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I'm Peter (Universal Head). For 10 years I've been making **my famous rules summaries** and **entertaining, informative videos** about tabletop games.

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Jul 2022

Game: **DRAGON HUNTERS**
Publisher: **Signum Games (2020)**

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The Esoteric Order of Gamers



DRAGON HUNTERS

SETUP

The standard game is 2 players: one playing the **dragon**, and the other playing the 3 **hunters**. Both are referred to as **creatures**. Take your creature's corresponding card(s).

Lay out the 60cm square battlefield. Choose 2 opposite sides to be the player sides of the battlefield.

Each character takes a 20 card **battle deck**; either a basic deck, or a built deck using basic and advanced cards.

A particular hunter's cards can only be placed in a deck only if that hunter takes part on the game (but they can be used even after that hunter is eliminated).

The dragon places 6 **dragon caves** on the battlefield at a distance of L or more from each other (see sample layouts on p13 of the rules).

Then put 10 **gold tokens** on each cave.

The hunter player(s) choose their side of the battlefield; the dragon player takes the opposite side. Players place their miniatures on the battlefield and touching their edge.

Each player draws 4 cards from their battle deck. You may return up to 4 cards to the bottom of the deck and replace them with an equal number from the top (shuffle the deck).

All hunters start the game with a **stealth token**.

Each player may activate their models in any order during their turn.

SUPPORT CARDS

To play a support card, pay its cost in gold (top left corner).



Spell cards produce an immediate effect when played, then the card is discarded.



Tactics cards are triggered when an event detailed on the card occurs. Play the card and place it facedown next to the battlefield. You may trigger it when the event occurs, or wait for a better moment. Discard the card after it is triggered.



Relic cards are equipped by placing them next to the character's card, and they then give a bonus to that character. **You must use the ability of an equipped relic card if it gives a bonus to the current action.**

There are 6 types of relic card (**melee weapon**, **ranged weapon**, **armor/cloak**, **shield/banner**, **helmet**, and **treasure**). Icons on a character's card indicate which relics they can use.



Equipped relics can only be discarded if replaced by a relic of the same type.

GAME TURN


Players alternate turns; the player currently having a turn is the **active player**. The player controlling the hunters always takes the first turn.

At the start of their turn, the active player draws 1 card from their battle deck. If the deck runs out, the player can no longer draw cards (but can still use cards from their hand).

During their turn, the active player can, in any order:

- **Play cards** from their hand;
- **Discard 1 card** from their hand to **receive 2 gold tokens** (once per turn);
- **Activate their creature(s)** on the battlefield;
- **Pay 2 gold** and **summon a creature/minion** (once per turn).

When a creature is **activated**, it may take any of these actions. You may skip a creature's activation.

- **Move** within its move distance range, or use the **run** ability;
- **Move** within its move distance range and enter into **melee combat**;
- Enter into **melee combat** if it was already in contact with an opponent's creature when it activated;
- Perform a **ranged attack** (if the creature has that ability);
- Use an **activated ability**  on its card;
- **Hunter only: Move** within its move distance range and **search** a dragon's cave, or search a cave they are already in contact with;
- **Hunter only: Move** within its move distance range and move between empty dragon caves (if possible).

A creature's activation cannot be interrupted. **A hunter cannot search a cave or use an activated ability while in contact with an opponent's creature** (unless otherwise indicated).

MOVEMENT



The active player can move a creature up to the **MOVEMENT** distance on its card: **S** (8cm), **M** (10cm), **L** (15cm) or **XL** (25cm).

Creatures cannot move through one another or stop on another creature's base.

If the base of a creature touches the base of another, the creature enters into contact with it and must immediately stop. If a creature enters into contact with 2 or more creature, the active player can choose which to melee combat.

Placement is a special type of movement that ignores any obstacles and is not affected by abilities that restrict movement. Placement cannot end on another creature's base however.

Run



At the beginning of your creature's activation, you can declare that it is using **run**. The creature's movement increases to the next movement tier, and its activation ends immediately after the move is completed.

A creature with XL movement cannot run. A creature cannot run if it is in contact with an enemy creature.

If an activated creature using run enters into contact with an enemy, the activated creature immediately ends its movement and receives a **backstab**.

Dragon caves

A dragon cave is **difficult** terrain: if any creature is activated while in contact with a cave, the creature's movement is reduced to S and it cannot run. If they have already moved more than S and come into contact with a cave, their movement immediately ends.

A hunter in contact with a cave that has no more gold in it may declare movement between empty caves and roll a die: on a  or  the hunter may move into contact with another empty cave. The dragon or dragon whelps cannot move between caves in this way.

MELEE COMBAT




A creature can declare melee combat only once per turn.

A creature in contact with another does not have to declare melee combat; it can just stay in contact to impede that creature's actions.

If an active creature is in contact with several enemy creatures, it can choose only one to melee with this turn. If a creature is being attacked by several creatures in a turn, it can assign all of its strength dice only to defense during the subsequent melee combats this turn.



A creature's **STRENGTH** is how many dice it can use in melee combat for attack and defense. First, the player whose creature is attacked declares how many of these dice they are assigning to attack, and how many to defense. Then, the attacker declares their choice.

Each die assigned to attack deals 1 point of damage when  or  is rolled. However, a wounded creature deals damage only on .

Each defense roll of  blocks 1 point of damage.



A creature's **HEALTH** is how many wounds it can sustain until it dies. A creature that has sustained wounds is **wounded**.


RANGED ATTACK



A creature can make a ranged attack if it has **shooting X**, **throwing X**, or **magical shot X**.


A creature in contact with an enemy cannot declare a ranged attack.

Shooting and magical shot attacks can hit targets within XL range.

The player must be able to draw **line of sight** (LOS) between the shooter and the target. LOS is a straight line between any points of the bases that isn't blocked by anything that blocks LOS. LOS is blocked by creatures, but cannot be blocked by creatures with a stealth token.

Roll X dice, where X is the value of the creature's ranged attack, including any modifiers. The target suffers 1 damage for each  rolled.




Throwing attacks hit on  or , and the maximum distance of the attack is L.

A creature that is the target of a shooting or throwing attack may roll as many dice for **defense** as the number of successful hits. Each  rolled cancels 1 successful hit. The target's **STRENGTH** has no effect.

A target cannot roll defense dice against a magical shot attack. A successful magical shot ignores armor tokens, dealing wounds directly.

BACKSTAB

When a creature breaks contact with an enemy, moves while in contact with an enemy, or comes in contact with an enemy after using the run ability, it receives a **backstab**.

The enemy rolls a die and is successful on  or . If a creature is wounded and has no **fortitude** ability, it performs a successful backstab only on a .

A backstab is not an attack and cannot be defended against.

A creature with a stealth token that performs a backstab loses its stealth token.


Creatures can perform a backstab even if their strength is 0, or they cannot fight in combat using the normal rules at all.

STEALTH



Creatures with a **stealth token** are **hidden** and cannot be targeted by any type of attack, though they can still be targeted by support cards. A creature cannot have more than 1 stealth token.

A creature loses its stealth token if it declares melee combat, performs a backstab, searches a dragon's cave, uses an activated ability, or is detected by an enemy.

To attempt to detect an enemy creature, the active player's creature must come into contact with it and roll a die. On  the enemy is detected and loses its stealth token. The detecting creature can then immediately attack it. If detection fails, the active creature immediately ends their turn.

Creatures with a stealth token can use the **run** ability. They cannot block LOS for ranged attacks, and cannot be targeted by a backstab.

SUMMONING CREATURES

The dragon may summon minions (**dragon whelps**) by paying 2 gold tokens, then placing the miniature or token in contact with the dragon and the minion's card faceup next to the dragon's card.


A minion can be summoned only once per turn. The dragon can summon an unlimited number of minions throughout the game, and even if the dragon has already activated this turn. A newly summoned minion can be activated immediately.


GOLD




The dragon gains 1 gold per wound it suffers. Damage absorbed by armor does not grant gold.

Hunters can gain gold by searching the dragon's caves. Roll a die:

 The hunter gains 2 gold tokens.

 The hunter gains 3 gold tokens.

 The hunter gains 4 gold tokens.

VICTORY

The hunters win by eliminating the dragon (even if summoned minions are left on the field), or emptying all of the dragon caves on the battlefield.

The dragon wins by eliminating all 3 of the hunters.

SINGLE PLAYER GAME MODE

In this mode, the player always plays the hunters, performing all actions as normal. Hunters cannot be hidden however. The dragon is controlled by event cards, has 40 **HEALTH**, and has its movement increased to XL.

Setup

Choose the game difficulty by preparing the event deck from 2 groups of 20 cards. These 20 card groups are difficulty I and II, II and III, and III and IV. Event cards cost nothing to play.

Turn

The dragon's turn is divided into an event phase followed by an activation phase. In the event phase, draw a card from the event deck and perform its effect. Then, in the activation phase, the dragon chooses the hunter with the highest current **HEALTH** (on a tie, choose the nearest, and on a further tie attack the one with the highest **STRENGTH**).

The dragon moves to its target up to a distance of XL, ignoring any obstacles except the difficult terrain of a dragon cave.

If the dragon comes into contact with a hunter who isn't

its target, it attacks that hunter in melee. If it comes into contact with its target, the player chooses where it comes into contact, within its movement range.

The dragon never receives a backstab if it breaks contact, though the dragon itself can perform a backstab which is always successful.

The dragon doesn't roll dice for its attack; it always deals 5 successful hits in melee combat. When the dragon is attacked in melee combat, the dragon deals 3 successful hits, which the player can defend against as normal. The dragon does not defend itself. If the dragon has modifiers that affect its **STRENGTH**, these modifiers affect that number of hits.

The dragon never rolls dice and does not defend itself against melee or ranged attacks.

When shooting or throwing, the hunters may reroll all their successful shooting dice.

Victory

The hunters can only win by eliminating the dragon. The dragon wins if all the hunters have been eliminated.

4 PLAYER GAME MODE

Setup

In this cooperative mode, 3 players each control a hunter while a 4th player controls the dragon.

Hunters have a common deck of 40 support cards. Each player takes the following cards out of the deck to form their starting hands:

Baldassar: *Crown of Distortion, Collar for Pet, Weakening.*

Tulum: *I'm No Wimp!, Defend the Weak, Dragon Bones Shell.*

Elia: *Rain of Arrows, Double Shot, Arrows of Wrath.*

Then, each player builds their own battle deck. The dragon's deck has 20 cards, and its starting hand must include *Gust of Wind, Wings of the Storm, I Smell You, Little Man!*, and *Gold Rush*.

The dragon player places 6 **dragon caves** on the battlefield at a distance of L from each other, and puts 10 **gold tokens** on each.

The hunter players decide on a hunter turn order and, in that order, place their miniatures in any available battlefield corner. Place the dragon in the last available corner. During the game, the corner from which a model started is considered their **side** of the battlefield.

Turn

The hunter's chosen turn order stays the same for the whole game. The dragon's turn is always last.

The effects of cards played by the hunters work until the end of the turn of all 3 hunters.

Each player has their own hand and collects their own gold. At the start of a hunter's turn, that player draws a card from the hunters' common deck. The hunters cannot show cards from their hands to each other, but they can discuss strategies. If the deck runs out of cards, the game continues but cards can no longer be drawn.

To exchange cards or gold, an active hunter may give another player no more than 1 card from their hand and any number of gold tokens. The active hunter must then skip their current turn.

If a player no longer has a model under their control, that player is eliminated and all of their cards and gold are removed from the game. If they had prepared tactics cards, these remain in the game and the eliminated player chooses

an ally who will control them for the rest of the game.

Victory

The hunters win by eliminating the dragon (even if summoned minions are left on the field), or emptying all of the dragon caves on the battlefield. The dragon wins by eliminating all 3 of the hunters.

3 PLAYER GAME MODE

Setup

In this cooperative mode, each player chooses a hunter to confront a dragon controlled by event cards, as in the single player mode.

Hunters have a common deck of 40 support cards. Each player takes the following cards out of the deck to form their starting hands:

Baldassar: *Crown of Distortion, Collar for Pet, Weakening.*

Tulum: *I'm No Wimp!, Defend the Weak, Dragon Bones Shell.*

Elia: *Rain of Arrows, Double Shot, Arrows of Wrath.*

Then, each player builds their own battle deck. Finally, built an event deck for the dragon, adjusting the difficulty as desired.

Place 6 **dragon caves** on the battlefield at a distance of L from each other and put 10 **gold tokens** on each.

Players decide on a turn order among the hunters and, in that order, place their miniatures in any available battlefield corner. Place the dragon in the last available corner. During the game, the corner from which a model started is considered their **side** of the battlefield.

Turn

The hunter's chosen turn order stays the same for the whole game, and their turns are the same as for 4 player mode. The dragon's turn is always last, and is divided into an event phase followed by an activation phase.

In the event phase, draw a card from the event deck and perform its effect. Then, in the activation phase, the dragon chooses the hunter with the highest current **HEALTH** (on a tie, choose the nearest, and on a further tie attack the one with the highest **STRENGTH**).

The dragon moves to its target up to a distance of XL, ignoring any obstacles except the difficult terrain effect of a dragon cave. If the dragon comes into contact with a hunter who isn't its target, it attacks that hunter in melee. If it comes into contact with its target, the player chooses where it comes into contact, within its movement range.

The dragon never receives a backstab if it breaks contact, though the dragon itself can perform a backstab which is always successful.

The dragon doesn't roll dice for its attack; it always deals 5 successful hits in melee combat. When the dragon is attacked in melee combat, the dragon deals 3 successful hits, which the player can defend against as normal. If the dragon has modifiers that affect its **STRENGTH**, these modifiers affect that number of hits.

The dragon never rolls dice and does not defend itself against melee or ranged attacks.

When shooting or throwing, the hunters may reroll all their successful shooting dice.

Victory

The hunters can only win by eliminating the dragon. The dragon wins if all the hunters have been eliminated.


DRAGON HUNTERS

GAME TURN

At the start of their turn, the active player draws 1 card from their battle deck. They may then, in any order:

- **Play cards** from their hand;
- **Discard 1 card** from their hand to **receive 2 gold tokens** (once per turn);
- **Activate their creature(s)** on the battlefield;
- **Pay 2 gold and summon a creature/minion** (once per turn).

When a creature is **activated**, it may take any of these actions.

- **Move**, or **run**;
- **Move** and enter into **melee combat**;
- Enter into **melee combat** if already in contact with an opponent's creature;
- Perform a **ranged attack** (if the creature has that ability);
- Use an **activated ability**  on its card;
- **Hunter: Move and search** a dragon's cave, or search a cave they are already in contact with;
- **Hunter: Move** and move between dragon caves (if possible).

A hunter cannot search a cave or use an activated ability while in contact with an opponent's creature.

MOVEMENT



The active player can move a creature up to the **MOVEMENT** distance on its card: **S** (8cm), **M** (10cm), **L** (15cm) or **XL** (25cm).

Creatures cannot move through one another or stop on another base. If the creature's base of a creature touches another, the creature enters into contact with it and must immediately stop.



Run

At the beginning of your creature's activation, you can declare that it is using **run**. The creature's movement increases to the next movement tier, and its activation ends immediately after the move is completed.

A creature with XL movement cannot run. A creature cannot run if it is in contact with an enemy creature.

Dragon caves

A dragon cave is **difficult** terrain: if any creature is activated while in contact with a cave, the creature's movement is reduced to S and it cannot run. If they have already moved more than S and come into contact with a cave, their movement immediately ends.

A hunter in contact with a cave that has no more gold in it may declare movement between empty caves and roll a die: on a  or  the hunter may move into contact with another empty cave. The dragon or dragon whelps cannot move between caves in this way.




MELEE COMBAT

A creature can declare **melee combat** with 1 enemy only once per turn.

If a creature is being attacked by several creatures in a turn, it can assign all of its strength dice only to defense during the subsequent melee combats this turn.



A creature's **STRENGTH** is how many dice it can use in melee. The player whose creature is attacked declares how many of them they are assigning to attack, and how many to defense. Then, the attacker declares their choice.


Each die assigned to attack deals 1 point of damage when  or  is rolled. A wounded creature deals damage only on .



Each defense roll of  blocks 1 point of damage.


RANGED ATTACK

A creature can make a ranged attack if it has **shooting X**, **throwing X**, or **magical shot X**. A creature in contact with an enemy cannot declare a ranged attack.

Shooting and magical shot attacks can hit targets within XL range. The player must be able to draw LOS. LOS is blocked by creatures without stealth tokens.

Roll X dice, where X is the value of the ranged attack, including any modifiers. The target suffers 1 damage for each  rolled.




Throwing attacks hit on  or  to a maximum distance of L.

A target creature may roll as many dice for **defense** as the number of hits. Each  rolled cancels 1 successful hit.

A target cannot roll defense dice against a magical shot attack. A successful magical shot ignores armor tokens.

BACKSTAB

When a creature breaks contact with an enemy, moves while in contact with an enemy, or comes in contact with an enemy after using the run ability, it receives a **backstab**.


The enemy rolls a die and is successful on  or . If a creature is wounded and has no **fortitude** ability, it performs a successful backstab only on a . A backstab cannot be defended against.

A hidden creature that performs a backstab loses its stealth token.

STEALTH

Creatures with a **stealth token** cannot be targeted by any type of attack, though they can still be targeted by support cards.

You lose your stealth token if you declare melee combat, perform a backstab, search a dragon's cave, use an activated ability, or are detected by an enemy.

To attempt to detect an enemy, the active player's creature must come into contact with it and roll a die. On  the enemy is detected and loses its stealth token. The detecting creature can then immediately attack it. If detection fails, the active creature immediately ends their turn.

Creatures with a stealth token can **run**. They cannot block LOS for ranged attacks, and cannot be targeted by a backstab.

SUMMONING CREATURES




The dragon may summon minions (**dragon whelps**) by paying 2 gold tokens, then placing the token in contact with the dragon and the minion's card faceup next to the dragon's card.

A minion can be summoned only once per turn, even if the dragon has already been activated this turn. The dragon can summon an unlimited number of minions throughout the game. A newly summoned minion can be activated immediately.

GOLD

The dragon gains 1 gold per wound it suffers.

Hunters gain gold by searching the dragon's caves. Roll a die:

 2 gold tokens;  3 gold tokens;  4 gold tokens.

KEYWORDS

Agile

The creature cannot be targeted by a **backstab**.

Aura X: [text]

All of your creatures, unless indicated otherwise, at a distance within X receive the [text] ability or effect. The source of the aura does not receive the benefits.

Armor X (🛡️)

The creature has X **armor tokens**, and prevents the first X wounds from non-magical effects. When the creature receives 1 damage, remove 1 armor token.

Battle Mage

The creature can declare a **magical shot** if it moved this turn.

Cautious X

This creature must assign at least X dice to defense in melee combat (but no more than the creature's **STRENGTH**).

Charge: [text]

Once per turn, the creature receives [text] until the end of the turn, if it moved before attacking in melee.

Contract: [text]

At the start of this creature's turn, the active player can pay 1 gold and the creature will receive all [text] effects until the end of the active player's turn.

Durability X (🔪)

Relic ability. When this relic is played, place X **armor tokens** on the card. When the creature equipped with this relic receives non-magical damage, remove that number of armor tokens. If a card deals **wounds**, it ignores armor tokens. Once all the armor tokens are gone, the relic is discarded and the creature loses all of its effects.

First Word (🗨️)

Triggered ability. Triggers when the card is being played from the player's hand.

Flight

The creature can ignore obstacles when moving across the battlefield, including other miniatures and terrain. The creature still can't end its move on the bases of other miniatures or in impassable areas. When this creature is activating in contact with difficult terrain, its movement becomes S until the end of its activation.

Fortitude

This creature always hits its target in melee when rolling 🎲 or 🎲, whether they are wounded or not.

Hammerblow

When attacking in melee combat, every successful hit deals 2 points of damage.

Heal X

Remove X **wound tokens** from a target. If there are fewer wounds than their ability can heal, they are all removed and the creature is considered fully healed.

Initiative

In melee, a creature with **initiative** strikes first. Its target can defend as normal, but it attacks second and will not attack if it was killed by the creature with initiative.

Last Word (🏴)

Takes effect when the character is eliminated or a played relic card is destroyed.

Magical Shot X (🔱)

A magical ranged attack with X dice that can target a creature within XL distance. Each dice hits on a 🎲 and deals 1 wound. Creatures cannot defend against a successful magical shot.

Magical Strike X

A magical melee attack than can be declared against a creature in contact with the attacker. Each dice hits on a 🎲 and deals 1 wound. Creatures cannot defend against a successful magical strike.

Master of Attack X

The creature can reroll X or fewer dice that are assigned to attack in melee combat.

Master of Defense X

The creature can reroll X or fewer dice that are assigned to defense in melee combat.

Master of Shooting X

The creature can reroll X or fewer dice that it used for shooting or throwing.

Multiple Uses X: [text] (🔱)

The **relic ability** [text] can be used X times. The relic is destroyed immediately after it is used the specified number of times, and all effects that it granted cease to function.

Quick Shooter, ability

A creature can declare shooting or throwing even if it moved in its turn (if the **run** ability was not used).

Reckless X

In melee combat, this creature must assign at least X dice to attack (but no more than its **STRENGTH** value). If the creature is in melee combat again during the opponent's turn, it must assign all its dice to defense.

Shooting X (🔱)

A non-magical ranged attack with X dice that can target a creature within XL distance and in line of sight. Each dice hits on a 🎲 and deals 1 wound. The target rolls a number of defense dice equal to the number of hits, and each 🎲 rolled decreases the number of successful hits by 1.

Slow

This creature cannot use the **run** ability.

Throwing X (🔱)

A non-magical ranged attack with X dice that can target a creature within L distance and in line of sight. Each dice hits on a 🎲 or 🎲 and deals 1 wound. The target rolls a number of defense dice equal to the number of hits, and each 🎲 rolled decreases the number of successful hits by 1.

Veteran

When attacking a creature with this ability in melee combat, the attacker must reroll all successful die results.

SUPPORT CARDS



Spell



Tactics



Relic

You must use the ability of an equipped relic card if it gives a bonus to the current action.



Melee weapon



Ranged weapon



Armor/cloak



Shield/banner



Helmet



Treasure