

Board Game *Daredragon Fellowship* — Cheat Sheet

1. Damage Dealt

Dmg	Dragon's Direct Attacks	Dragon's AoE Attacks	Daredevils' Attacks
13	[K] Crush		
10	[Q] Bite		
8	[10] [9] Trample* [8] Heavy Strike	[A♥♦] Fire Breath	[9] Charge
6	[7] [6] Strike	[J] Tail Swing*	[8] Precision Strike
5	[5] Quick Strike		[7] [6] Strike [5] Quick Strike

(*) Causes knockdown.

2. Modifiers to Damage Dealt

Mod	Dragon's Attacks	Daredevils' Attacks
+2♣	Daredevil lying on the ground*	Riposte (1 turn after dragon's attack, 2 turns after Intervention Dodge*)
+1♣	Attack during daredevil's warm-up*	Attack on entangled body part
	More than 4 players	For each extra attack same turn, same suit
-1♣	HP between 1 and 13	HP between 1 and 13
-2♣	HP equals 0	Daredevil lying on the ground
-3♣	For each shield**	

(*) Not applicable to AoE attacks.

(**) Daredevil in AoE does not shield themselves.

3. Warm-up Time

W-up	Dragon's Actions, C-down = 2	Dragon's Actions, C-down = 1	Daredevils' Actions	Daredevils' Actions
4	[K] Crush		[9] Charge	[Joker] First Aid
3	[Q] Bite [J] Tail Swing	[8] Heavy Strike	[8] Precision Strike	[10] Entangle
2	[10] [9] Trample	[7] [6] Strike [A♥♦] Fire Breath	[7] [6] Strike	[4] [3] [2] Helping Hand
1		[5] Quick Strike [A♠♣] Roar [Joker] Health Regen.	[5] Quick Strike	[K] Draw Aggro

4. Modifiers to Warm-up Time

W-up	Dragon's Actions	Daredevils' Actions
+1	HP equals 0 Entangled body part Draw Aggro during warm-up	Daredevil lying on the ground*

(*) Actions with warm-up time 4 and Guard-type actions become unavailable.

Dragon's cool-down time +1, if lost balance due to Intervention Dodge.