

Dragon War Print & Play Character Power Cards Rules and 5 Base Game Characters

Character Power Cards - Give a power boost to your character and the game!

How to use them:

Only the characters that are going to be played in the game are used. Those Character Power cards are inserted in with the other Dragon War game-board cards, which are then laid out as usual. What makes these cards unique is that only your character can land on and take advantage of your characters power card. All other players pass over it as if it does not exist. Many players place 3 or 4 of each characters' power cards throughout the game to get multiple chances to "power up".

KILLEAN



1. GO TO FULL LIFE
2. RETRIEVE A WEAPON CARD FROM DISCARD PILE
3. GAIN 10 LIFE
4. MOVE TWO CARDS FORWARD, SQUARE OF CHOICE
5. PLAYER OF CHOICE BATTLES ALL OTHER PLAYERS
6. GAIN 5 LIFE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 10 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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FELLEMAR



1. STEAL 1 FATE CARD FROM EACH PLAYER
2. TAKE THREE TURNS
3. GO TO FULL LIFE
4. PICK UP ONE FATE CARD
5. MOVE TWO CARDS FORWARD, SQUARE OF CHOICE
6. GAIN 5 LIFE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 10 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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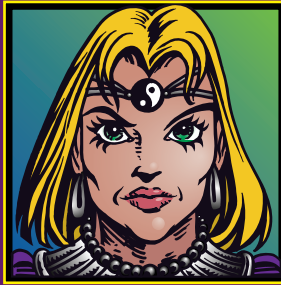
BODOK



1. ROLL DIE TO ADD LIFE
2. GO TO FULL LIFE
3. GAIN 10 LIFE
4. PICK UP TWO FATE CARDS
5. RETRIEVE ONE TREASURE CARD FROM DISCARD
6. MOVE TWO CARDS FORWARD, SQUARE OF CHOICE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 20 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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E'EFFLIN



1. ROLL TO ADD LIFE
2. PICK UP THREE FATE CARDS
3. GAIN 10 LIFE
4. 3XS ROLL NEXT TURN
5. MOVE THREE CARDS FORWARD, SQUARE OF CHOICE
6. GO TO FULL LIFE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 20 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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MELRIC



1. ROLL DIE, PLAYER OF CHOICE MOVES BACK THAT #
2. GO TO FULL LIFE
3. GO BACK ONE CARD, SQUARE OF CHOICE
4. MOVE TWO CARDS FORWARD, SQUARE OF CHOICE
5. PICK FIVE FATE CARDS, KEEP ANY TWO
6. GAIN 10 LIFE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 10 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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