



# DRAGON SOUL™

A War of Dragons and Men

Rulebook

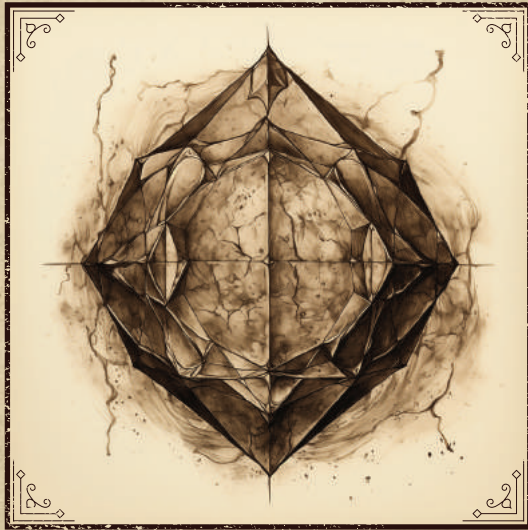


# Prologue

You had a vision... that you held in your hand,  
**a Dragon's Soul Stone.**

Can it be true?

The Soul Stones, lost for thousands of years, each holds the soul of a dragon. But now they have been discovered once again...



❖—The dragons are returning—❖

Your enemies will be rushing to find one and wield its formidable power against you. Castles will fall, armies laid to waste. Whatever it takes, **you must summon the dragon and vanquish your enemies.** For you, and only you, are the one true Lord of Dragons.

Welcome To...

# DRAGON SOUL™

A War of Dragons and Men

To begin... first pick your map in the “Book of Maps” and assemble the tiles according to the picture.



Finished? Great. By now you should have picked your map and set up the tiles. Every player in your group should place their starting Castle on the “**X**” of their color drawn on the map. This will be on the center of a **Grass Tile**.

Once this is done, decide who will go first and proceed clockwise.



Every turn, players will follow this outline of three steps which must be done in order:

## ❖— Step 1 —❖

Draw Soldier Cards equal to the number of Castles you own.



1 castle

=



1 card

or

Build another Castle on the center of a Grass Tile with your Battalion (you must move a battalion there first).



Choose this option on your first turn.

## ❖— Step 2 —❖

Deploy Soldiers onto the map by placing them into a stack with a Battalion Square on top, then place the corresponding Battalion Token onto one of your Castles. Soldier Cards you either can't deploy, or decide not to deploy, must be placed in a stack under your Reserves Token.





Battalion Square



Corresponding Battalion  
Token deployed to a Castle

There is no limit to how many Soldier Cards can be added to a Battalion, but you can only deploy as many Battalions on the map as you have Uncontested\* Castles. If the number of Uncontested Castles you own falls below your number of deployed Battalions, you do not need to remove any Battalions from the board.

You can deploy more Soldiers to any existing Battalions, or new Battalion, so long as the Battalion is located on one of your Castles. This can be done using the cards from the Reserve Stack as well as cards drawn this turn during step one. Once a Soldier Card is deployed to a Battalion, it remains permanently in that Battalion until defeated.

### ❖ Step 3 ❖

Move your Battalions in order from one to six, six being the maximum number of Battalions a player can have on the map. Battalions move one space from corner to corner and one space in the middle. Battalions are not required to move.

Battalions can move one space each per turn



Battalions **cannot** move from the center of one hex directly to the center of another hex

\*See section "Conquer Thine Enemy"