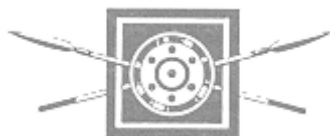




# Dragonsworn Game Sheet



## Supplies



## Quick Reference

### Turn order

- Deployment phase
  - Reset supply pile, count up supplies (1 for each city and town)
  - Deploy units and perform *Deployment phase* abilities
- Movement phase
  - Initiate movements with *Leaders*, and perform *Movement phase* abilities
- Attack phase
  - Initiates with battles *Leaders*, and perform *Attack phase* abilities
  - Battle phase(s)
    - First, both players may perform *Battle phase* abilities
    - Then, resolve the battle

All Leaders have the following ability:

**Ability: Engage.** *Battle phase. Limited for current Battle Phase.*

If this *Leader* unit is defending in this battle, then all units within a span of this *Leader* unit are now engaged in this battle.

## Madness

1 2 3 4 5 6



DEAL TWO DAMAGE TO SELF

7 8 9 10 11 12



ADD ONE MADNESS TOKEN

13 14 15 16 17 18



TARGET ONE *OTHER* FRIENDLY UNIT WITHIN A SPAN AND KILL THAT UNIT WITH *SAIDIN*.

19 20 21 22 23 24



DEAL FIVE DAMAGE TO SELF

25 26 27 28 29 30



TARGET A TOWN OR FRIENDLY CITY WITHIN A LONG-SPAN AND OBLITERATE IT WITH *SAIDIN*

31 32 33 34 35 36

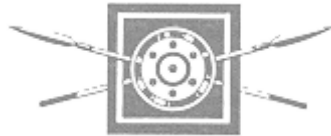
DEAL ONE DAMAGE TO SELF FOR EACH ADDITIONAL MADNESS TOKEN ADDED



# Shadow Game Sheet



## Supplies



## Quick Reference

### Turn order

- Deployment phase
  - Reset supply pile, count up supplies (1 for each city and town)
  - Deploy units and perform *Deployment phase* abilities
- Movement phase
  - Initiate movements with *Leaders*, and perform *Movement phase* abilities
- Attack phase
  - Initiates with battles *Leaders*, and perform *Attack phase* abilities
  - Battle phase(s)
    - First, both players may perform *Battle phase* abilities
    - Then, resolve the battle

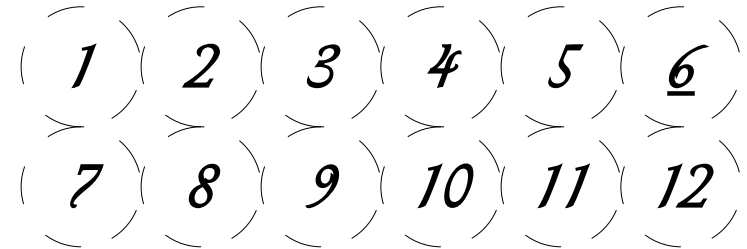


All Leaders have the following ability:

**Ability: Engage.** *Battle phase. Limited for current Battle Phase.*

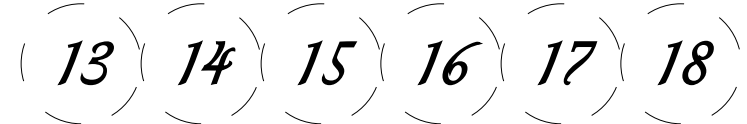
If this *Leader* unit is defending in this battle, then all units within a span of this *Leader* unit are now engaged in this battle.

## Favor



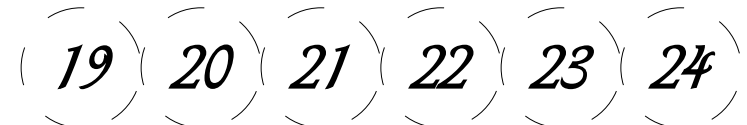
MOVE LIMIT +1. SUPPLY TOTAL +2.

PLACE ONE JEALOUS CHOSEN ONE SPAN AWAY FROM A RANDOM NEUTRAL CITY, TOWARD THE NAE'BLIS.



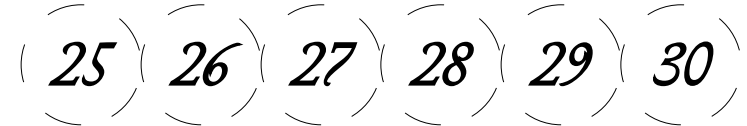
ATTACK LIMIT +1. SUPPLY TOTAL +2.

PLACE TWO JEALOUS CHOSEN, EACH ONE SPAN AWAY FROM RANDOM CITY, TOWARD THE NAE'BLIS.



MOVE LIMIT +1. SUPPLY TOTAL +4.

PLACE THREE JEALOUS CHOSEN, EACH WITHIN A SPAN OF A RANDOM CITY, TOWARD THE NAE'BLIS.



ATTACK LIMIT +1. SUPPLY TOTAL +8.

PLACE FOUR JEALOUS CHOSEN, EACH WITHIN A SPAN OF A RANDOM CITY, TOWARD THE NAE'BLIS.



MOVE LIMIT +1. SUPPLY TOTAL +16.