round, as described on the card. Normally, to bid for control of a monster you secretly hold in your hand a number of Fatigue counters. Each counter is worth 1 victory point. When ready, each player reveals their bid. The winner of the bid immediately loses those victory points (this may take them into a negative value) and takes control of the monster this round, treating it like a Mercenary unit, except that the Monster still cannot capture objectives. The loser of the bid does not lose any victory points.







Turn Sequence

1. Pass or Activate
2. Select a Unit & Place Fatigue
3. Start of Activation
4. Choose Action
5. Resolve Action
6. End of Turn

End of Round

When a round ends, and before beginning the next round, the players must do the following:

1. Calculate Scoring
2. Restore Fatigue
3. Roll for Initiative
4. Next round, or End of Game

Actions

The following actions are available to an activated unit, unless otherwise specified. When a unit must choose and resolve an action, select one from those listed below.

March | Attack | Activate Power | Skirmish | Charge

Performing an Attack

Both melee and ranged attacks are performed as follows:

1. Declare Target
2. Collect Dice
3. Make Attack Roll
4. Make Defense Roll
5. Apply Wounds
6. Check Morale
7. Consolidate (melee attacks only)



Poisoned

For each Poison marker on a unit at the start of its activation, roll a white attack die. For each hit rolled, add a wound to the unit and remove a marker. (Note that this may apply more wounds than there are markers.) No defense rolls are allowed.



Slowed

This unit's Speed is reduced by half. This is cumulative with effects that affect the unit's move, such as a Skirmish Move (e.g. a Slowed Skirmish Move would be reduced to a quarter of the unit's base Speed). At the end of this unit's activation, remove one Slow marker from the unit.



Immobilized

This unit's Speed is reduced to zero. At the end of this unit's activation, remove one Immobilized marker from the unit.

Upgrades & Downgrades

Attack Roll Modifiers

CONDITION	MODIFIER
Fresh (no Fatigue counters)	↑ Upgrade
Exhausted (3 or more Fatigue counters)	↓ Downgrade
Charge action (move + melee attack)	↑ Upgrade
Skirmish action (half move + ranged attack)	↓ Downgrade
Dragonbonded (Dragonrider & Mount)	↑ Upgrade

Defense Roll Modifiers

CONDITION	MODIFIER
Fresh (no Fatigue counters)	↑ Upgrade
Exhausted (3 or more Fatigue counters)	↓ Downgrade
Majority inside or behind Obscuring terrain	↑ Upgrade
Flanked	↓ Downgrade
Dragonbonded (Dragonrider & Mount)	↑ Upgrade

Morale Test Modifiers

CONDITION	MODIFIER
Fresh (no Fatigue counters)	↑ Upgrade
Exhausted (3 or more Fatigue counters)	↓ Downgrade
In Command of a Hero	↑ Upgrade
Dragonbonded (Dragonrider & Mount)	↑ Upgrade

FACE-OFF ROLLS

Each player rolls three black attack dice and counts the number of hits. The player with the most hits wins the face-off roll.

DIE	UPGRADE	DOWNGRADE
Black	Reroll Miss/Fail	Gray
Gray	Black	White
White	Gray	Reroll Hit/Block