



DEADLIER DRAGONS

Alternate Ruleset by Antariz

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◆ DRAGON BASE RULES

When the dragons first turned, they were at least quick to retreat if things weren't going their way. But now, landing a hit just stokes their anger as they continue to rampage across the land, paying no heed to the zombie hordes underfoot. Dragon fire was no joke before, and the plague has only increased its potency. Sometimes the only correct answer is to run!

Dragons use special extra cards:

- Vulnerability cards to track their current weakness and remaining health.
- Compass cards for Dodge checks.
- Rubble cards to mark destroyed building Zones as rubble Zones.

All Dragons follow these base rules:

- When spawned, shuffle the associated Vulnerability cards and reveal the first.
- Dragons are immune to Dragon Fire, the effects of Survivor's Skills and their Enchantments, and any weapons not listed on the current vulnerability card (except Siege weapons).
- Line of Sight to and from Dragons is not blocked by Buildings or Obstacles.
- Dragons block Line of Sight.
- When successfully rolling a hit against a Dragon, the Survivor gains 2 XP, then discards the current Vulnerability card revealing the next.

If no Vulnerability cards remain, the Dragon is eliminated and the Survivor gains a random Vault equipment card. Otherwise, the Dragon is activated after the current Survivor's turn.

DRAGON FIRE

Dragon Fire can be produced by Survivors or Dragons in any non-waterhole Zone.

To resolve a Dragon Fire:

- Eliminate all Zombies, Survivors, and Siege weapons in the affected Zone.
- Remove any other tiles or tokens and place a fire tile in the Zone until the End Phase (this may result in a defeat if an Objective is removed).
- In each adjacent Zone containing a Dragon Bile pool, resolve a Dragon Fire in that Zone.

When creating a Dragon Bile pool, if an adjacent Zone contains a fire tile, resolve a Dragon Fire immediately.

Zombies will not avoid Zones containing Dragon Fire, but are only eliminated if they end their activation in them (e.g. a Runner may Move twice, with only the first move ending in a Zone containing Dragon Fire). No experience is gained for any Zombies eliminated this way.

Necromancers will treat Dragon Fire as an obstacle to avoid when determining their path.

Survivors may only pass through a Zone containing Dragon Fire if a single Action of theirs either bypasses the Zone or moves more than one Zone (e.g. via the Jump or Sprint Skills).

DODGE CHECK

Align a Compass card with an edge of the board, then roll a die to select the Survivor's direction.

If no direction, or a direction in which movement is impossible, is selected the Dodge check has failed and the Survivor remains in the same Zone.

If there is more than one possible Zone in the selected direction, the player chooses which of those Zones to move into.



Double-sided Compass/Rubble cards.

RUBBLE ZONES

Rubble Zones are building Zones that have been destroyed and marked with a Rubble card. They are still considered building Zones, but cannot be searched. Ignore doors and walls separating rubble Zones from other street or rubble Zones.

Survivors must spend an additional Action to move into, move out of, and activate or take an Objective in a rubble Zone.

In the Zombie Phase, when determining the shortest available path, routes through rubble Zones are only valid options if no open route exists avoiding rubble Zones.

If there is more than one route of the same length, the route with the fewest rubble Zones is considered the shortest.

DRAGON ABILITIES

FIRE BREATH

Each Survivor in the target Zone suffers 1 Wound (which may be prevented by Armor) then performs a **Dodge check**.

Any Survivors remaining in the Zone suffer 1 unblockable Wound, then are pushed into an adjacent Zone of their choice.

Resolve a Dragon Fire in the Zone.

FLYING STOMP

Eliminate all Zombies and Siege weapons in the Dragon's Zone, no matter their type or immunities. No experience is gained.

For each Survivor in the Zone, perform a **Dodge check**, then the Dragon attacks all Survivors remaining in the Zone.

If this is a building Zone, it is destroyed and becomes a rubble Zone.

DRAGON ENEMIES



NECROMANTIC DRAGON

The Necromantic Dragon has these characteristics:

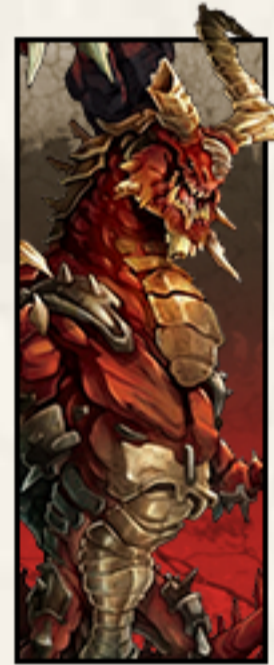
Damage: 2 (no Armor roll)

Min. Damage to hit: Damage 2

Experience provided: 2 points per Vulnerability card

Special rules:

- Upon spawn, the Necromantic Dragon performs a **Flying Stomp** in its Zone.
- The Necromantic Dragon Attacks whenever it activates while having a Line of Sight on a Survivor or Siege weapon at Range 0-2. It attacks with **Fire Breath** if the target is not at Range 0, otherwise it performs a standard Zombie Attack on all targets in its Zone.
- The Necromantic Dragon moves up to 2 Zones per Activation to reach its target Zone. Set the target Zone before moving it. They don't change their course if a new target appears along the way.
- When it moves, the Necromantic Dragon ignores all Obstacles and performs a **Flying Stomp** in the Zone it ends in.



FERAL DRAGON

The Feral Dragon has these characteristics:

Damage: 2 (no Armor roll)

Min. Damage to hit: Damage 2

Experience provided: 2 points per Vulnerability card

Special rules:

- Upon spawn, the Feral Dragon performs a **Flying Stomp** in its Zone.
- The Feral Dragon has two Actions per Activation.
- The Feral Dragon Attacks whenever it activates while having a Line of Sight on a Survivor or Siege weapon at Range 0-1. It attacks with **Fire Breath** if the target is not at Range 0, otherwise it performs a standard Zombie Attack on all targets in its Zone.
- When it moves, the Feral Dragon ignores all Obstacles and performs a **Flying Stomp** in the Zone it ends in.

“It does not do to leave a dragon out of your calculations, living or dead!”