

# Rulebook

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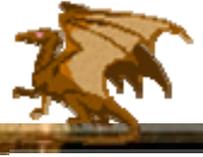
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# CHAPTER 1

## GAME EXPLANATION

Easy game play. That's the simple reason for writing these rules.

Tales of the Dragon Kingdoms is a whole universe of modelling, gaming and world-building. In this rulebook we will talk about the rules for the wargaming aspect of the universe and endeavour to make them simple enough for beginners to learn, whilst also providing enough depth for more experienced gamers. So, let's begin.

Tales of the Dragon Kingdoms provides a unique combination of elements that make it different from other world-building, modelling and, in this article, tabletop war games. This fast-paced game can be learnt in a very short period of time, allowing players to start gaming right away. And because it's so simple, you will be able to concentrate on conquering your enemies instead of constantly looking up rules. Best of all, the rules are absolutely free!

## GAME OBJECTIVE

Tales of the Dragon Kingdoms is centred in the constellation of Draco. In this constellation there are twelve major solar systems.

<a href="#">Thuban</a>	<a href="#">Rastaban</a>	<a href="#">Etamin</a>	<a href="#">Nodus II</a>	<a href="#">Tyl</a>	<a href="#">Nodus I</a>	<a href="#">左傾</a>	<a href="#">Gianfar</a>	<a href="#">Arrakis</a>	<a href="#">Mythril</a>	<a href="#">Kuma</a>	<a href="#">Grumium</a>	<a href="#">Al Anhakan</a>
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But there are more – and one of these is Mythril - the fabled land where Dragons originate from. The Dragons have spread out throughout the Draco constellation. Here you will find the rules to play the Tales of the Dragon Kingdoms gaming system.

## WHEN IN DOUBT...

If there are times when players disagree and need a rule clarification the best method is for all, or a majority, of the players to agree upon the resolution.

If none of the players are willing to compromise on the rule interpretation, all players should roll one ten-sided dice. The interpretation of the player with the highest score will stand for the duration of the game. Any tied scores should be re-rolled.



## CHAPTER 2

### BUILDING YOUR ARMY

Before marching into battle, you must first choose your kingdom and assemble your troops. This section deals with the general rules of building your armies regardless of which kingdom you choose to rule.

The game can be played on any flat surface by two or more players. In fact, the more players involved in the game, the more exciting the game will become. Any kingdom may be used by any of the players as long as the following simple rules are applied when creating your armies.

Before starting the game, all players must agree upon the total number of points that will be used to build armies. Standard games are between 280 and 1,200 points (Warband/Force) but there is no limit to the size of the armies you can build. The game is designed so that you can play both minor skirmishes with only a few miniatures, or huge multi-player battles that fill an entire room. You can use any size miniatures but to keep the cost down why not use 1/72 plastic figures, from such companies as Airfix, Esci, Hat, Caesar, etc. Buy a metal figure when you have a good character, or want to do the questing parts of the game. You can use 6mm to play large scale battles.

Armies do not come for free and victory has a price. The troops that make up the rank and file of your units cost a set number of points. Your fighting forces are purchased as an entire unit. Each unit may contain one, or more, miniatures. Point values for these units can be found as an annex to these rules.

When you have finished creating your army do not show the other players your forces until you are ready to start placing your units on the battlefield. This 'Fog of War' effect will create an element of surprise for you and your opponents!

Not all warriors are created equal, and some units are more powerful than others (inexperienced versus veterans). Naturally, these units will also be more expensive. Your army may contain any units that are available from your Kingdom in any combination or number, provided you do not exceed your points allocation. You will find that more balanced armies dominate most games.

### BASIC GAME SETUP

Once all players have formed their units, they can begin deploying them. Remember, until your units reach the battlefield, the formation of your army should remain a secret!

*For basic play, these simple steps should be followed to set up the game:*

Players each roll a 10-sided dice. The player with the highest score will go first in all aspects of the game, followed by the next highest, until all players have been placed in order. Any tied scores should be re-rolled.

The first player determines which edge of the playing field will be used to deploy their troops. Each player then chooses their place on the playing field in turn order. Your deployment zone is



## GALES OF THE DRAGON KINGDOMS



must be at least 15cms away from your opponent's deployment zone. If possible, make sure that all units are out of missile combat range from enemy units.

Each player, in turn order, then places one unit in their deployment zone until all units have been deployed. As they take their place on the battlefield, the players may announce the names of each unit. If you do not have enough physical space to place all of your units, please refer to the deployment rule in the Basic Rules section. Once deployment is complete you will be ready to start playing the game according to the turn order.

### MONEY

NB: Only use the money system if you want to play other parts of ToDK, if you just want to wargame then using the points system is fine.

Unlike other rule systems, which allocate different armies on a number system, we allocate our armies depending on how much money we have. Of course, we still have to maintain a limitation to enhance game play, so we also use the army point system.

However, by using money this means every new player starts off with 5,000 water points (our money is based on water, as the necessity for life). For every quest, skirmish, battle, invention, 'find', town built etc this will cost you some money, or accrue your balance.



## CHAPTER 3

### BASIC RULES

This section deals with the basic rules that you will need to know in order to play the game.

### LEADERSHIP EXPERIENCE

For the first battle a unit involved is classed as having an inexperienced leader and for the second battle he will be a semi-experienced leader, for the third battle he will have normal experience and for the fourth battle he will become an experienced leader, and of course after the fifth battle he will become a veteran leader.

### PROMOTIONS

Field promotions are allowed for the men left on the field. For example, if a band is decimated but one man is left then he is promoted up one rank.

If a Cpl or Sgt is killed in battle then one man can be designated to a higher rank for the rest of the battle (but with no extra defensive rolls). He will then receive the official rank after the end of the battle. This will also count for his leadership experience.

### BATTLE EXPERIENCE

Battle experience is an important aspect to this game as it can give you added dice points. Making it more true to life as experienced leaders will usually win against inexperienced ones but the issue of luck can be an important aspect that is usually ignored in other gaming systems.

**VERY IMPORTANT** – Do not confuse battle experience with leadership experience. For example you can have a Cpl who has lived through eight battles and then gets promoted to Sgt – he will be an inexperienced leader. All Lt's are new and deemed to be inexperienced leaders.

### DEPLOYMENT

Place one unit by turn in your deployment zone. If there is not enough space, then the remainder of your units must wait a turn to be placed onto the field.

### NAMING YOUR UNITS

Choose a generic name for your units in the game. You may give them any name you like.

Every unit **MUST** be given a name.

If you fight skirmish battles then every member of the band must be given a name – this means they can be promoted, according to experience and battles fought. After one man dies – in the next battle a new man **MUST** be brought in as a replacement.



## UNIT FORMATIONS

Formations describe the way your troops are arranged in battle. In order to minimize the complexity of the game rules, formations will have the following rules.

Formations on the Army Roster are designated through a formula of Rows by Columns. For example, a ten-figure bowmen unit with a Unit Formation (UF) of 5 X 2 would be 5 miniatures across, and 2 rows deep. A six-figure mounted knights unit would be 3 miniatures across and 2 miniatures deep or 3 X 2. A WarLord or any other unit with only one miniature would be 1X1.

The actual miniatures in the formation should be kept as close together as possible while moving around the playing field.

Formations are predefined as stated in the Army builder (annex). For example, a band of men with a formation of 5 X 2 would always comprise of ten miniatures. You may not increase or reduce this number unless individuals within the unit are destroyed in battle.

Although an entire unit can move and wheel in different directions, all miniatures in a unit must face the same direction at all times.



Example of a 5x2 formation

## SEQUENCE OF PLAY

In the game, opponents alternate moving their units in a turn-based fashion determined in the game set-up phase. You will also need to make any required moves as dictated by the game. This back-and-forth action is similar to games such as Chess or Checkers and creates a fast-paced war game that will test the limits of your strategic abilities.

## THE D10 RULE

There are many powerful characters and units in the Draco constellation (not to mention the dragons). With the use of experience and leadership these already powerful warriors can become near gods on the battlefield and thus almost impossible to destroy. To bring things back into balance, always remember the D10 Rule. The D10 rule states that no matter how powerful a unit is, a roll of 10 always counts against you in combat.

Basically a roll of 10 will always count as a kill when rolling to attack and always count as a fatality when rolling to defend.



## MEASUREMENT

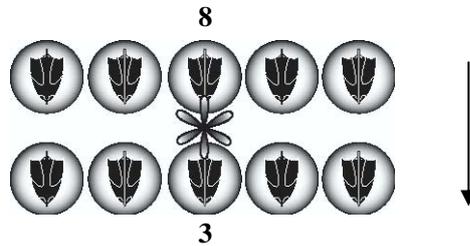
You may take measurement calculations at any time for any reason that you wish during game play. A ruler, tape measure, or other measuring device will be a crucial tool. You will use this instrument when determining movement, leadership tests, missile and spell ranges, etc.

## MOVEMENT

A D4 is rolled and this decides the number of CENTIMETRES to move (NOTE NOT INCHES – this is the 21<sup>st</sup> Century). So for example Band A throws a 4, and Band B throws a 2. This means that Band A could move 20cms whilst band B can only move 10cms. NOTE that a band with riders or heavy weapons HAS to follow that movement. So if Band A were a Heavy weapon Band they would only move 10cms max (half the rate), riders could move 30cms (1½ X the rate) and flyers 40cm (twice the rate)

## CENTREPOINT

Almost every command issued in the games begins from a unit's Centrepoint. The Centrepoint is the absolute middle spot of your unit. For a unit of one, it would be the center of your miniature. For a unit of ten, it would be the area between miniatures 3 and 8 as shown in the example below.



Unit centrepoint illustration

## REMOVING DESTROYED UNITS FROM PLAY

Units that are destroyed in battle are always removed from the field beginning from the back row and moving from left to right. Once the back row has been depleted, miniatures are removed from the front row in a similar manner. It is very possible that while removing a miniature from the playing field the unit will no longer be in base-to-base contact with the enemy. This can of course be very advantageous for your unit which would not have to take a Disengage Test, and on your next turn could even charge the unit that attacked you! It is also possible that as miniatures are removed from your unit, your center point will be shifted from its current position.



# CHAPTER 4

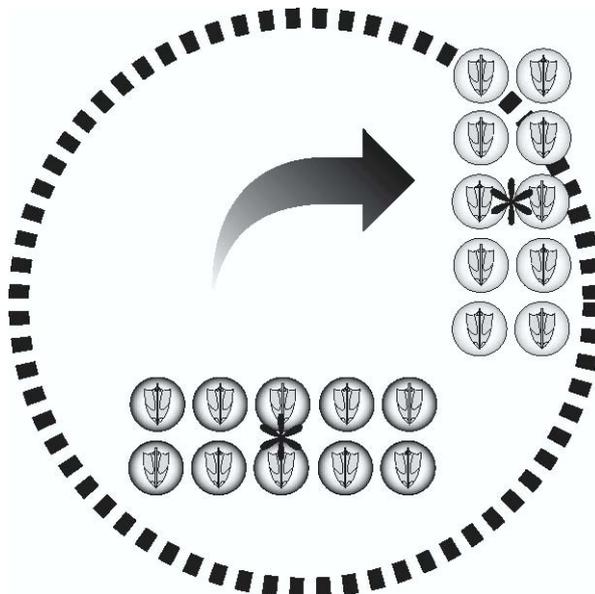
## NON-COMBAT MOVEMENT

On each turn, your Commanders may order units to maneuver without engaging the enemy in combat. At the end of the movement, the unit should not be in base-to-base contact with any opposing unit. The following simple rules are used to determine movement:

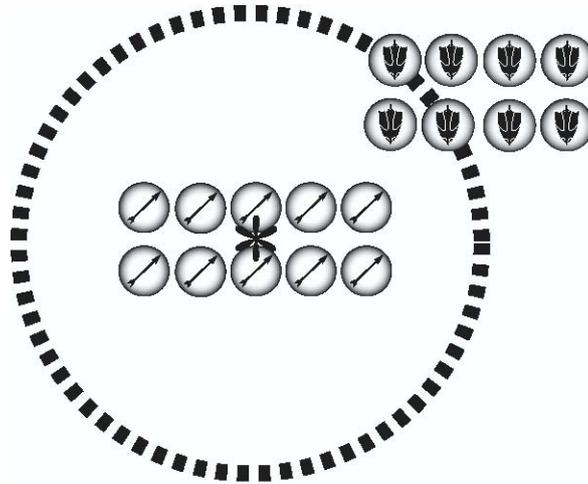
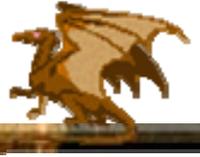
First, the maximum movement points allowed for the unit must be determined. This is clearly defined in the movements rules. Movement is measured in centimeters, so a movement rate of 1 would be equivalent to 5cms on the playing field.

Using any measuring device such as a ruler or tape measure, you can determine your movement area. If your unit has a movement rate of 1, then you can move 5cms in any direction from your centrepoint. As you can see from the example below, the movement area is a circle.

Your unit may maneuver anywhere within the movement area. Once the movement is complete, the unit may face in any direction, provided the center point is still within the movement area as shown in the example below. The direction of your units is extremely important. As explained in the next section, if your unit is attacked from the flank or rear, it may take more casualties than if attacked from the front, unless protected by terrain, or a structure. This includes any unit within a 360-degree radius from your centrepoint. Units under attack from missile units do not have to be facing the direction they are attacked from.



Non-combat movement illustration



Missile range illustration

To determine the results of Missile Combat follow these simple steps:

RANGE OF WEAPONS

Weapon	Range
Spear/Pistol	5cms
Catapult/machine gun	10cms
Arrows/rifles	15cms
Arrows from a rider/sniper	20cms
Siege weapon/heavy gun	25cms (use template)

Template rules:

If using a heavy weapon and you are within range then you must role a D10.

D6-10 means you are able to hit (see below)

D3-5 means you have misfired

D1-2 means you have missed

If you roll D6-10 then any model that fits into the RED circle (see templates in the Annex) is deemed to be instantaneously killed, UNLESS they roll a defense D1 or D10, then they are deemed to have been blown clear. Every one else is dead.

If you roll D6-10 then any model in the blue will be receive a SERIOUS wound unless they roll a D1 or a D10 then they are deemed to have been blown clear.

RESTRICTIONS AND SPECIAL RULES THAT APPLY TO MISSILE- TROOPS

Missile units that are engaged in Melee Combat may not fire missile weapons. They are restricted to Melee Combat only.

Missile units may fire at two or more units engaged in Melee Combat even if one of those units are their own troops. If you choose to attack in this manner, follow these special rules:

Roll the dice as above to see how many hits the unit has scored.



Divide these hits evenly between all units engaged in the Melee Combat, including your own units. Remaining hits are scored against an enemy unit of your choice engaged in the melee.

Each unit that suffers hits must make a defensive roll. This includes your own units.

Remove any losses from the playing field.

Determine whether any unit is required to take a Retreat Test.

### **RETREAT (to be carried out before Rallies)**

If your Retreating units come into base-to-base contact with an enemy unit, they are automatically destroyed. Missile attacks do standard damage.

Remember, the Retreat Movement happens before any other commands.

The Retreat Movement is a mandatory command and is not rolled in the same way as other commands.

If you are playing a game with more than one deployment zone, move your Retreating units to the closest deployment area available.

### **RETREAT EXAMPLE:**

Your unit of winged avengers has taken out four of the archers they were attacking. Since the archers only had eight figures left in the unit at the beginning of the turn, they have suffered 50% casualties. The archers take a Retreat Test, and fail. The opposing units must immediately turn the unit towards their deployment zone. At the start of their next turn he/she must move them their full movement towards their deployment zone before ordering any other commands.

### **RALLY**

Rally is a special command that your commanders may issue to prevent troops retreating from battle. Only experienced/veteran leaders Rally retreating troops. Rallying Range is calculated similar to Movement Range. For example, an experienced/veteran leader may attempt to Rally one friendly unit that is within 20cms of its Centrepoint.

### **TO DETERMINE THE RESULTS OF A RALLY COMMAND**

You may only Rally one Retreating Unit per command.

The Unit you are attempting to Rally must be within 20cms. You may move the full movement distance before issuing the Rally command. Roll one 10-sided dice. If the dice roll value is an even number (2,4,6,8,10) then the unit is successfully Rallied.

If the Rally Test is successful, the Rallied unit may turn in any direction without moving. These Rallied Units may then be used normally on the next turn.



## GALES OF THE DRAGON KINGDOMS



If the Rally Test is not successful (odd numbers 1,3,5,7,9), the Retreating Unit will continue to Retreat until it is removed from the playing field or successfully Rallied. Retreat movement score is calculated at plus half again ie  $5+2.5=7.5$  cms if a 1 is rolled on a D4

### REFORM

The ability to reform two units into one must adhere to the following rules:

The units attempting to Reform must be in base-to-base contact.

Units attempting to Reform may not be in base-to-base combat with enemy units.

A Reforming unit may not fire that turn.

You may only combine troops of the exact same type. Spearmen, for example, may only Reform with other spearmen and not with archers.

You may only combine your own troops and not those of allied forces- UNLESS your leader is a veteran, then the player in charge of this veteran leader will take control of the new formed unit.

You may not combine more than two units into one unit.

You may not exceed your unit's formation limitation or push out individual miniatures in order to combine one unit with another. For example, a unit of five spearmen may not combine with a unit of six spearmen because it would exceed the unit formation limit of ten.



# CHAPTER 5

## ADVANCED RULES

Once you have become familiar with the basic rules, you will want to expand your game-playing experience by incorporating some or all of our advanced rules. These rules will add exciting new elements to the game yet still keep ToDK at a fast pace. The advanced rules include:

- Weather
- Terrain & Structures

## WEATHER

History has shown that weather can change the course of any battle and have dramatic effects on a Commander's chances of winning a campaign. Weather is both changeable and unpredictable, and may drastically affect your troops' movement, combat effectiveness, and overall strategy. The second person to select units throws the weather dice and you can alternate who throws the dice after that if you have to throw again later in the game.

To simulate the effects of weather in your game follow these simple steps:

1. Choose your units
2. Roll a D10 for weather effects (see chart below)
3. You can change one unit if you have a reserve. If no reserve units then you must follow the directions on the weather chart.
4. Roll a D10 every 3 turns if the first weather throw is not 1,2,5 or 10 – to signify changes throughout the day.

Roll	Weather	Description
1	Perfect	A sunny day with a light breeze. Increase melees by 1
2	Bright & Sunny	A good day
3	Torrential rain	The battlefield is easily waterlogged. Movement is reduced by 1 from turn 3. Flying units are unaffected.
4	Snow	Thick snow. Reduce movement by 1 for foot, and 2 for mounted. – from turn 3 onwards
5	Bright & sunny	A good day
6	Moonlight	Night battles are unaffected
7	Freezing cold	Your troops feel the affects from turn 2 onwards. Reduce movement by 1
8	Hail	Flying rates are halved from turn 1. Reduce troop movement by 1
9	High Winds	Flying rates are halved. Foot unaffected, mounted reduced by 1 from turn 1
10	Bright & Sunny	A good day



## TERRAIN AND STRUCTURES

Terrain and structures can have a dramatic effect on the battlefield. Sudden marshes can slow a frontal assault, while walls can provide cover for foot soldiers and other infantry units. Rivers may only be crossed at certain places creating obvious areas for defense, while high towers may increase visibility and enhance the range of missile units.

Terrain consists of naturally-formed land areas such as hills, streams and marshes, etc. Terrain cannot be destroyed, and its effects on battle must be considered when planning strategy.

Structures are man-made and may include walls, castles, fortresses and towers. While structures may also affect the abilities of nearby units, they can be destroyed with the right tools and strategy.

Please read the statistics that come with each piece of terrain or structure. All available on the website – for free download.

NB Don't use terrain or weather for your games until you are used to the rest of the rules. It will give you something to look forward to when you become used to the game system.



## CHAPTER 6

### ONLINE

ToDK is more than just a fantasy-based miniatures game. It is also a community of gamers who enjoy testing military strategies and playing miniature war games. If you would care to contribute to the game play with suggestions etc then please feel free to use the forum on the website. There is no membership to this website, although I may have to add it later! This is just a small selection of the features you can find online to boost your adventure in the Draco systems.

Free Updates – Download the latest stats, updates, rules, etc. for free.

Forum – Exchange ideas on battle tactics with other members, post questions to the creators of the game, find tips on how to play, etc.

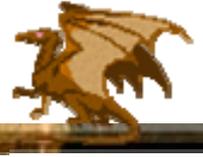
Painting Clinic – Learn to paint like a pro with step by step instructions from one of our master painters.

Fan Fiction and Fan Images – Upload your own stories or images of your painted miniatures and share them with the rest of the online community.

Battle Reports – Read detailed battle reports from the staff or other members.

Online Store – Visit our online store

Many, many more features are in development.



# ANNEX

Army Builder										
Unit	Men	Cpls	Sgts	Lt	Capt	Maj	Lt Col	Col	Gen	Total
Band	8	1	1							10
Warband	32	4	2	1	1					40
Force	96	12	6	3	2	1				120
Warforce	288	36	18	9	6	2	1			360
Horde	864	108	54	27	18	6	2	1		1080
Army	2592	324	162	81	54	18	6	2	1	3240

### Points

1 man = 5 points

1 Cpl = 8 points

1 Sgt = 12 points

1 Lt = 17 points

1 Capt = 30 points

1 Maj = 50 points

1 Lt Col = 60 points

1 Col = 85 points

1 Gen = 100 points

Points					
	-4 Sgt and above	-2 Sgt and above		+2 Sgt and above	+4 Sgt and above
Unit	Inexp Ldr	Semi exp Ldr	Normal	Exp Ldr	Vet Ldr
Band	56	58	60	62	64
Warband	247*	255*	263	271*	279*
Force	761	785	809	833	857
Warforce	2293	2365	2437	2509	2581
Horde	6904	7120	7336	7552	7768
Army	20727	21375	22023	22671	23319

This means a normal band – 60 points (or 60 water points, if you use the whole system)

ie 1 x Sergeant = 12 points (12 water), 1 x Corporal = 8 points (8 water), 8 x men = 40 points (40 water)

= 60 points (60 water)

But a band with an inexperienced leader is

ie 1 x Sergeant = 8 points (8 water), 1 x Corporal = 8 points (8 water), 8 x men = 40 points (40 water)

= 56 points (56 water)



**USUAL POINTS FOR BATTLE IS 280-1200 POINTS (280-1200 WATER)**

Extra points can be used on:

- vehicles                    all 50 points,
- riders                     add 5 points per animal (must be one band strength)
- heavy weapons         all 50 points (includes 4 men + 1 Cpl to run the weapon - can go down to 3 men during the game and still work (max 3 heavy weapon bands per band of men)
- Flying vehicles        all 100 points (includes at least 2 men (1 Sgt or above)) – (max 2 flying bands per band of men)

Therefore a normal force of 120 men containing a band of riders plus a band of heavy weapons:

- 809 points                Normal force
- 100 points               one band of riders - points 8 men (40), 1 Cpl (8), 1 Sgt (12)  
10 animals (40)
- 150 points                three heavy weapons/heavy riders (elephants, dragons etc)
- 200 points                two flying vehicles
  
- 1259 points              too much – so you will have to make your force an inexperienced force of 761 points with only 2 heavy weapons giving you 1161 points – it's up to your generalship how you figure this out as long as it does not exceed 1200 points.

All first time players start off as inexperienced anyway, so this is perfect for your first game against another first timer.

No matter what type of game you play, WWII, medieval, futuristic, historical, these points can be used for all of them. Just change the names of the Forces names and rank names to whatever you want.

Money Reminder:

If this is your first game you will receive 5,000 points (5,000 water if you play the whole system). The band, force, army you choose now will detract from your points. Therefore if you keep on losing then you could eventually go down to NIL points, and have to begin all over again.

To gain these valuable points you will have to win your battles and attract Victory Points. Alternatively, you could play the whole system and gain Questing, town-building etc points.



QUICK CHECKSHEET

Strength (D10 system)					D4						
	Add to Attack/defense score	Attack			Defense for Hits			Movement			
		M	H	K	F	S**	K	1	2	3	4
Men		1-5	6-9	10	1-6	7-9	10	5	10	15	20
Corporal☒	+1										
Sergeant☒	+1										
Lieutenant											
Captain	+1										
Major	+1										
Lt Colonel	+2										
Colonel	+2										
General	+3										
Animal	+1	1-4	5-9	10	1-6	7-9	10	10	20	30	40
Heavy Animal	+2	1-4	5-9	10	1-7	8-9	10	8	16	24	32
Heavy Weapon	+2	1-8	9	10	1-7	8-9	10	2	4	6	8
Flying Machine	+3	1-8	9	10	1-5	6-8	9-10	10	20	30	40

M=Miss, H=Hit (go to defend dice); K=Kill; F=Flesh Wound (carry on as normal); 2 flesh = 1 serious S+=Serious Wound (-2 from movement and attack dice - see S☒ below for defense).

\*\* -1 on defense dice if they are in an inexperienced leaders unit, +1 on defense dice if they are in a veteran leaders unit

S☒ - if defending while seriously wounded then -1, ☒ Cpl's and Sgt's in inexperienced units don't get +1



# GALES OF THE DRAGON KINGDOMS



i.e if man throws a 7 on defense, he is seriously wounded for 2 turns. (don't forget -1 inexperienced/+1 veteran)

Therefore the below rule comes into force.

A normal man is attacked while seriously wounded, he throws a 7 as one of his turns, another serious wound – he is dead. If he throws 1-6, he is OK.

An inexperienced man throws a 6, a flesh wound (usually OK) but he has to add \*\* -1. Above special rule – so it becomes a serious wound; and a veteran man throws a 7, usually a serious wound but he has to add \*\* +1 so this becomes a 6, he gets a flesh wound..

After 2 turns the inexperienced man is recovered.,

Examples of dice throws

Band A (inexperienced) vs Band B (veterans)

		Attack			Defense for Hits			Movement (cm) &			
		M	H	K	F	S	K	1	2	3	4
Men		1-5	6-9	10	1-6	7-9	10	5	10	15	20
Normal level Corporals and above	+1										

Heavy weapons (half this rate) riders (1 1/2 this rate) flyers (2 x this rate)

10 men per band – no riders, no heavy weapons,  
one side inexperienced (-1) Band A  
and one side veterans (+1) Band B.

Band A Inexperienced side fires first (if both units have the same experience then use the set-up rule of who rolls the highest, goes first – in everything.

Band A Rolls 10 X D10 (10 sided dice)

## SCORES

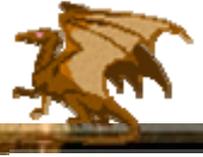
Man	Cpl	Sgt							
1	3	6	8	5	9	3	10	5	5
M	M	H	H	M	H	M	K	M	M

So, outcome is 1 man K (killed); 5 M (misses) and 3 H (Hits) Remember Sgt/Cpl usually get +1, so their 5s become 6s, but Band A is an inexperienced unit therefore it does not count here.

Band B have to roll 3 defensive dice (for the 3 hits, one killed man is removed) – *Remember to choose which dice is to be at the Cpl and which dice at the Sgt etc. These can be wounded and killed just the same (but remember the +1 rule)*



# GALES OF THE DRAGON KINGDOMS



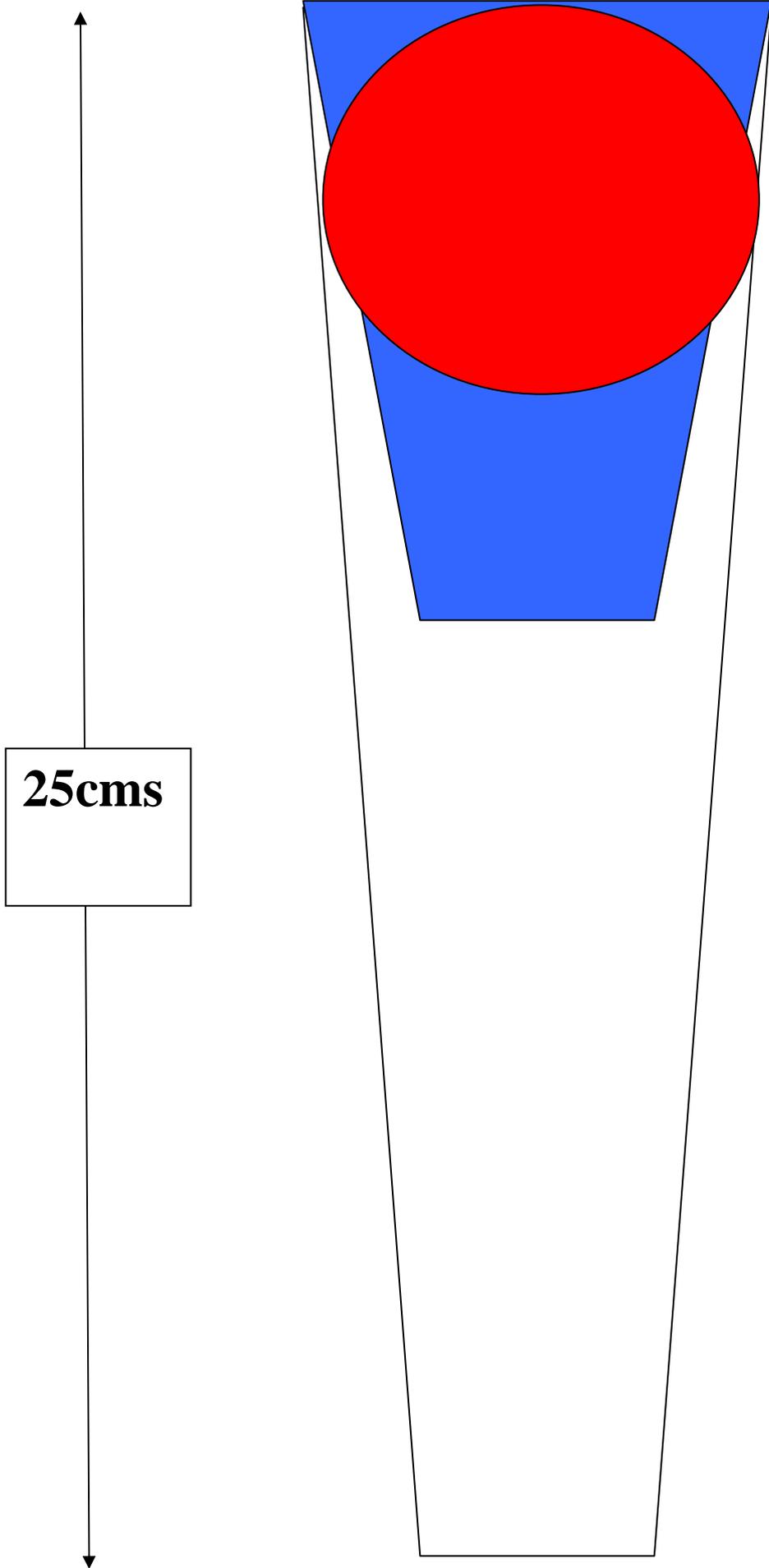
Eg 3 Hit Dice

Man	Man	Man
7	2	10
S	F	K

So the outcome is one man K (killed); one man F (Flesh wound, so can carry on as normal) and one man S (serious wound which means you must record this and this man will have a -2 roll for attack and movement the next two turns. See the special rule for defending whilst seriously wounded S+). Place One FLESH wound counter next to the man – If they get two FLESH wounds then you can treat this as a Serious wound, so you must change the marker.

So outcome for attack and defense rolls are 2 men K, 1 man S. Remove the two men and mark the S man with a SERIOUS counter for their 1<sup>st</sup> turn and they can be removed after two serious hits.

*Note: remember to add the +roll for Cpls and above.*



*Range  
template*



# GALES OF THE DRAGON KINGDOMS



Serious Wound counter



Flesh Wound Counter



Characters Charts



### Questor Sheet



Name \_\_\_\_\_

Character \_\_\_\_\_

Mind	Attack	Wisdom	Body	Initiative	Defend
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Weapons \_\_\_\_\_

Skills \_\_\_\_\_

Life Points

<input type="checkbox"/>																			
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Quests Reached 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

MAPS	GOLD	OTHER ITEMS
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# TALES OF THE DRAGON KINGDOMS



*Serious*



TALES OF THE DRAGON KINGDOMS



Flesh

Flesh