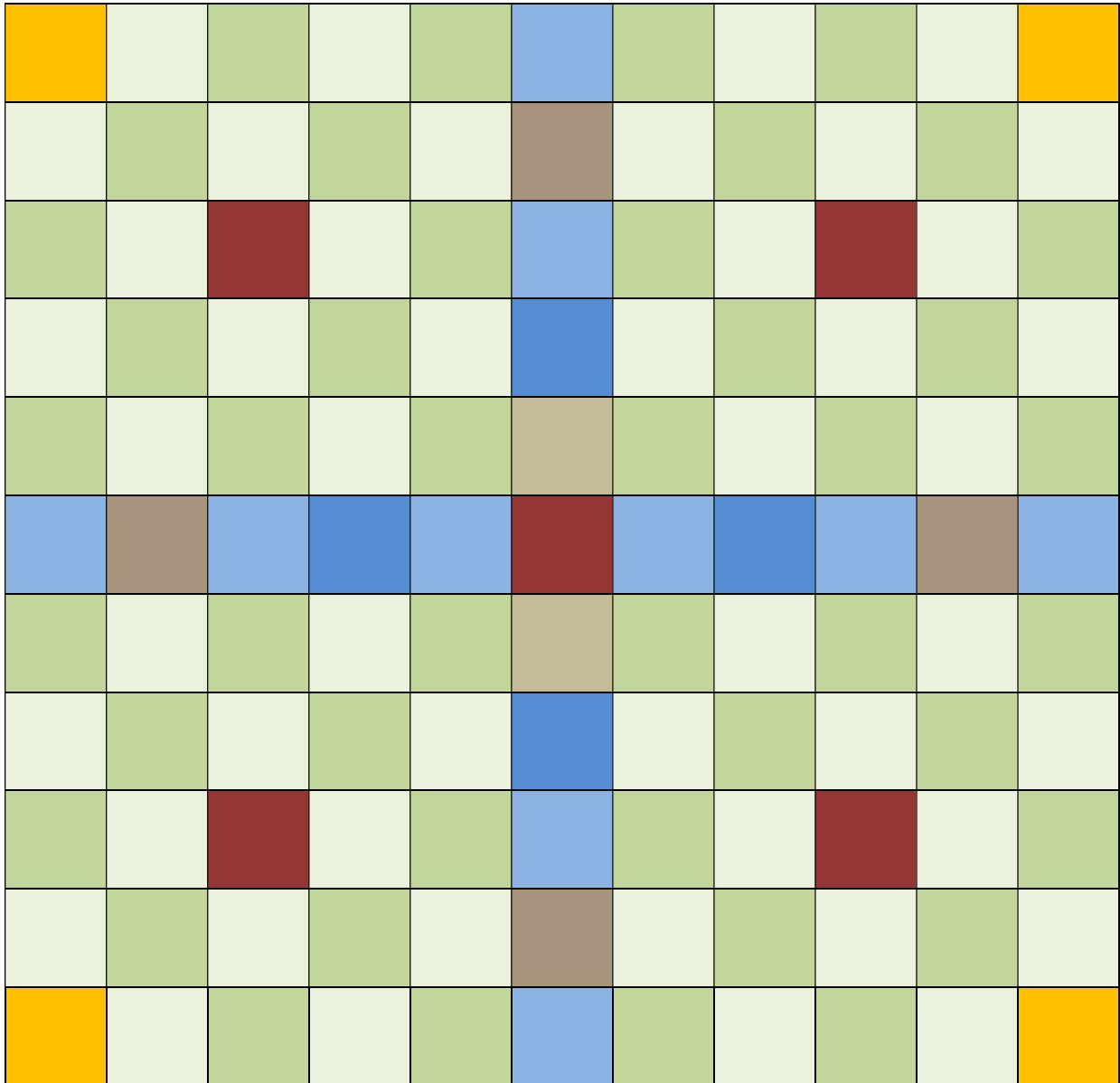


THE DRAGON'S DANCE

Board 11x11

Drawn up as follows:



Colour code:

Green/Brown are regular squares

Blue squares are rivers (and impassable)

Red squares are fortresses

Orange squares are camps (recruitment squares)

25 pieces

Type	Number	Value
King	1	3
Footman	6	1
Musketeer/Bowman	6	3
Dragoon	4	3
Lancer	3	6
Captain	2	9
Dragon	1	16
Hero	1	12
Sage	1	6/10

King

May move 1 square in any direction. The game is usually lost if the king is captured. If the king is captured by a dragon, an adjacent friendly model may be removed instead.

Footman

1 square, any direction; may not capture in a straight line.

Musketeer

1 square, any direction, but may not capture as part of its move.
OR may capture a single piece adjacent to it without moving.

Dragoon

Moves either 3 squares forward or 2 forward & 1 right/left, including ability to jump over other pieces and water squares.

Lancer

Moves as chess rook; any amount of distance in a straight line.

Captain

Moves up to 3 squares in any direction. The player may select up to three pieces adjacent to either of their captains (excepting dragons) and move them as one move.

Hero

Moves as a chess queen. May not be captured by dragons.

Sage

The sage has a cost of six, but is worth ten when placed in a fortress; it is the only piece that has “added value” in this way. It may move one square in any direction, and may not capture other pieces.

Dragon

The dragon may only be placed upon fortresses or camps. It may move to any others it can reach in a straight line or diagonal. The dragon may capture any piece within two squares of its current position, including diagonals. The dragon may not be captured normally. If there are three pieces horizontally adjacent to a dragon, it is forced to move on its player’s turn or be captured. If it moves onto a friendly-occupied fortress, the model in the fortress counts as being captured by the other side. If it moves onto an enemy-occupied fortress it is captured itself, as is the piece currently holding the fortress UNLESS that piece is a hero.

Rules

Take it in turns to move.

New pieces may be brought onto the board as a move. The maximum value of the piece brought on is that of the combined total of all friendly pieces on fortress squares.

The game may be won by:

- Killing the opponent’s king
- Holding all five fortresses

Variants and special moves

Regicide: players may choose to play without a king, giving them a considerably weaker starting game but also protecting them from. This style of play is banned in some monarchist jurisdictions.