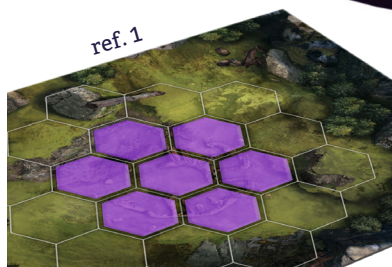


DRAKO

PROMOTIONAL TOKENS

Use only one of the following tokens per game. The first player decides which token to use, the second player decides on the placement of the token. Place the token on the board in any of the spaces shown on the correct reference map. The basic rules of *Drako: Knights and Trolls*—as well as *Drako: Dragon and Dwarves*—apply, with the exception explained below.



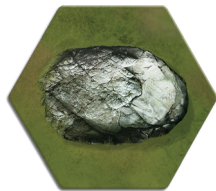
THICKET

Game setup

Place the thicket token on the board in any of the spaces marked by reference map 1.

Rules changes

Figures may stop on and move through the thicket token according to normal game rules. Figures cannot shoot, throw rocks or breathe fire if the thicket token is in the line between the attacker and the target.



BOULDER

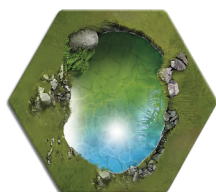
Game setup

Place the boulder token on the board in any of the spaces marked by reference map 1.

Rules changes

Figures may climb the boulder token by performing a double movement (**in 1 action**) - using a card with a 2 or 3 movement icon. The figure may climb down the boulder token according to normal movement rules. Figures cannot shoot, throw rocks or breathe fire if the boulder is in the line between the attacker and the target.

Figures cannot use a charge action if the boulder token is in the line between the attacker and the target, or if the target is on the boulder.



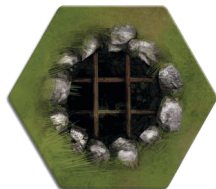
SWAMPY POND

Game setup

Place the swampy pond token on the board in any of the spaces marked by reference map 1.

Rules changes

Figures cannot move through or stop on the swampy pond token. Figures cannot use a charge action if the swampy pond token is in the line between the attacker and the target.



HATCH

Game setup

Place the hatch token on the board in any of the spaces marked by reference map 2 or 3 (depending on the board used).

Rules changes

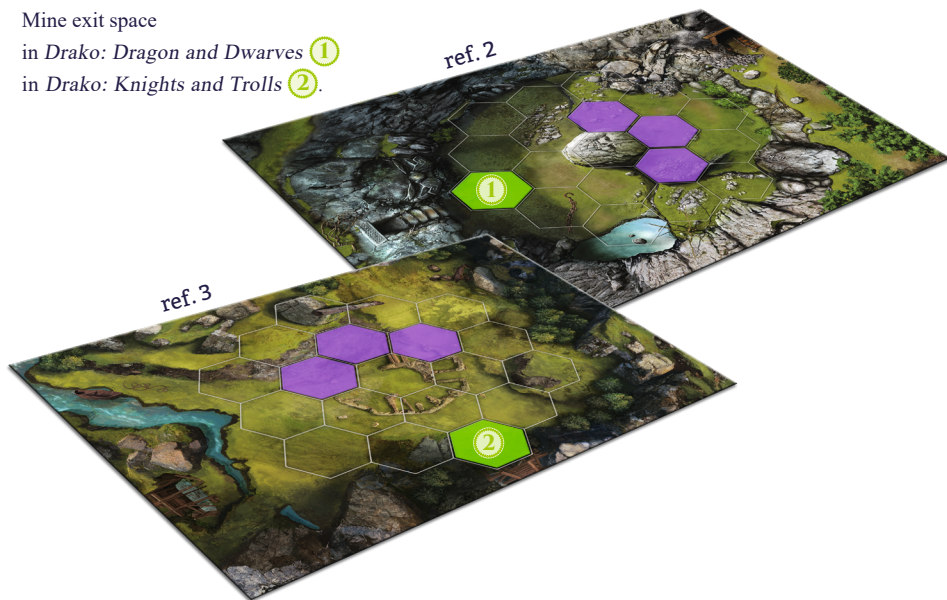
Figures may move through and stop on the hatch token according to normal movement rules.

A figure may move from the hatch to an empty mine exit space, as if it were adjacent to the hatch.

Mine exit space

in *Drako: Dragon and Dwarves* ①

in *Drako: Knights and Trolls* ②.



Game rules: Adam Kałuża

Illustrations: Jolanta Jaworska

Game development: Rebel studio

Graphic design and game editing:

Rebel team

rebel

Rebel Sp. z o.o.

ul. Budowlanych 64c

80-298 Gdańsk, Poland

wydawnictwo@rebel.pl

www.rebelgames.eu

Basic version of *Drako: Dragon and Dwarves* or *Drako: Knights and Trolls* is required to play. The game can only be used for private game purposes. NOTE: Game components might slightly differ in color from the ones presented here.

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