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Game: **DRAKO**
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Page 1: **Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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DRAKO

SETUP

One player leads a team of **3 dwarves**; the other player is the **dragon**. Place the board on the table with the wound markers near it.

The dragon player places his **player mat** in front of him and the **dragon figure** on the space in middle of the board, and shuffles the **dragon cards** into a facedown stack. Then he draws **4 cards** from the deck as his starting hand and looks at them.

The dwarf player places his **player mat** in front of him and the **dwarf figures** on any 3 board hexes not adjacent to the dragon, and shuffles the **dwarf cards** into a facedown stack. Then he draws **4 cards** from the deck as his starting hand and looks at them. Place the **net** and **fury markers** near the dwarf player mat.

Optionally, before play begins, each player may redraw their entire starting hand once: shuffle your first starting hand back into your deck, then draw 4 new cards.

SEQUENCE OF PLAY

Players take turns one after the other, starting with the dragon player.

In the first turn, the dragon player performs only 1 action.

In every later turn, players perform 2 actions.

Actions can be freely combined, but you must perform 2 actions; passing is not allowed. However if the dwarf player still has cards and the dragon player does not, the dragon player passes and waits for the results of the dwarf player's moves. Possible actions are:

Draw 2 cards from your deck and add them to your hand. **There is a hand limit of 6.** If you have more than 6 cards after drawing, you must discard down to 6.

Play 1 card from your hand and use one of the options shown by icons in the upper left corner of the card. A card is discarded from the game once played.

MOVE

By playing a card to move, you can move your figure(s) up to as many hexes as the card's **movement points** (shown next to the symbol). Not all movement points have to be used. You may choose not to move at all (the card is still discarded).

ATTACK

By playing a card to attack, you can attack with your figure(s) with the card's **attack value** (shown next to the icon). Your opponent may immediately respond by playing a card with a **defense symbol** (this does not count as one of the player's 2 actions). This blocks the attack, and both cards are discarded.

If the attack is not blocked, the target figure takes **damage**. Place as many **wound markers** as the card's attack value onto the owner's player mat.

If a dwarf is attacked, the wound markers go on that specific dwarf's spaces on the player mat.

If the dragon is attacked, the 4 upper spaces (the dragon's armor) receive the first 4 wounds. The dwarf player decides where later wound markers are placed. After all spaces for a given ability are wounded, the dragon can not use that ability.

After all of a figure's spaces are wounded, the figure is killed and removed from the board.

GAME END

The game can end in 3 ways:

The dragon is killed: the dwarf player wins.

All 3 dwarves are killed: the dragon player wins.

The dragon is still alive after the last dwarf card is played: the dragon player wins.

DWARF CARD SYMBOLS



1 dwarf moves 1 dwarf can move up to as many hexes as the card's movement value.



2 dwarves move 1 or 2 dwarves can move, each up to as many hexes as the card's movement value.



1 dwarf attacks 1 dwarf adjacent to the dragon can attack the dragon, using the card's attack value. The attack can be blocked by a defense card.



2 dwarves attack 1 or 2 dwarves adjacent to the dragon can each attack the dragon simultaneously, each using the card's attack value. The dragon can play 1 or 2 defense cards to block 1 or both attacks.



Defense Can block a single attack by the dragon.



Crossbow attack If the dwarf with the **archery** ability is in a straight line of hexes with the dragon, with no other dwarf between them, the dwarf can shoot the dragon using the card's attack value. The attack can be blocked by a defense card.



Net If the dwarf with the net ability is still alive, he may immobilize the dragon from anywhere on the board. Put the **net marker** next to the dragon. While netted, the dragon can not move (flying or walking), but can attack and defend. To escape the net, the dragon player must spend 2 actions in a single turn doing nothing else (in other words, pass a turn). The net may then be used again later. The net cannot be blocked by a defense card.

DWARF ABILITIES

The dwarf player has 3 characters with different abilities. If all of a dwarf's spaces are wounded, the dwarf is killed and removed from the board.

Archery allows this dwarf to use a card with the **crossbow attack** symbol.



Fury once during the game, this dwarf may declare a **fury** turn. This dwarf receives a wound marker, and then the dwarf player can perform 3 actions instead of the normal 2. **The 3 actions may be done by any dwarves.** After the fury turn, the player discards his fury marker to show that it cannot be used again.



Net allows this dwarf to use a card with the **net** symbol.

DRAGON CARD SYMBOLS



Move The dragon can move up to as many hexes as the card's movement value (if the dragon can walk).



Flight The dragon can move to any empty hex on the board (if the dragon can fly).



Attack The dragon can attack an adjacent dwarf, using the card's attack value. The attack can be blocked by a defense card.



Fire attack The dragon can breathe fire in a straight line of hexes in one of the 6 directions (if it can breathe fire). All the dwarves in the line of attack each take damage equal to the card's attack value. The attack can be blocked by one or more defense cards; each defense card protects 1 dwarf.



Defense can block a single attack by the dwarves.

DRAGON ABILITIES

Wounds placed on the dragon player mat after the first 4 wounds are assigned by the dwarf player to specific abilities. After all of an ability's spaces are wounded, the dragon can not use that ability. After all of the dragon's spaces are wounded, the dragon is defeated and the dragon player loses the game.

Flight allows the dragon to use a card with the **flight** symbol.

Movement allows the dragon to use a card with the **move** symbol.

Fire breathing allows the dragon to use a card with the **fire attack** symbol.