D&D® ATTACK WING

QUICK-START RULEBOOK

This rules booklet explains the basic rules so that two players can immediately start playing **D&D®: Attack Wing**. After playing a game with these introductory rules, refer to the rulebook for the complete rules, which add more strategic depth to the game and include rules for 3 players.

D&D: Attack Wing is not played on a board. Instead, it is played on any flat surface with at least 3' X 3' of space. Before playing, assemble the Maneuver Dials following the "Maneuver Dial Assembly" on page 2.

SET-UP

Before playing, set up the game as follows:

1. Players define a flat 3' X 3' play area for the game.

2. One player controls the Red Dragon: Balagos. The other player controls the Blue Dragon: Eshaedra. The players gather the components shown in the diagram at right.

3. Each player assembles his creatures (see "Creature Assembly" below).

4. Players place their creatures at the opposite edges of the play area (see "Set-up Diagram" on page 2).

5. Players gather the dice, Maneuver Templates, Range Ruler, and Damage Cards, placing them outside the play area (see "Set-up Diagram" on page 2).

CREATURE ASSEMBLY

RED DRAGON COMPONENTS

The Red Dragon player gathers these components:

Balagos Creature Card (left)

Adult Red Dragon Maneuver Card (right)

Adult Red Dragon Maneuver Dial

1 Red Dragon Plastic Figure

Balagos Creature Token

2 Plastic Pegs

1 Plastic Base

BLUE DRAGON COMPONENTS

The Blue Dragon player gathers these components:

Eshaedra Creature Card (left)

Adult Blue Dragon Maneuver Card (right)

Adult Blue Dragon Maneuver Dial

1 Blue Dragon Plastic Figure

Eshaedra Creature Token

**2 Plastic Pegs**

1 Plastic Base

SET-UP DIAGRAM

1. Play Area

2. Blue Dragon Set-Up Edge

3. Eshaedra Creature Card

4. Adult Blue Dragon Maneuver Card ("Flight")

5. Adult Blue Dragon Maneuver Dial ("Flight")

6. Range Ruler

7. Attack Dice

8. Damage Deck

9. Defense Dice

10. Maneuver Templates

11. Balagos Creature Card

12. Adult Red Dragon Maneuver Card ("Flight")

13. Adult Red Dragon Maneuver Dial ("Flight")

14. Red Dragon Set-Up Edge

INTRODUCTORY RULES

These quick-start rules are intended to help players immediately start playing a game of **D&D: Attack Wing**. For the sake of simplicity, some of the rules in this booklet are different from those in the complete rules.

Some of the more strategic game elements are not used in this introductory game. So, for example, the different colors of arrows on the Maneuver Dials have no effect when using these quick-start rules. Likewise, players should ignore the numbers on the Range Ruler, as well as the various icons that are not addressed in these introductory rules. Also, ignore the special card text abilities on the Creature Cards.

MANEUVER DIAL ASSEMBLY
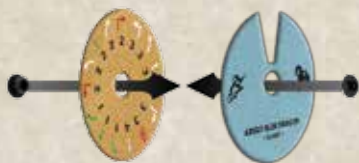
PLAYING THE GAME

Attack Wing is played over a series of rounds. Each round consists of four phases:

1. Choose a Maneuver

2. Move

3. Attack

4. Check for Victory

After resolving Phase 4, players begin a new game round, starting with Phase 1. Each phase is described in detail on pages 2 - 4.

PHASE 1: CHOOSE A MANEUVER

Simultaneously, each player chooses one maneuver for his creature. For a list of all possible maneuvers, the player should refer to his creature's "Flight" Maneuver Card. To choose a maneuver, a player rotates his creature's "Flight" Maneuver Dial until the window displays the maneuver he wants his creature to execute.

The selection on the dial dictates the direction and distance that this creature will move during Phase 2. Each maneuver on the dial matches one of the Maneuver Templates.

After choosing a maneuver, the player places the dial **face down** near the corresponding plastic figure. After both creatures have been assigned a maneuver, continue to Phase 2.

1. The Red Dragon player wants his dragon to bank right, so he rotates the dial and chooses the [↗] 2 Maneuver.

2. Then he places the dial face down in the play area near his Red Dragon figure.

PHASE 2: MOVE

Each creature moves one at a time in this order:

1. Blue Dragon

2. Red Dragon

Immediately before moving, the player reveals (flips face up) the Maneuver Dial assigned to his dragon. He then takes the Maneuver Template that matches his chosen maneuver and inserts the end of it between the guides on the front of the creature's base (see "Move Example" below).

Then, holding the Maneuver Template firmly in place, the player moves his creature to the other end of the Maneuver Template so that the guides on the **back** of the creature's base fit securely with the Maneuver Template.

Creatures may move through other creatures as long as they do not end their movement on top of another creature. If a creature would end its movement on top of another creature, it does not move this round. If a creature moves outside the play area, it is defeated and immediately removed from play.

NOTE: Some Maneuver Templates show a [↑] on one end and a [↕] on the other end. These templates are used when executing either a [↑] or [↕] Maneuver. The only difference between these Maneuvers is that after executing a [↕] Maneuver, the player **rotates his creature 180°** (so that the guides on the **front** of his creature's base fit securely with the Maneuver Template).

1. The Red Dragon player flips his dial to reveal his chosen maneuver: [↗] 2.

2. He takes the [↗] 2 Maneuver Template and inserts it between the guides on the front of the Red Dragon's base.

3. He moves the Red Dragon to the other end of the template so that the guides on the back of the creature's base fit securely with the template.

CREATURE STATS

To play this introductory game, players reference only some information on the cards and tokens. The Creature Name, Primary Weapon Value, Agility Value, Health Value, and Armor Value are all shown on both the card and the token. The attack arc is shown only on the token. All other information and icons on these components are used in the standard game and are explained in the full Rules of Play.

The firing arc of Eshaedra extends from its base as shown.

1. Creature Name
2. Primary Weapon
3. Agility
4. Health
5. Armor

PHASE 3: ATTACK

Each Creature may perform one attack in this order:

1. Blue Dragon
2. Red Dragon

To attack, a player must be able to target an enemy creature inside the attacking creature's forward arc and within range (see "Attack Arc and Range Example" on the right). The forward attack arc extends outward from the wedge shape shown on the **front** of the Creature Token. For the introductory game, ignore the creature's rear attack arc.

To check if an enemy creature is within range, take the Range Ruler and measure from any point of the attacking creature's base. If any point of the enemy creature's base is within the Range Ruler's length, that creature is in range.

If the enemy creature is inside the attacker's forward arc **and** within range, the attacker rolls a number of attack dice equal to his **PRIMARY WEAPON VALUE**, and the defender rolls a number of defense dice equal to his **AGILITY**.

After rolling, players compare their dice results:

1. Ignore all blank, 👁 , and 👁 results.

2. For each ⚔ result, cancel one ✦ or ✸ result.

3. For each uncanceled ✦ or ✸ result, the defending creature suffers one point of damage. For each point of damage suffered, deal one Damage Card face down next to the defender's Creature Card (see "Attack Example" at right).

Attack Arc and Range Example

The Blue Dragon player uses the Range Ruler to define his creature's forward arc and range, shaded in blue.

The Blue Dragon may attack the Red Dragon.

Attack Example

1. The Blue Dragon player rolls four attack dice and the Red Dragon player rolls 1 defense die.

2. They compare results, and the ⚔ result cancels one ✦ result.

3. For the uncanceled ✸ , the Red Dragon suffers 1 point of damage. The Red Dragon player deals 1 Damage Card face down next to his Creature Card.

PHASE 4: CHECK FOR VICTORY

During this phase, check to see if the total number of Damage Cards next to either Creature Card equals or exceeds the creature's total **HEALTH VALUE** plus **ARMOR VALUE**. If so, that creature is defeated and removed from the play area. For example, Eshaedra has 5 Health and 2 Armor, so she is defeated when she has 7 or more Damage Cards.

A player wins if his opponent has no creatures in the play area. If both creatures are eliminated during the same turn, then the creature with the higher level (in this case, Eshaedra) wins. If there is no winner yet, players repeat Phases 1-4 in order until a winner emerges.