Strategic Events

Activation Bonus

The player who draws one of these counters gets the indicated bonus to his Activation roll on the Turn the counter is drawn. The bonus is subtracted from the player's d10 roll for Activation during Step 3 of the same Turn.

Dragonlances

Each of these counters is given to the WS player when drawn. The first counter indicates that the forces of good have learned the secret of creating Dragonlances; subsequent counters represent further production of Dragonlances. The WS player places the counter in a hex with one of his armies. That army is designated to carry the lances for the duration of the game. If the army is removed from the map for any reason, the Dragonlance counter is permanently eliminated.

An army carrying Dragonlances has its Combat Strength doubled for all purposes. In addition, if that army is part of a stack being attacked by dragons, the attacker receives no die roll modifiers for the presence of his dragons.

An army can only carry one Dragonlance counter and only that army's strength is doubled.

Dragon Orb Discovered

Each of these counters is used by the player who draws it from the cup. The *Dragon Orb* must be immediately placed in a hex with a leader. The *Orb* can be used anytime the leader is attacking or being attacked by an enemy force that includes dragons.

To use the *Orb,* the player must roll 1d6 and compare the result to the leader's Tactical Rating. If the roll is higher than the leader's rating, both the leader and the *Orb* counters are permanently removed from the game. If the roll is equal to or less than the leader's Tactical Rating, all dragons opposing that leader in the battle are eliminated. The *Orb* is also permanently eliminated.

Wizard
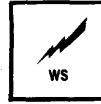
These counters represent powerful wizards who have chosen sides in the war. A wizard counter must be given to the side listed on the counter (Highlord or Whitestone), regardless of which player drew the counter.

Wizards have no movement allowance. During a player's movement step, he may pick up his wizards and place them with any of his armies or ships. Wizards must always be stacked with an army or ship.

A wizard with an attacking army adds +3 to the combat die roll; a wizard with a defending army lowers the die roll by -3.

A wizard with a ship adds +3 to the Combat Rating of the ship.

Golden General

This event means that Laurana has been appointed a commander in the WS armies. The Golden General counter is set aside, but the Laurana counter (in Knights of Solamnia colors) is placed with one of the WS armies. Laurana is treated as any other leader.

Good Dragons Arrive

This counter signifies that the good dragons have joined the war against the HL player. The WS player can immediately take all seven good dragon counters and place them with any of his armies on the map.

Gnomish Technology
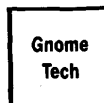
The player who draws this counter receives the dubious benefit of gnomish war machine technology. The counter is immediately placed with any army of the player who drew the counter.

The gnomish technology counter may be used whenever the army it is stacked with is involved in combat. (Use of gnomish technology is always optional!)

If the player decides to use the gnomes, he rolls two dice before combat takes place. On any result but doubles, the player receives a combat die roll modifier equal to the highest of his two dice. If the roll is doubles, however, the player receives a combat die penalty of 6, and the gnomish technology marker is removed from the game. The gnome modifier is in addition to all other applicable die roll modifiers.

Thus, a roll of 5 and 2 would give an attack roll modifier of +5 to an attacker who used the gnomes. The same roll for a player who was using the gnomes with a defending army would result in a -5 modifier to the attack against his army. An attacker who rolled doubles when trying to use gnomish technology would receive a -6 to his attack roll, while a defender who rolled doubles would add +6 to the attack roll against him.

Flying Citadels

Each of these counters is given to the HL player when drawn. The first counter indicates the discovery of the secret of creating the massive citadels, while subsequent counters represent further production of citadels.

The citadel counter is placed on any fortress or fortified city controlled by the HL player. It can move four hexes every Turn, and ignores all terrain. Up to three HL armies of any types can ride upon it. The citadel cannot be attacked by WS ground armies. If it is attacked by air armies, treat it as a fortified city.

If the citadel joins an attack against WS ground armies, those armies receive no terrain bonuses. All defending fortress and fortified city benefits are also lost.

HL ground armies can board the citadel whenever they are in the same hex, provided the armies have not yet moved that Turn. Ground armies can also be dropped off at any time. An army that has been carried even one hex on the citadel cannot move under its own power during the same Turn.

Lord Soth's Legion

When this event is drawn, the HL player can immediately place Lord Soth and his two armies on the map in the Dargaard Keep hex. These armies function as normal HL armies, except that they are not subject to conquest.

If Dargaard Keep is taken by WS forces before this counter is drawn, Lord Soth and his armies appear in the Dark Temple hex when the counter is drawn.

Advanced Dungeons&Dragons®

DragonLance®

Official Simulation Game

Dragons of Glory
by Douglas Niles and Tracy Raye Hickman

TABLE OF CONTENTS

CREDITS

"Once The Dragons Returned, War Was Inevitable."

Lord Gunthar Uth Wistan
Warlord of Solamnia

"Dragons of Glory" is the eleventh installment in the DRAGONLANCE® series. Unlike its predecessors, however, this supplement focuses on the overall War of the Lance rather than the adventures of the characters. In doing so, it gives the referee a fine simulation of the war to play as a game as well as the ability to control the war in his own campaign.

Integrating the Quest and the War

The War of the Lance may be won in two different ways: (1) The military victory of the Whitestone forces, or (2) the completion of the role-playing quest. The forces of the Queen of Darkness succeed if neither of these conditions are met.

Thus DRAGONLANCE game functions on two levels: the role-playing quest and the strategic war. The other modules in this series encompass the epic quest of the heroes. This supplement re-creates the overall war.

This is not to say that the characters don't affect the war and vice versa. When a questing PC walks into the same area as an entire Dragonarmy, there most certainly will be some effect! Indeed, the positions of PCs in the world in relation to the armies is one of the benefits of this supplement.

As a game referee, you may want to use this game in a slightly different manner than as a straight simulation. While "Dragons of Glory" is a complete and self-contained simulation game, it can also be a valuable role-playing aid.

One way to integrate this game into your DRAGONLANCE campaign is to play the game, either solo or with a friend, and record the locations of the evil armies. Do this month by month as the game progresses. When the game is over you will have a complete record of the movements of all the evil armies over the face of Krynn during the War of the Lance.

Use this information in your campaign to enhance your players' feeling of being part of a titanic struggle raging across the continent of Ansalon. When your players' characters are in an area at the same time as an evil army in the war game, allow this to affect the encounters the PCs have. Perhaps they meet a greater-than-usual number of the monster type in the evil army. Or they might meet refugees from battles, remnants of defeated good armies. Maybe villagers ask the PCs to defend them against a small portion of a Dragonarmy that is headed their way.

The BATTLESYSTEM™ rules can be used to govern medium-scale skirmishes between groups of evil monsters and the PCs (aided by villagers or army groups that rally around the PCs).

These are only a few of the ways in which you can use the "Dragons of Glory" war game to add more flavor to your DRAGONLANCE campaign. Other ways to use this game in your campaign may occur to you as you play.

Correlating Game Time to Campaign Time

The time scale for the game is one Battle Turn equals two months, with the exception of the winter Battle Turn, which encompasses the months of November, December, January, and February. The months and years are printed on the Turn track of the game. To use the game in your role-playing campaign, you need to correlate Battle Turns to time elapsed during play.

The following table relates specific Battle Turns in the game to the timing of events that occur in the modules. These are only guidelines; the actual timing of module events in your campaign may be somewhat different. This schedule assumes that the the Dragon Highlords' invasion of Abanasinia takes place on Turn 19 and the invasion of Solamnia takes place prior to Turn 20.

Battle Turn	Module Event
1	March 348 AC * / Start of the war
20	Winter 351 AC / DL1 ,DL2, DL3 DL4, DL6, DL7, DL8, DL9 DL10
21	March 352 AC / DL9, DL12, DL13
22	May 352 AC / DL14

* AC denotes Alt-Cataclius (After the Cataclysm)

You may wish to play the first 19 turns of the war game and then begin your campaign adventure at that point. We suggest that the Historical Campaign be played if you plan to relate the events in the game to your campaign adventures.

Strategic Events

Most of the Strategic Events in the game represent events that may occur during the role-playing adventures. For example, the discovery of the Dragonlances on Ergoth takes place in DL7. One of the three Dragon Orbs is discovered in each of DL6, DL8, and DL10. You may want to introduce the three *Dragon Orbs* counters and the first Dragonlance counter into the game during Battle Turn 20 to mimic the effects these devices have in the adventures.

Notes on Campaigns and Scenarios

Two campaign games and four scenarios are included in this book. Each has its own strengths. All of the battle descriptions and scenarios are written in the order in which they occurred during the War of the Lance. This makes it easier to understand the historical setting for each scenario. The scenarios teach the basics of the game and we recommend that you play the scenarios before tackling the campaign games.

The first campaign game allows you to play out the course of the war from start to finish. We suggest that you save this one until after you have learned the rules by playing the shorter scenarios.

The second campaign game is the Historical Campaign, which begins on Turn 20 with the conditions that exist at the start of the adventure modules. This is a much shorter game than the first campaign although equally complex. The Historical Campaign is also the most useful to the DRAGONLANCE game referee. However, we still recommend playing through some of the smaller scenarios before attempting this one.

The first scenario simulates the fall of Silvanesti. It emphasizes offensive tactics for the Dragon Highlord player and defensive tactics for the Whitestone player. We recommend this one as the second scenario you play.

The second scenario is larger scale than the first and introduces limited Activation rules. We recommend you play this scenario after playing the first and third scenarios. When you are done with this one, you should be ready to tackle either of the campaign games.

If you are just learning the rules, or are altogether new to simulation games, the third scenario is the easiest to learn, play, and teach. It is the best place to start learning the basic rules of combat and getting a feel for the game in a

short time. Play this one first.

The fourth scenario is a no-holds-barred battle. Short and furious conflict is the rule. This one allows you to play with all the rules. It doesn't take as long as a campaign game but has all the action. Try this scenario when you don't have time for a campaign game but still Want to play all-out.

Battle Turn to Campaign Year Chart

Turn Campaign Time

348 AC
1	March/April
2	May/June
3	July/August
4	September/October
5	November/December/January/ February

349AC
6	March/April
7	May/June
8	July/August
9	September/October
10	November/December/January/ February

350 AC
11	March/April
12	May/June
13	July/August
14	September/October
15	November/December/January/ February

351 AC
16	March/April
17	May/June
18	July/August
19	September/October
20	November/December/January/ February

352 AC
21	March/April
22	May/June
23	July/August
24	September/October
25	November/December/January/ February

353AC
26	March/April
27	May/June
28	July/August
29	September/October
30	November/December/January/ February

3
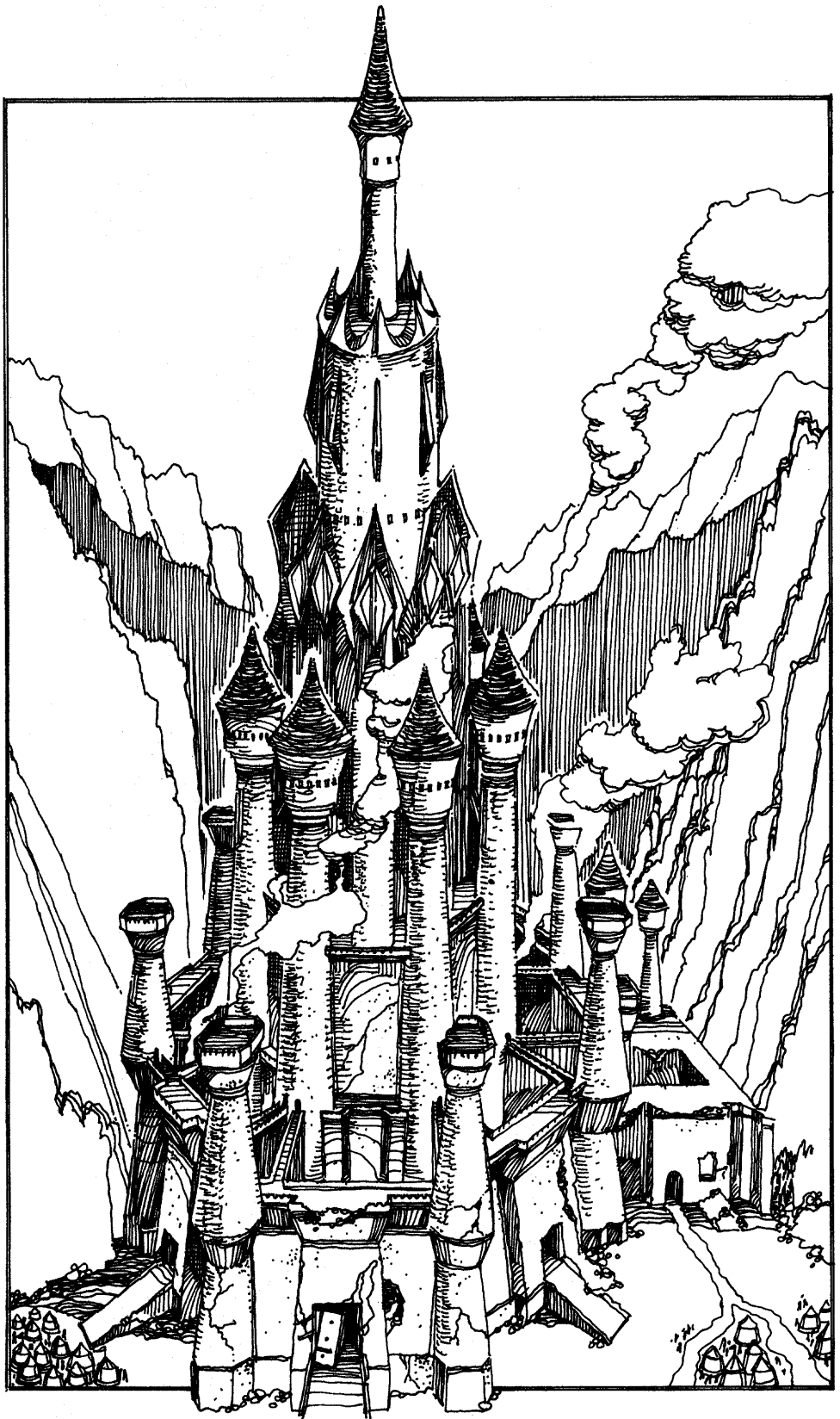
The War of The Lance

Lord Gunthar Uth Wistan is currently the highest ranking of the Knights of Solamnia and leader of the armies commanded by the Whitestone Council. These armies include the Knights of Solamnia, members of the Whitestone Council proper, and those Allied Councilors who are not on the Whitestone Council but lend their support to it.

Lord Gunthar was born at his ancestral home of Castle Wistan on Sancrist Isle in early spring of 293 AC. His major early campaigns were on the Solamnic Plains around Vingaard Keep where he aided Lord Brightblade in the defense against both a hobgoblin incursion and a simultaneous uprising of the peasants. The episodes taught him not only battle prowess but the importance of politics (young, *rebellious knights had incited the uprising).*

Despite many early successes both on *and off the battlefield, Lord Gunthar is most honored for his victories in the War of the Lance. While the war still rages on and its outcome is yet uncertain, I have compiled here a few of the more interesting insights from Lord Gunthar's war journal....*

Astinus of Palanthus
Spring of 352 AC

The War of the Lance had its origins in the Great Cataclysm. The empires of the previous age were sundered, while dragons, banished for over a millennium, returned to the lands of our ancestors. Once the dragons returned, war was inevitable.

The dragons entered into unnatural alliances with evil men. These alliances, spawned in the Khalist Mountains, formed the first Dragonarmies of the Dragon Highlords. The communities in the area, including the sweltering port of Sanction, fell before these vile hordes.

The first test of the Dragonarmies' might came as they drove north from the Taman Busuk into Nordmaar in the early summer of 348 AC. With dragons flying over the forward line positions of the Nordmen and disrupting their defense, Nordmaar fell quickly. Its capital at North Keep surrendered and Valkinord, by that time their main port, was razed.

Flush with success, the Dragonarmies turned south and east in the fall of 348 AC. Why they struck east rather than west into the Solamnic Plain is something of a mystery. Solamnia certainly had more to offer from a strategic standpoint than the eastern realms and was richer in resources. I can only guess that it was their latent fear and respect of the

Solamnic Order of Knights that caused them to move thus. The Knighthood offered the only organized human resistance to their domination of the continent. It was much to our good fortune, however, that they waited to invade Solamnia, for the Knighthood was not prepared to go to war, torn as it was by political and internal turmoil.

The human nation of Khur allied with the Dragon Highlords during the early months of 349 AC, seeing great advantage in this move. The kender lands of Balifor and Goodlund fell quietly under Dragon Highlord occupation (a situation which they would later regret).

With the coming of spring in 349, the dragon hordes warred against Silvanesti. Silvanesti was the most ancient of the existing governments, having survived the Cataclysm intact, and it had been isolationistic in its approach to the world since that time. The campaign was hard fought, with losses running high on both sides. Eventually the supply lines of the elves collapsed and the government was forced to evacuate. The Silvanesti nation faded into the woods of its homeland.

The Dragonarmies needed to reassess their position. Badly disorganized from the prolonged and damaging war, the dragon forces spent the following year reorganizing and rebuilding their might.

The Dragonarmies also had to reconstruct their supply lines. In the ages prior to the Cataclysm, the art of campaign supply was largely lost because of the heavy reliance on army clerics and wizards to supply the troops in the field. In ancient times, each squad of combatants had its own attendant cleric to provide food during campaigns.

With the disappearance of true clerics just prior to the Cataclysm, and the near extinction of wizards during the latter half of the Age of Might, the supply of armies was reduced to a barbaric state of ground transport. Even the Dragonarmy, whose dragons were constantly used to interdict the supply lines of Whitestone forces, did not have the capacity to ferry supplies in sufficient numbers to sustain any force.

Foraging in the field was somewhat effective, but could not sustain a large force for long. Thus did the Dragonarmies have to relearn the art of supply and take care to protect their supply lines all the way back to their heartland. It was a skill they soon mastered, and one that the Whitestone forces have been slow to learn.

In the spring of 351 AC, they launched their Solamnic and south flank offensives.

Red Wing troops under Ariakus, Dragon

Emperor of Darkness, struck through the Throtyl Gap with the aid of the traitorous Lemish and the hobgoblins of Throtyl. The plains people, who blamed the Knighthood for the Cataclysm (and all the rest of their troubles), had cast the brothers of good from their lands and were thus left defenseless.

The highly trained Dragonarmies sundered the Solamnic Plain, leaving a land stained with the blood of innocents behind them. Those valiants who did resist were thrown back and the remnants joined with the forces concentrated between the anchors of Thelgaard and Solanthus. The dragons of Takhisis, Queen of Darkness, ruled the skies, and the rapid advance of her armies cut off many of our allies from support and aid. Our retreat from Solamnia was a rout, pure and simple, as we struggled to establish a line of defense.

A token force rallied at the High Clerist Tower to block the access to the prize city of Palanthus. The Palanthian army stayed idle through the winter and gave neither support nor comfort to the few Knights who held the pass. The government of Palanthus had not yet tasted dragon's fire nor did they see the danger in it. Support forces were rushed to the tower yet they seemed too few. The honor and courage of those Knights held the pass through the winter. The northern campaign ground to a halt as the snow was stained crimson all winter.

In the south, much of the advance remained uncontested through the summer as the juggernaut of evil surrounded the dwarves of Zhakar and occupied the largely abandoned lands of Newcoast Schallsea and Southern Throtyl. This thrust was commanded by Verminaard of the Red Dragon Wing. The Dragonarmy poured across the Abanasinian Peninsula and continued south as far as the dwarven kingdom of Thorbardin before winter and the dwarven defenses halted the advance.

The threat of this horde forced the Qualinesti elves to flee their homeland. Both the Qualinesti and the Silvanesti re-emerged as separate nations in Southern Ergoth during the spring of **352** AC. Neither nation was disposed to help the other and, indeed, war between them seemed inevitable.

The winter of 352 AC was the salvation of the western lands. Representatives of most free peoples gathered at the Whitestone on Sancrist during those months and managed to forge an uneasy alliance. Many other developments took place during this time. The rediscovery of the Dragonlance and the return to the world of the good dragons finally allowed the Knights to challenge the dragons of evil in the sky.

With renewed vigor we now press back across the Solamnic Plain. Victory may yet be ours, though the enemy is cunning and resourceful. Should some new sorcery on their part come forward, the balance of the war may shift yet again against us.

The Campaign Game

This is the complete game, covering the whole of the War of the Lance. It starts with the events on Ansalon before the Dragon Highlords moved toward conquest and allows both players to influence the full course of the war.

This is the most complicated version of the game. We suggest that you play one of the smaller scenarios before attempting the full game.

INITIAL SET UP:

Dragon Highlord (HL) Player

The HL player starts with the following forces in Neraka:

All Dragon Highlords (leaders)
All HL armies (except draconians)
All HL dragons

Whitestone (WS) Player

The WS player starts with no armies (he must Activate countries to get armies).

START:

Turn 1; HL player has Initiative

STRATEGIC EVENT COUNTERS:

Start with all E1 Strategic Events counters in the cup (E10 and E20 counters are added during Turn 10 and Turn 20, respectively).

VICTORY CONDITIONS:

Count the number of countries held by each side at the end of Turn 30. Count only countries that either begin the game with armies or are Activated with armies. Areas without armies, such as Estwilde, do not count. A country is considered held by you if:

The capital of a friendly country was never occupied by an enemy force.

OR

Friendly forces were the last to occupy the capital of the country.
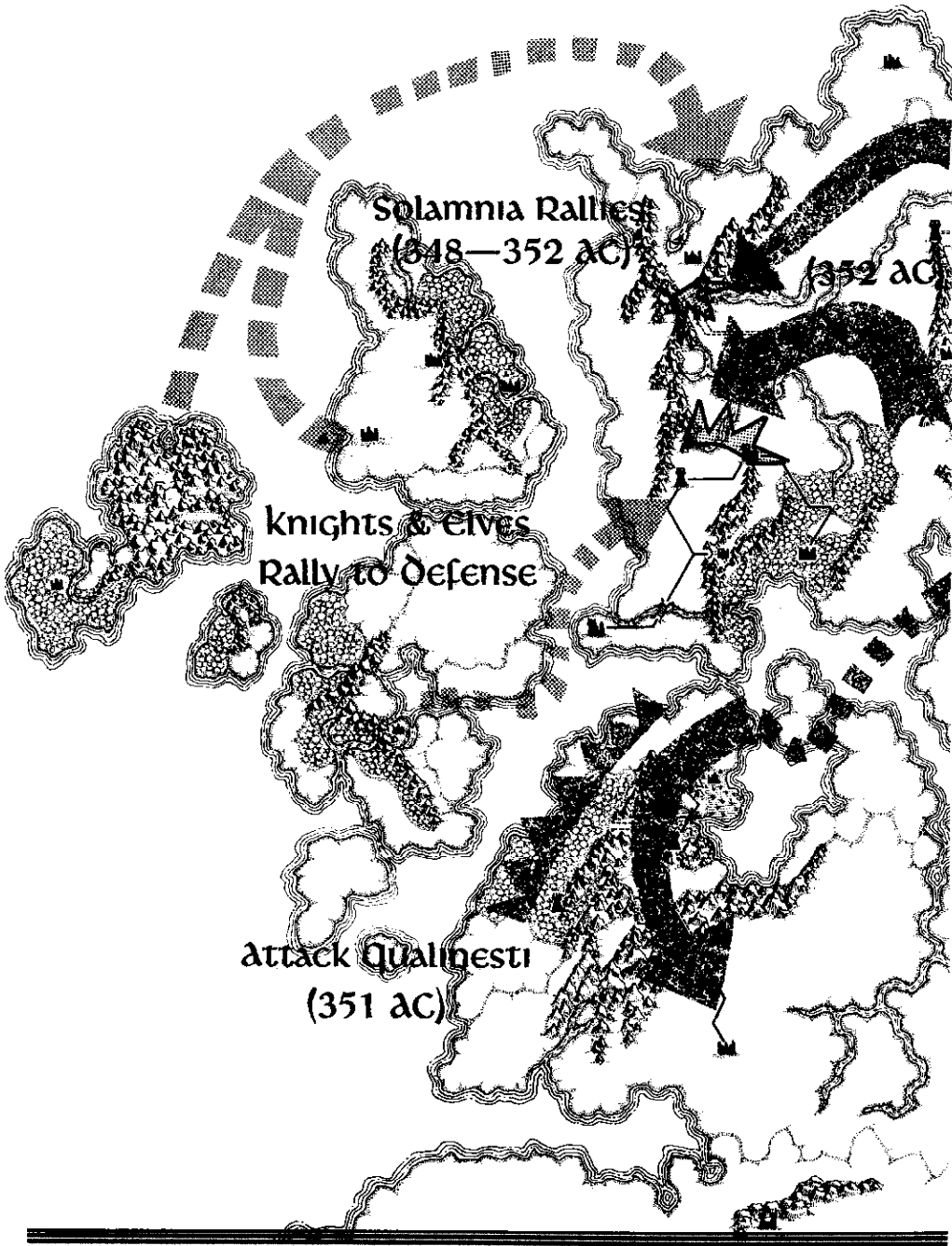
A nonhuman country is considered occupied by you when you capture the original location of the capital even if your opponent has moved its capital. Only if that original capital location is recaptured by the enemy may it be considered as his for purposes of victory determination.

The player with the most countries held then consults the following table to determine the extent of his victory:

Number of Countries	Victory Level
20 or more countries	Total Victory
19 countries	Victory
18 countries	Partial Victory
17 countries	Marginal Victory
16 countries	Poor Victory
15 or fewer countries	Indecisive Result

attack Nordmaar
(348 aC)

attack Goodlund
(348 aC)

attack Silvanesti
(349 aC)

Although the HL player starts the game in control of Silvanesti, he may not start with armies there. He may begin the game with dragon counters and leaders in Silvanesti.

Whitestone (WS) Player

The WS player starts with all Knight leaders and armies Activated. He also begins with all leaders and armies of the following countries (although some countries do not have armies). The WS armies may be placed anywhere in these countries.

Caergoth

Goodlund (Goodlund armies must be placed here. No other armies can start here.)
High Clerist Tower
Hylo
Northern Ergoth
Qualinesti
Sancrist
Solanthus
Southern Ergoth

The government of Silvanesti has moved to a location (WS player's choice) on Southern Ergoth with only 1/2 the original armies available and no griffons (1/2 of Silvanesti's armies and the griffons are permanently removed from play). The Silvanesti government and armies remain in Whitestone player control.

Neutral Countries Defeated

The countries listed here have been previously defeated by the HL side in combat and therefore have no armies present in the game.

Nordmaar
Kothas

START:

Turn 20; HL player has Initiative.

STRATEGIC EVENT COUNTERS:

Start with all E10 and E20 Strategic Event counters in the cup.

VICTORY CONDITIONS:

Victory conditions are the same as those listed in the Campaign Game.

The historical game

This scenario reconstructs the conditions that existed at the start of the role-playing modules. This game is most useful to the referee of a DRAGONLANCE® role-playing campaign.

INITIAL SET UP:

Dragon Highlord (HL) Player

The Highlord player begins with all armies of the following countries (some countries have no armies). HL armies may start in any of these countries.

Abanasinia (HL player must place exactly six (6) armies here)
Blode
Estwilde
Kern
Khur
Lemish
Nereka
Nordmaar
Sanction
Throtyl
Vingaard

The fall of Silvanesti

No continuous civilized government lasted longer than the Silvanesti kingdom of the High Elves. Established in the distant past by Silvanos, the great father of elven civilization, Silvanesti was rooted in the Age of Twilight. From that time on, no force has been able to bring about the ruin of this nation. It survived two previous dragon wars despite its major participation in both. It even survived the Cataclysm intact.

But in the summer of 349 AC, events quickly conspired to bring an end to its glorious reign. Large elements of the 1st, 2d, and 3d Blue Flight Dragonarmies and the 3d through 7th Red Flights surged south over the Khur border into the Silvanesti forests. These armies were supported by the newly organized Khuri-tarak Empire forces from Khur under command of the Dragon Highlords.

Despite the early use of dragons from the air to soften the entrenched elves and the widespread use of magic by the Highlords, the offensive quickly became mired in the dense forests of Silvanesti. The elves, using the terrain to maximum advantage and practicing a flexible and responsive defense, constantly held the great armies at bay.

This was accomplished at great cost. The policy of feigned retreat and surround, while working to their great defensive advantage against the over-zealous dragon troops, gradually decimated the elves. Heavy losses quickly taxed the resources of both sides.

After several months of inconclusive yet deadly combat, the supply lines from Silvanost, capital of Silvanesti, suddenly failed. The reasons for this are still not clear and the elves do not speak on the subject to those not of their race. For whatever reason, it is clear that the government in Silvanesti failed and its citizens fled west by any means at their disposal.

The elven armies in the field, however, while out of supply and poorly organized, were still a force to be wary of. While they could no longer protect their homeland from the invaders, they could buy time for the flight of their people. The forces in the north were almost exclusively Wildrunner elves and their more flamboyant nature was well suited to the task at hand. Despite the loss of supply, their withdrawal from Silvanesti was a costly one for the Dragon Highlords.

Scenario 1: Silvanesti

This scenario is played entirely on the southern half of the east side of the map.

INITIAL SET UP:

Dragon Highlord (HL) Player
   Set up all Dragonarmies and Khur forces in Khur. The HL player must permanently eliminate six ground armies and four dragon counters from his forces before deployment. A maximum of four Highlords (leaders) may be present.

Whitestone (WS) Player
   Set up all Silvanesti armies in Silvanesti.

START:
   Turn 4; Silvanesti player has Initiative

STRATEGIC EVENT COUNTERS:
   Start with all E1 Strategic Event counters in the cup. Before the game begins, each player, starting with the HL player, draws two counters. Discard any Activation counters. Events on drawn counters take effect before the game begins.

VICTORY CONDITIONS:
   The HL player wins a MAJOR VICTORY if he captures the Silvanesti capital before it moves. If the capital moves, the dragon player wins a MARGINAL VICTORY if he occupies the original capital city hex before the end of Turn 9.

   The Whitestone player wins if he denies the HL player his Victory Conditions. The WS player wins a MARGINAL VICTORY if he prevents the HL player from taking the capital city location before the end of Turn 9. The WS player wins a MAJOR VICTORY if he does so without having to move his capital.

Goodlund

Khur

Balifor

Dragon & Khur
armies

First Contact (June 349 AC)

front (Aug. 349 AC)

front (Oct. 349 AC)

Silvanesti
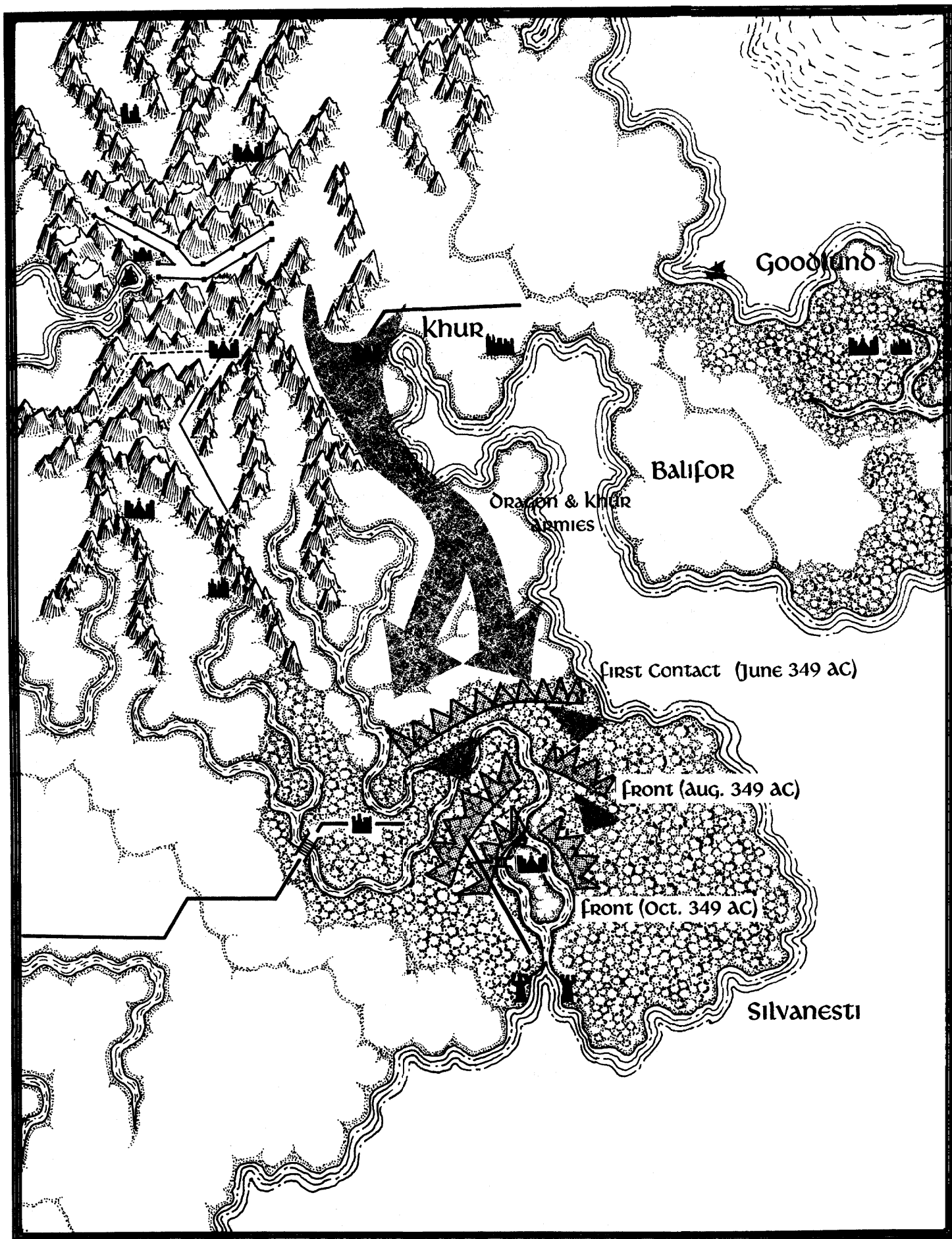
The Solamnic Plain

The battle for Solamnia was crucial to the success of the Dragon Highlords' campaign in Ansalon. Solamnia was the cradle of Knighthood and justice. Here was the home of heroes who, in ages past, fought against overwhelming odds to champion justice and right. Its very mention struck fear into those who would trample over the innocent and the just.. . .

(I have edited this manuscript in the interest of brevity The foregoing is included so the reader may sample the eloquence of good Lord Gunthar when he speaks of his beloved Knights. Such passages have been removed from the remaining manuscript. Keep in mind, however, that when it comes to the Knighthood, Gunthar is understandably slanted in his evaluations.)

Astinus

Moreover, the Solamnic Plain was more than just a political and geographical barrier, it was the heartland of food production in western Ansalon. Control of the plain thus became the major focus of the war effort.

Powerful armies of the Blue and Red Dragon Wings entered the plain in the early summer of 351 AC. The Blue Wing forces crossed the Estwilde to Kalaman and then turned west, rounding the north end of the Dargaard Mountains and following the Vingaard River across the plain to the southwest crossings near Vingaard Keep. The Red Wing forces, combined with hobgoblins, pressed through the Throtyl Gap and moved west toward Solanthus.

Despite solemn treaties, the Lemish forces joined the rapidly advancing Dragonarmy and laid siege to Solanthus at the north point of the Garnet Mountains. Fortunately, elements of the Solamnic forces in Caergoth were able to engage the enemy in the Thelgaard Gap and thereby protect the western shores of Solamnia.

On the northern front, the Blue Dragon Wing quickly laid siege to Vingaard Keep, the gateway to the northwest plains. The Vingaard troops were unable to hold the citadel and the largely mercenary force retreated west to the High Clerist Tower.

Both the northern and southern Dragon Wings had dangerously extended their supply routes. Their advance was slowed sufficiently that they were forced into a winter war. In the south this became a bitter and desperate struggle between two determined forces.

In the north, one objective burned in the hearts of the Dragon Highlords: Palanthus. The only major port untouched by the Cata-clysm, its fleets retained the might and glory of ancient times. This was a prize that could not be ignored.

Yet the value of the prize was ignored by the Palanthians themselves. They stubbornly clung to the belief that they would be spared by the dragon empire because they were a center of culture. This remarkable and misguided view nearly cost that great city all it held dear.

Dragons gave the Dragon Highlords mastery of the skies and made the defense difficult, almost hopeless. Yet in the darkest hour, the dragons of good again returned to the world and allied with the forces of the Whitestone. This was the turn of the tide.. . .

Scenario 2: The Solamnic Plain

INITIAL SET UP:

Dragon Highlord (HL) Player:
Starts with all armies of the following countries. He must place his armies in these countries.

Estwilde (no forces)
Nereka
Sanction
Throtyl

In addition, the HL player starts with eight draconian armies and all forces from Mithas, minus one ship and one ground army (these two armies are considered to be permanently destroyed). Also, the HL player must establish the location of the Dark Temple somewhere in any of the above countries except Throtyl.

Whitestone (WS) Player:
Starts with all armies from the following countries. He must place his armies in these countries.

Caergoth
High Clerist Tower
Northern Ergoth
Sancrist
Solanthus

All of these must be set up as though they were just Activated (i.e., each country's forces must set up inside that country).

START:
Turn 10; HL player has Initiative

STRATEGIC EVENT COUNTERS:
Start with all E10 Strategic Event counters in the cup. In addition, randomly pick six (6) E1 counters and place them in the cup as well.

SPECIAL RULES:
Only the following countries are eligible for Activation during this scenario:

Kaolyn
Lemish
Palanthus
Vingaard

Use the normal Activation rules for these countries. No other countries may be Activated during this scenario.

VICTORY CONDITIONS:
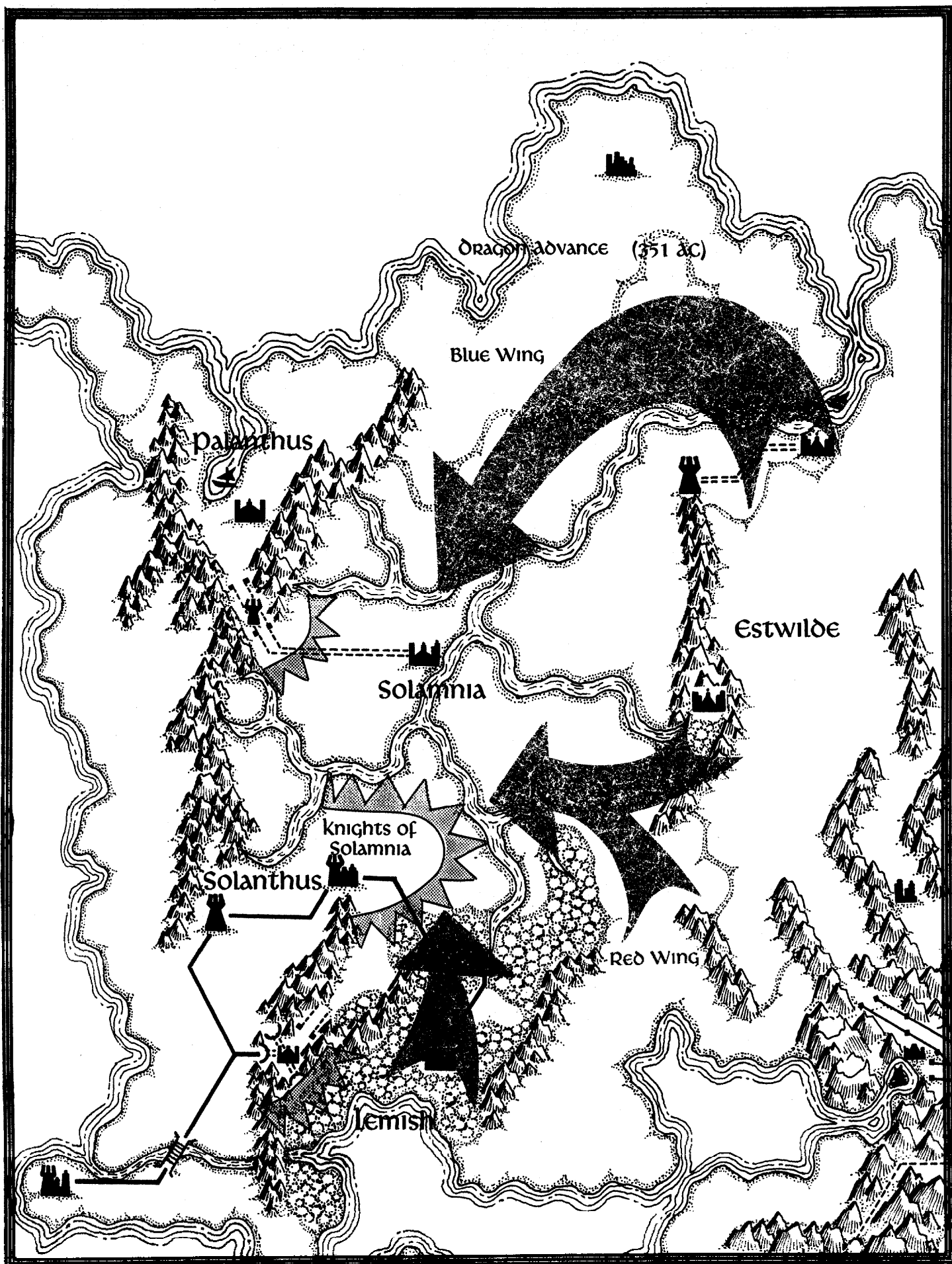The HL player wins if he controls all of the following countries by the end of Turn 25:

Caergoth
Lemish
Palanthus
Solanthus
Vingaard

The Whitestone player wins if he prevents the HL player from meeting his victory conditions.

Dragon advance (351 AC)

Blue Wing

Palanthus

Estwilde

Solamnia

knights of
Solamnia

Solanthus

Red Wing

Lemish

The Kender Strike

The most humorous defeat of the Dragonarmy occurred at the hands of the kender of Hylo. That unpredictable race (whose members are best avoided by all sensible folk) proved to be as tenacious as it was resilient.

Because of damage sustained in battle, my ship, the *Regent's Crown,* required immediate repairs. We therefore made a brief stop in the kender port of Hylo. It was here that we were treated to a most entertaining display of the ingenuity of that diminutive race.

The Dragon Highlords had managed to land an army on Northern Ergoth, under the command of a brutal hobgoblin—Toade by name. It was a weak force by Dragonarmy standards, primarily goblins and hobgoblins, but nevertheless posed a grave threat to the kender on the island.

This evil force would have conquered were not the kender suddenly united under the command of one Kronin Thistleknott. Kronin was undoubtedly strange for a kender. While personable and mischievous, he also had a sense of purpose, destiny, and leadership, qualities unusual in a kender.

Kronin managed to unite the different family clans of the kender in Hylo under his guidance. The clans went along since it sounded like something far less boring than their lives had been thus far. (Although several kender clans thought it would be great fun to become subjects of the Highlords and send all their old, boring objects as tribute.)

Toede's force attacked the port the day after we called there, and we witnessed an unusual battle. The kender forces trooped through the city in chaotic fashion. I had the impression they thought they were attending a carnival. They drew up into a thin line north of the city as the evil army came into view.

And then the kender began to taunt! My ears have never been treated to such a variety of insults and verbal abuse. Of course, the hobgoblins and goblins went berserk, attacking wildly with no sense of order.

This was all part of the plan, as the kender fell back in the center and drew the monsters into a narrow corridor of death. The kender attack was speedy and merciless and the surrounded monsters were massacred. The forces of evil were dealt a stunning defeat at the hands of the kender that day.

Scenario 3: The Kender Strike

This very short scenario teaches the basics of the game without many of the more complicated rules. This is a good way to introduce people to the game.

INITIAL SET UP:

Dragon Highlord (HL) Player:
Place four hobgoblin armies from Throtyl on the hexes just north of the Hylo border east of the mountains. The Throtyl leader counter (Toede) is also present. With them are two units of draconians.

Whitestone (WS) Player:
All Hylo forces under the Hylo leader set up anywhere inside Hylo.

START:
Turn 1; WS player has Initiative

SPECIAL RULES:
No Strategic Event counters or Activations are used in this scenario. Disregard these steps in the Battle Turn sequence. No new draconian armies enter during this scenario.

VICTORY CONDITIONS:
The HL player wins if he captures Hylo by Turn 5. The WS player wins if the HL player loses more than 50% of his initial Combat Strength. If neither player fulfills his conditions or if both players fulfill their conditions, then the game is a draw.

The Siege of Kalaman

Kalaman was a port of supreme importance to the Dragon Highlords. It was a port on the northern shores of Ansalon and thus a necessary link between the pirate bases of the Maelstrom and the central government of Sanction. It also represented an opportunity to throw back the Whitestone forces and turn the tide of the war. Moreover, the Dark Lady had her own personal score to settle with the commander of the Kalaman Forces. For it was Laurana who had defeated her at the High Clerist Tower and that same golden general now watched over Kalaman.

The defenses of Kalaman and its environs were as good as any in Ansalon. The port itself was flanked to the north by a wide bay that emptied into the sea. The rushing waters of the Vingaard River to the west restricted massive troop movements. The city walls held well to the south and were arranged to great advantage of the defender against ground troops.

Yet no roof covered Kalaman's head. The Dragon Highlords had something new in the offing, a threat that would change the tide of the war yet again. From the south came massive fortresses built atop rock ripped from the living stone. They floated through the sky with no more effort than a breeze. Within

their bowels dwelt armies of draconians and dragons. The great craft maneuvered toward Kalaman and prepared to disgorge their troops like hail from the sky.

Though the good dragons fought with the troops of Kalaman, as the battle raged back and forth, Kalaman slowly diminished in strength.

Scenario 4: The Siege of Kalaman

This is a short scenario for a no-holds-barred battle!

INITIAL SET UP:

Dragon Highlord (HL) Player:
The HL player starts with the following forces:

Ten (10) draconian armies
1/2 of all other HL ground armies
Kern
Red & Blue Dragons (four (4))
Dragon Highlords (any four (4))
One (1) HL Wizard
Dark Temple

The HL player sets up his forces in any of the following areas:

Dargaard Keep
Estwilde
Nereka

Whitestone (WS) Player:
The WS player starts with the following forces:

Gunthar (and armies)
Solanthus
Palanthus
Any four (4) Good Dragons
One (1) WS Wizard

The WS player sets up his forces anywhere in the country of Kalaman.

START:
Turn 20; HL player has Initiative

STRATEGIC EVENT COUNTERS:
Start with all E10 and E20 event counters.

SPECIAL RULES:
No Activations may be attempted during this scenario. The Dark Temple may be placed in any HL-controlled area. Draconians may be built normally.

VICTORY CONDITIONS:
The HL player wins if he captures Kalaman by the end of Turn 30. The WS player wins if he retains Kalaman at the end of Turn 30.

Kender War (352 AC)

Line of Toade's Advance

kender flanking positions

hylo

Northern Ergoth

Siege of Kalaman (352 AC)

dragonarmy

Knights Reinforce

Dargaard keep

Kalaman

flying Citadels

knights attack

dragonarmy
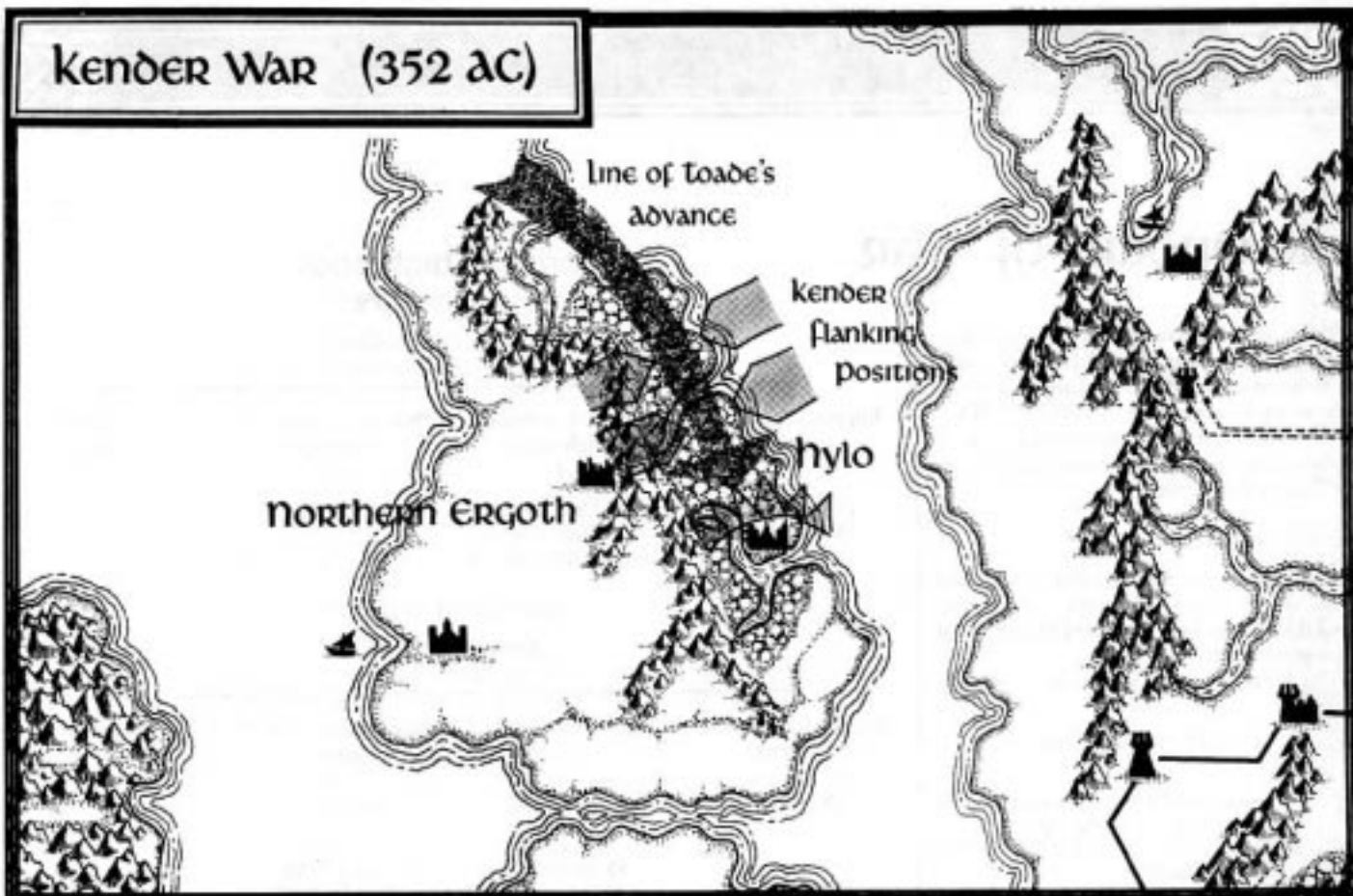
The Orders of War

These organizational charts are included to point out the command hierarchy of the armies involved in the War of the Lance. They can also be used to generate BATTLESYSTEM™ game statistics for the forces involved in DL11 if players wish to play these battles under the BATTLESYSTEM rules.

Statistics Format

In the charts that follow, statistics are given for those players who are interested in converting DL11 forces into their BATTLESYSTEM rules equivalents.

The forces are listed in the following format:

A UNIT TYPE/ @@(#B#)*

Where :
A = The number of BATTLESYSTEM counters in each DL11 army of this type
UNIT TYPE = The type of BATTLESYSTEM counter
@@ = Specific Type (OPTIONAL). In the case of draconians, "Drac" is the unit type, and the type of draconian (e.g., Baaz) is listed after the slash as the Specific Type.
#B# = The level (hit dice) of the members of each army.
* = Elite units (OPTIONAL). Units listed with an asterisk are elite units as defined by the BATTLESYSTEM rules.

If a DL11 army is depleted, it is equal to 2/3 the number of BATTLESYSTEM counters listed (each of these BATTLESYSTEM counters has a morale modifier of -2).

Ogre Infantry

ARMY COMMANDER(9)
(Great Chieftain)

I
Brigade Commander(7)
(Chieftain)

2 Lt. Brigade Commanders(6)
(Subchieftain)

I
24 Ogre(4)
24 Ogre(4)
24 Ogre(4)
12 Infantry (human)(3)
24 Infantry (human)(l)
24 Infantry (human)(l)

Dragon Highlords

DRACONIAN ARMY

ARMY COMMANDER
Flight General/Fighter(10)

Brigade Commander Fighter(6)	Brigade Commander Fighter(8)	Brigade Commander Fighter(6)	Dragonwing (see page 16)
24 Drac/BA(2)	15 Drac/KP(3)	24 Drac/BA(2)	
15 Drac/BA(2)	15 Drac/KP(3)	15 Drac/BA(2)	
15 Drac/BA(Z)	9 Drac/KP Arch.(3)	15 Drac/BA Arch(2)	

MERCENARY INFANTRY

ARMY COMMANDER
Flight General/Fighter-(10)

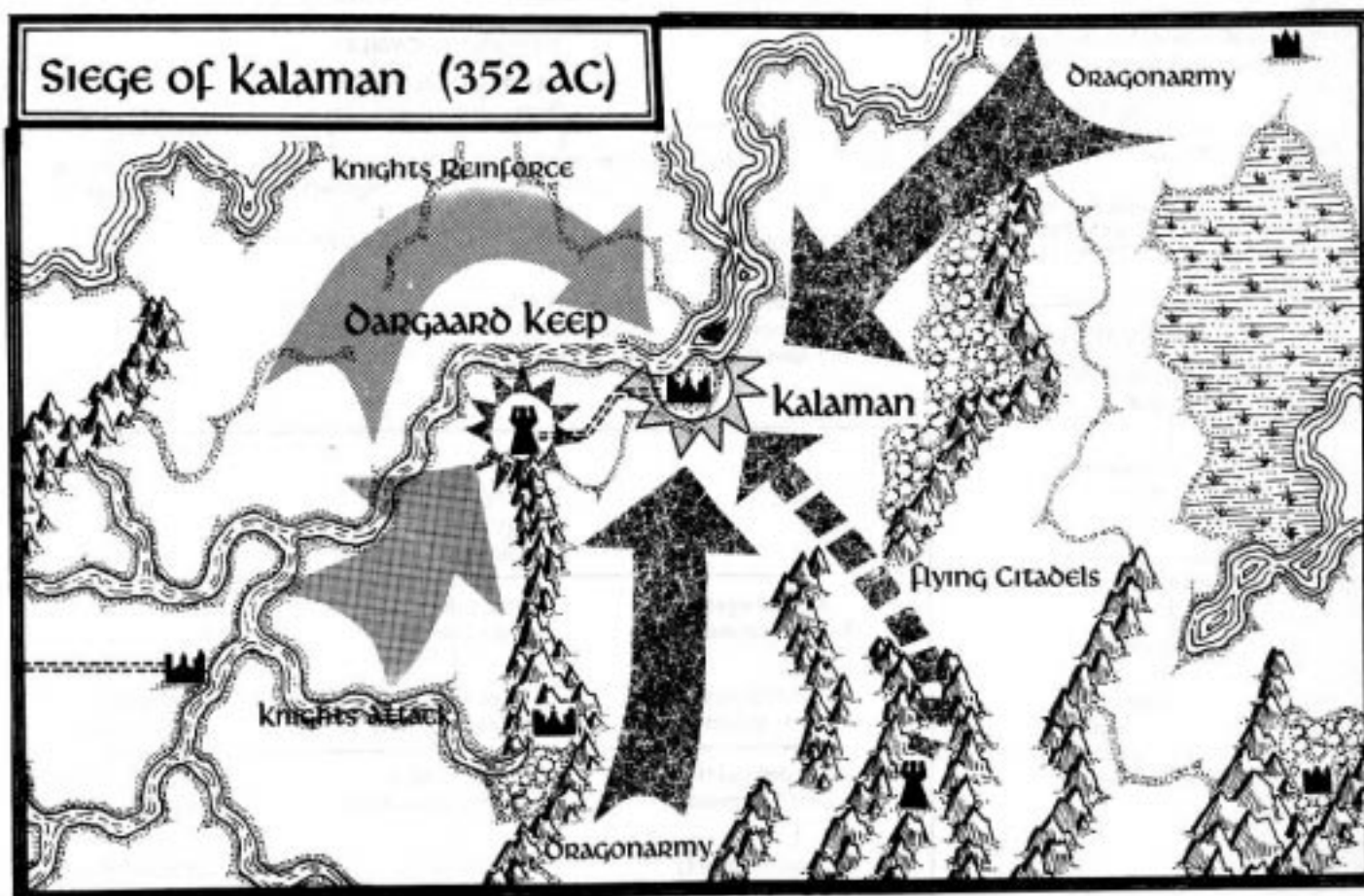| Brigade Commanders Fighter(5)	Brigade Commanders Fighter(5)	Brigade Commanders Fighter(5)	Dragonwing (see page 16)
		&	
Drac/BA(4)	Drac/KP(4)	Drac/BA(4)	
24 Drac/BA(2)	15 Drac/KP(3)	15 Drac/BA Arch(3)	
15 Infantry(3)	15 Infantry(3)	24 Infantry(3)	
24 Infantry(1)	24 Infantry(2)	15 Infantry(1)	

MERCENARY CAVALRY

ARMY COMMANDER
Flight General/Fighter(10)

Brigade Commanders Fighter(5)	Brigade Commanders Fighter(5)	Brigade Commanders Fighter(5)	Dragonwing (see page 16)
Drac/BA(4)	Drac/KP(4)	Drac/BA(4)	
24 Drac/BA(2)	15 Drac/KP(3)	15 Archers(3)	
12 H.Cav(4)	16 L.Cav(3)	16 L.Cav(4)	
16 L.Cav(2)	24 Infantry(1)	24 Infantry(2)	

Kender

ARMY COMMANDER
Kendergov/Thief(8)

Kelderhelp(6) (Brigade Commander)	Kenderhelp(5) (Brigade Commander)	Kenderhelp(5) (Brigade Commander)
12 Ken/Infantry(3)	12 Ken/Infantry(2)	12 Ken/Infantry(2)
12 Ken/Archers(3)	12 Ken/Archers(2)	12 Ken/Archers(2)

Kenderhelp(4) (Brigade Commander)	Kenderhelp(4) (Brigade Commander)	Kenderhelp(4) (Bridgade Commander)
24 Ken/Infantry(1)	24 Ken/Infantry(1)	24 Ken/Infantry(1)
12 Ken/Archers(1)	12 Ken/Archers(1)	12 Ken/Archers(l)

Knights of Solamnia

KNIGHT INFANTRY

ARMY COMMANDER
(Solamnic Knight selected by Knights from Brigade Commanders)

Brigade Commander(10)	Brigade Commander(9)	Brigade Commander(8)
(Solamnic Rose Knight)	(Solamnic Sword Knight)	(Solamnic Crown Knight)
12 Infantry(8)*	12 Infantry(8)*	12 Infantry(8)*
18 Infantry(4)	24 Infantry(3)	24 Infantry(2)
18 Infantry(4)	24 Infantry(3)	24 Infantry(2)
6 Archers(4)	10 Archers(3)	24 Infantry(1)
		10 Archers(2)

KNIGHT CAVALRY

ARMY COMMANDER
(Solamnic Knight selected by Knights from Brigade Commanders)

Brigade Commander(10)	Brigade Commander(9)	Brigade Commander(8)
(Solamnic Rose Knight)	(Solamnic Sword Knight)	(Solamnic Crown Knight)
12 H. Cavalry(8)*	12 H. Cavalry(8)*	12 H. Cavalry(5)*
16 L. Cavalry(4)	16 L. Cavalry(3)	16 L. Cavalry(2)
6 Archers(4)	10 Archers(3)	18 L. Cavalry(1)
		10 Archers(2)

Common Human Troop Organization

HUMAN INFANTRY

ARMY COMMANDER
Warlord/Fighter(10)

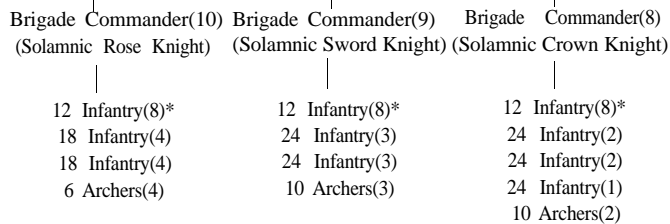| Brigade Commander Fighter(8)	Brigade Commander Fighter(8)	Brigade Commander Fighter(8)
12 Assault(6)	12 Infantry(5)	12 Infantry(2)
12 Assault(6)	12 Infantry(3)	12 Infantry(2)
12 Archers(3)	24 Infantry(1)	12 Infantry(2)
12 Archers(1)	24 Infantry(1)	12 Archers(3)
12 Archers(1)	12 Archers(2)	12 Archers(2)

HUMAN CAVALRY

ARMY COMMANDER
Warlord/Fighter(10)

Brigade Commander Fighter(8)	Brigade Commander Fighter(8)
6 H. Cavalry(5)*	12 L. Cavalry(3)
12 L. Cavalry(3)	24 L. Cavalry(1)
12 L. Cavalry(2)	24 Infantry(1)
12 Infantry(2)	12 Archers(1)
12 Archers(2)	12 Archers(1)

Hobgoblin

ARMY COMMANDER
Chief(6)

Subchief(4)	Subchief(4)	Subchief(4)
(Brigade Commander)	(Brigade Commander)	(Brigade Commander)
15 Hobg. Infantry(3)	15 Hobg. Infantry(3)	15 Hobg. Infantry(3)

20 Hobg. Infantry(1)
15 Hobg. Infantry(1)
15 Hobg. Infantry(1)
10 Hobg. Archers(2)
10 Hobg. Archers(1)

Minotaur Infantry

ARMY COMMANDER
Fighter(12)

Brigade Commander Fighter(10)	Brigade Commander Fighter(10)
12 Mino/Infantry(8)*	12 Mino/Assault(8)*
12 Mino/Infantry(b)*	12 Mino/Assault(8)*

Brigade Commander Fighter(10)	Brigade Commander Fighter(10)	Brigade Commander Fighter(10)
12 Mino/Infantry(6)	12 Mino/Infantry(6)	12 Mino/Infantry(6)
12 Mino/Infantry(6)	12 Mino/Infantry(6)	12 Mino/Infantry(6)
12 Mino/Infantry(6)	12 Mino/Infantry(6)	12 Mino/Infantry(6)

Elven armies

ARMY COMMANDER
(Speaker)
Fighter(12)

LORD HOUSE WARRIOR
(Army Commander)
Fighter(10)

HOUSE RIDER (Brigade Commander) Fighter(9)	HOUSE ARCHER (Bridgade Commander) Fighter(9)	HOUSE WARRIOR (Brigade Commander) Fighter(9)
12 L. Cavalry(7)	12 Archers(7)	12 Infantry(7)
12 L. Cavalry(3)	12 Archers(3)	12 Infantry(5)
12 L. Cavalry(2)	24 Archers(1)	24 Infantry(3)
24 L. Cavalry(1)	24 Archers(1)	24 Infantry(1)
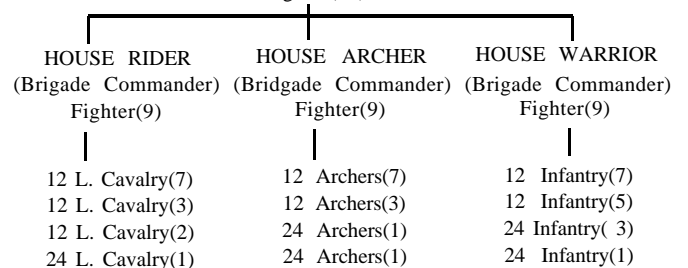
dwarven armies

ARMY COMMANDER
The High King/Fighter(12)

Hylar	THEIWAR	DAERGAR
Brigade Commander Fighter(10)	Brigade Commander Fighter(6)	Brigade Commander Fighter(10)
12 Dwarf/Infantry(8)	24 Dwarf/Infantry(3)	12 Dwarf/Infantry(7)
12 Dwarf/Infantry(5)	24 Dwarf/Infantry(1)	12 Dwarf/Infantry(4)
6 Dwarf/Archers(5)		

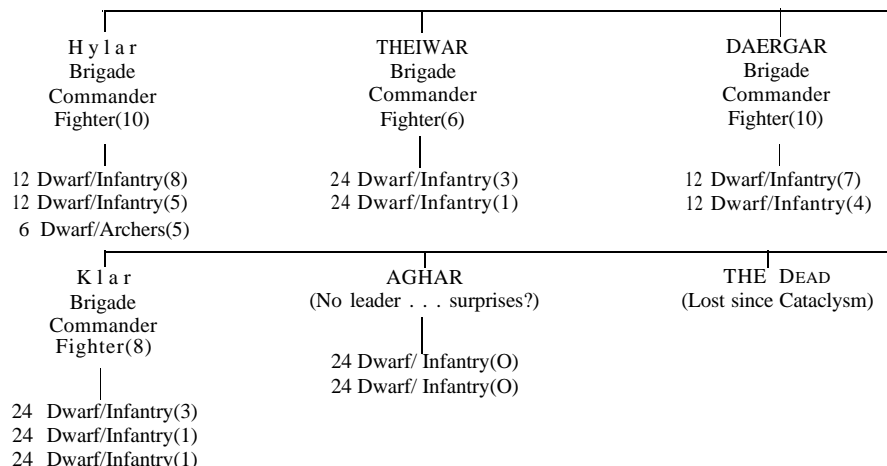| Klar	AGHAR	THE DEAD
Brigade Commander Fighter(8)	(No leader . . . surprises?)	(Lost since Cataclysm)
	24 Dwarf/ Infantry(O)	
	24 Dwarf/ Infantry(O)	
24 Dwarf/Infantry(3)		
24 Dwarf/Infantry(1)		
24 Dwarf/Infantry(1)		

Chart Notes

Highlord Wizards

Wizard counters in this game represent individuals or small groups of wizards (they act as Heroes in the BATTLESYSTEM™ rules). These wizards are typically in the 5th-12th level ranges (1d8 + 4 for random determination). Use the wizards described in the DRAGONLANCE® modules as guides for levels and spell abilities.

Evil Dragons

Evil dragons act as Heroes under BATTLESYSTEM rules. While counters list comparable strengths for units, the actual composition of each type of dragon wing is different.

Red Dragon Wing
1 Red Dragon (Ancient/Large) 80 hp
2 Red Dragons (Old/Average) 60 hp each

Blue Dragon Wing *
1 Blue Dragon (Ancient/Huge) 80 hp
2 Blue Dragons (Very Old/Average) 63 hp

Green Dragon Wing
4 Green Dragons (Very Old/Average) 56 hp

Black Dragon Wing
2 Black Dragons (Ancient/Huge) 64 hp
2 Black Dragons (Ancient/Average) 56 hp

White Dragon Wing
1 White Dragon (Ancient/Huge) 56 hp
2 White Dragons (Ancient/Average) 48 hp
2 White Dragons (Very Old/Small) 37 hp

Flying Citadels

Flying citadels represent aerial fortresses that have a movement of 12" and can fly up to 5,000 feet above the surface of Krynn. They are able to hold three ground armies. Use the Floating Tomb diagrams from DL4, *Dragons of Desolation,* for guidelines on the layouts of these citadels. Flying citadels cannot be attacked by ground troops. Use the special Siege Rules from DL8, *Dragons of War,* for BATTLESYSTEM combat against fortresses.

Hobgoblins

Normally a hobgoblin army contains siege forces. Since the time of the Cataclysm, however, siege technology has been lost to the hobgoblins.

Ogres

Ogres regularly enslave other races, most often human. These are impressed into service in ogre armies from time to time. The enslaved person's family is kept in captivity in the ogre kingdoms to secure cooperation.

Minotaur Fleets

Minotaur fleets are capable of transporting one army as described in the rules of DL11. There is no fleet combat system in the BATTLESYSTEM rules and thus there is no naval conversion from DL11 to the BATTLESYSTEM rules. Use the naval combat system described in DL11 to resolve any engagements between opposing navies.

The Knights of Solamnia

Only the units listed as "Elite" are true Knights. All other units are either mercenaries hired into service, or Knights-in-training who have not yet earned their spurs. The army commander, according to the Solamnic Code, must be selected in a Knights Council prior to battle and is only changed if a question of honor arises against the leader (see DL8 for details).

Common Human Armies

These troop formations are typical of all human countries outside the strict orders of Solamnic Knighthood. Thus they apply to countries such as Khur, Nordmaar, Vingaard, and Palanthus.

Clerics and Good Wizards

Clerics and wizards were integral parts of all human armies up until the time of the Cataclysm. After that time, true clerics were not to be found.

For the purposes of this game, there were too few clerics to warrant representing them with a counter.

In a BATTLESYSTEM game, the only clerics present are the PCs.

Wizards, on the other hand, took a very active part in the war and were present at many battles. They no longer stayed with a particular army, however, preferring to operate independently. Good wizards helped the Whitestone forces. These magic-users were of the same number and level as those evil wizards previously described.

Kender

The kender have a unique ability known as the *taunt.* This is used on a massive scale by kender armies much to the disadvantage of their opponents. The kender taunt involves enraging the enemy through verbal insults. Kender jeers make an enemy attack wildly without thought to consequence at a -2 to hit and a +2 penalty to their Armor Class.

Kender armies also have more commanders than human armies. These commanders are needed to keep the rather chaotic kender in regular formation.

Elves

The elven command structures have always been rigid and centralized. The Lord House Warrior directs the actions of both the cavalry and the infantry. Thus the above command structure represents one commander always in charge of at least two units.

Elves are superb wood folk and use the woods to their advantage in a fight.

Pegasi and Griffon Air Armies

Each pegasi or griffon army is capable of transporting one ground army. This reflects the flying creatures' ability to move an army over a two-month period. In the BATTLESYSTEM game combat, infantry may be designated as air cavalry and ride the griffons into battle, or the griffons may attack on their own. Unlike dragons, pegasi and griffons attack as air combat armies rather than as Heroes.

DL11-to-BATTLESYSTEM Conversions:

DL11 Army	BATTLESYSTEM
Each Pegasus army	= 34 4th-level pegasi
Each griffon army	= 24 7th-level griffons

Dwarves

Before the Cataclysm, dwarven armies were tremendously large and potent forces with a command structure that allowed for the best use of the talents of each Thanedom in battle. Since the Cataclysm, the dwarven nations have suffered from a great political strife, resulting in the withdrawal from armed service of both the Daewar and the Neidar. Also, the loss of true clerics just prior to the Cataclysm means that the Thanedom of the Dead (which comprised the true clerics) no longer exists. While this weakened the dwarves' fighting abilities, they are still a formidable force.

One unit that causes unending embarrassment to most dwarves is the Agar "fighting force." The gully dwarves must make a morale check once every BATTLESYSTEM game turn. If they fail, they are treated as a mob for that turn.

Advanced Dungeons & Dragons®

DragonLance®

Official Simulation Game

Dragons of Glory
RULE BOOK

CONTENTS

"Dragons of Glory" Boardgame Rules

Introduction

"Dragons of Glory" is a boardgame allowing two or more players to recreate the conflicts that raged across the face of Krynn during the War of the Lance. One player controls the forces of the Dragon Highlords and attempts to subjugate the nations of Krynn. The other player controls the Whitestone forces and tries to halt the swarming armies of his opponent. Many neutral nations are brought into the war as allies of one side or the other. If more than two people are playing, divide into two teams and run the opposing armies by team.

A. Getting Started

"Dragons of Glory" offers several scenarios that highlight some of the different campaigns of the War of the Lance. These are presented in the scenario and background book. In addition, the campaign game allows players to re-create the entire course of the war.

Players should first divide themselves into two teams: the Highlord (HL) and Whitestone (WS) sides. Next, select a scenario from the scenario book. If this is the first time playing the game, one of the shorter scenarios is your best bet. Experienced players are able to play the entire campaign in about 6-8 hours.

The HL player may now place the Dark Temple marker in a fortress or fortified city. (The HL player does not have to place the temple at the start of the game, he may want to wait until his forces capture a more advantageous hex.) This is the location where his draconian armies enter the map during the game.

The scenario rules explain which armies start the game on the map and where they are placed. Other armies and markers are placed on the Turn track. You need a cup or an opaque container from which Strategic Event counters are drawn during the course of the game.

Put the Turn marker on the Turn track, located on the map. The Turn marker should start on the first Turn of the scenario, given in the scenario description. (Not all scenarios start with Turn 1.)
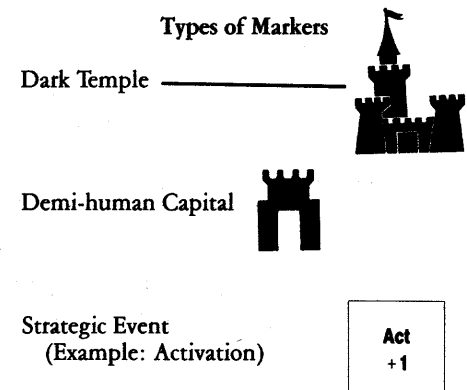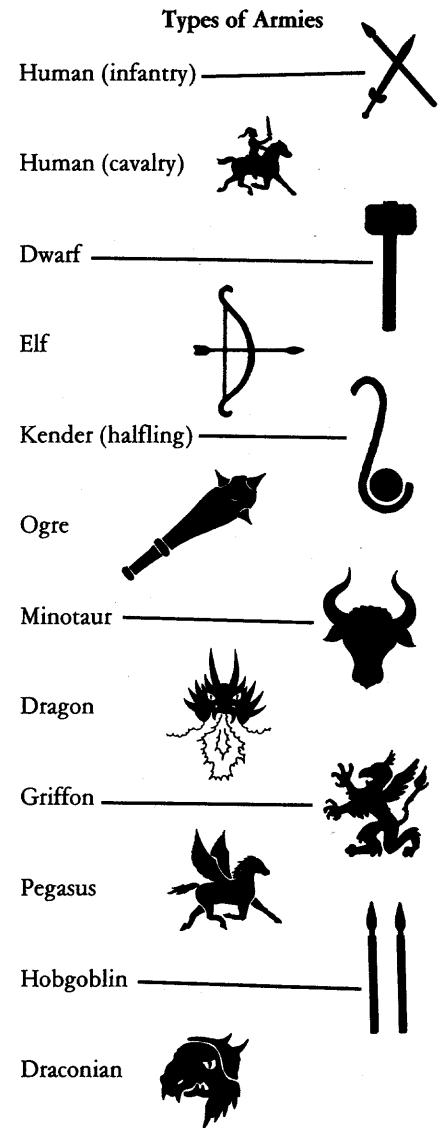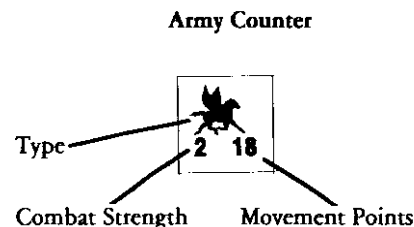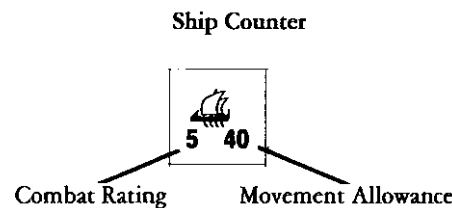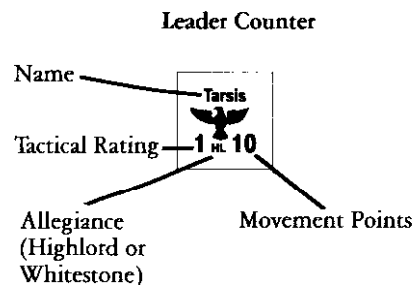
B. The Game Pieces

To play "Dragons of Glory," you need the maps and counters (cardboard playing pieces) in this module, as well as the rules. You also need some dice: 10-sided (d10s), 4-sided (d4s), and 6-sided (d6s) dice.

The map displays the continent of Ansalon, where most of the significant campaigns of the War of the Lance occurred. Lay out the two mapsheets so that they match up along the center. Note that each map has a grid of hexagons, or hexes, printed on it. As in other DRAGONLANCE® products, this hex grid is designed to help players regulate movement across the map. Unlike other DL products, in which you move a group of player characters or NPCs, you move whole armies in "Dragons of Glory."

The counters in the game represent the armies of humans, elves, draconians, dragons, and other creatures that fought in the war. In addition, some counters represent important leaders like Laurana and Verminaard. A few of the counters are markers used to record information.

The following diagrams explain what the numbers found on each type of counter mean.

Leader Counter

Name — **Tarsis**
Tactical Rating — **1 HL 10**
Allegiance (Highlord or Whitestone)
Movement Points

Ship Counter

5 40
Combat Rating
Movement Allowance

Army Counter

Type
2 18
Combat Strength
Movement Points

Types of Armies

Human (infantry)

Human (cavalry)

Dwarf

Elf

Kender (halfling)

Ogre

Minotaur

Dragon

Griffon

Pegasus

Hobgoblin

Draconian

Types of Markers

Dark Temple

Demi-human Capital

Strategic Event (Example: Activation)

Act +1

2

C. Playing a Battle Turn

"Dragons of Glory" is played in *Battle Turns.* The exact number of Turns in each game is determined by the scenario you have chosen. Each Turn is roughly two months of time, although the winter Turns represent four months, because of more limited movement and combat during that season.

Each Turn should follow these eight steps, in order:

STEP 1: REPLACEMENTS

The Highlord player puts a draconian counter in the hex where he has placed the Dark Temple marker. Then each player determines how many replacement armies he is allowed to add from armies that have been previously eliminated, and places each army in one of its country's fortresses or fortified cities.

STEP 2: STRATEGIC EVENTS

On odd-numbered Turns, the HL player draws a counter from the Strategic Events cup, and the event listed on the counter occurs. On even-numbered Turns, the WS player draws.

STEP 3: ACTIVATION

Starting with the player who just drew the Strategic Event counter, each player can attempt to Activate a neutral nation of his choice by rolling 1d10.

STEP 4: INITIATIVE

Each player rolls 1d4 to see who gets the initiative. The player with the high roll wins. Ties go to the player who had initiative on the previous Turn. The player with initiative declares which side performs Steps 5 and 6 first.

STEP 5: MOVEMENT

One player moves all of his ships, and then moves all of his air and ground armies, according to the movement rules.

STEP 6: COMBAT

The player who just moved can now make any air, ground, and ship attacks that he wants to, within the combat rules.

STEP 7: SECOND MOVEMENT AND COMBAT

The player who has not yet moved now performs Steps 5 and 6 in order.

STEP 8: TURN MARKER

Move the Turn marker one Turn and begin a new Turn.

Rule 1: Replacements

All replacement activities are performed during Step 1 of each Turn.

Armies can be eliminated through combat. Each player should designate some empty table space as a replacement pool, and put his army counters there when he removes them from the map. At the start of every Turn, the player then looks at the counters in the replacement pool to see if he is due any replacements.

For every two armies of the same color combination (nationality) in his replacement pool, a player can immediately bring one of those armies back into play. At the same time, the other army is removed from the replacement pool and set aside; it is now permanently out of the game.

In addition, if two depleted armies of the same nationality are stacked together in a hex during the Replacement Step, one of these armies can be placed in the Replacement Pool, and the other rebuilt to full strength. The army placed in the pool is immediately eligible to be used for additional replacements.

An army that is returned to play must be placed in any city or fortress hex of its country. The army cannot be placed in a hex with enemy armies.

Dragons, griffons, pegasi, and ships can never be replaced or rebuilt to full strength. If armies of these types are lost, they are permanently out of the game.

Rule 2: Strategic Events

Many of the events that occur as a result of PC actions during a DRAGONLANCE® campaign have an effect on the course of the war. These events occur randomly in "Dragons of Glory."

The scenario rules tell you to place certain Strategic Event counters in a coffee cup, or other container, before the game begins. At certain points during the game, you might be instructed by the scenario rules to add more Strategic Event counters to the cup.

Strategic Event counters have either E1, E10, or E20 printed on their backs. The number indicates the Turn that the counter is placed in the Strategic Event cup. All E10 counters, for example, are added to the cup on Turn 10 (before a counter is drawn).

During Step 2 of each Turn, one player draws a counter from the cup to see what the Strategic Event for that Turn is. On odd-numbered Turns, the Highlord player draws the counter; on even-numbered Turns, the Whitestone player draws. The player drawing the counter reads it and shows it to his opponent. Sometimes the counter will benefit the person who drew it, other times it will benefit a particular side, regardless of which player drew it from the cup.

Drawn counters are never placed back into the cup. Some Strategic Event counters get placed on the map (see explanations of Strategic Events, on the inside of the module cover). All others are set aside, out of play, after they have been drawn.

The Strategic Events are listed on the inside cover of the module. Look them over if you wish, but do not try to learn the rules for each Strategic Event until it is drawn. This will make learning the game much easier.

Rule 3: Activation

During the Activation Step of each Turn, each player may choose one neutral nation and attempt to Activate it as an ally by rolling 1d10. The player who drew the Strategic Event counter that Turn rolls first.

The number a player needs to roll to Activate a neutral depends on the neutral nation and on which player (WS or HL) makes the roll. The Activation Table on the next page shows the Activation Rating for each neutral, based on who is making the roll. An Activation roll on 1d10 that is equal to or less than the nation's Activation Rating results in the neutral nation entering the war on the side of the player that Activated it. An Activation roll higher than the rating has no effect.

The Activation roll can be modified by a Strategic Event or by invasion.

ACTIVATION TABLE

Nation	Whitestone	Highlord
Blode	-2	7
Caergoth*	3	-2
Goodlund	5	-2
Gunthar*	4	-3
Hylo	4	-2
Kaolyn	4	1
Kern	-2	7
Khur	3	2
Kothas	1	7
Lemish	1	5
Maelstrom	4	4
Mithas	1	7
Nordmar	3	3
N. Ergoth*	3	-2
Palanthus		-1
Qualinesti	2	-2
Sanction	0	6
Silvanesti	5	-2
Solanthus*	3	-2
Tarsis	5	2
Thorbardin	3	3
Throtyl	-2	7
Vingaard	5	3
Zhakar	5	3

* These are the Knights of Solamnia armies. The Activation Rating on these nations (for the WS player only) is increased by **1** for each nation that has been conquered by, or is allied with, the HL player. Also, as soon as the first of these nations is Activated, the WS player puts the three Tower Knights armies in the High Clerist Tower and controls them as his armies.

Effects of Activation

As soon as a nation is Activated, the player who gained it as an ally places that nation's armies on the map, within the borders of the country.
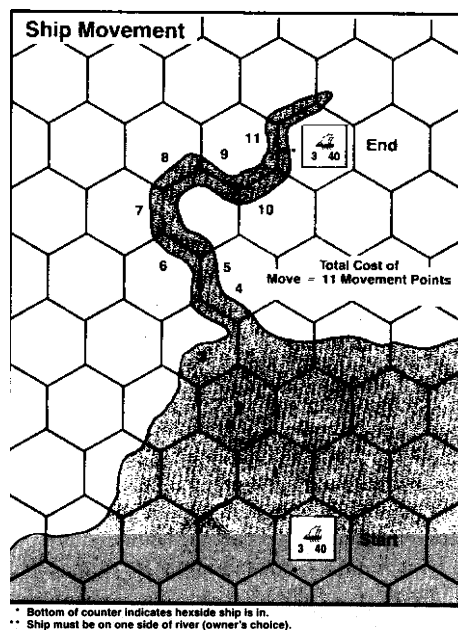
Activation by Invasion

Neutral nations are also brought into the war if the forces of either player enter a hex of that nation's territory. This does not apply to ships sailing along the coast of a neutral nation, but does apply to creatures flying over neutral nation hexes.

As soon as any army enters a hex of a neutral nation, all movement ceases and the Activation of the neutral nation is resolved. Starting with the player who did not invade the nation, the players alternate making Activation rolls until the neutral nation is activated for one side or the other. The player who did not invade gets a +2 to the Activation Rating for this roll.

Example: A Highlord red dragon counter enters a hex of Fielder, which is currently neutral. The HL player stops his movement temporarily, and the WS player rolls 1d10 to Activate Fielder. He normally needs a 5, which is modified to 7 because the HL player invaded. The WS player rolls an 8, so the HL player now rolls. He needs a 3, but rolls a 5, so the WS player gets another roll. This time, the WS player rolls a 6, Activating Fielder. The WS player then places all of Fielder's forces on the map before the HL player resumes his move.

Rule 4: Moving Ships

The movement allowance on a ship counter equals the number of hexes that the ship can move during Step 5 of a Turn on the open sea (or in coastal hexes). Ships can also move up major rivers. When moving on a river, however, the ship counts hexsides moved along, not hexes entered. The diagram below shows how to count the movement of a ship.

Ship Movement

Total Cost of Move = 11 Movement Points

* Bottom of counter indicates hexside ship is in.
** Ship must be on one side of river (owner's choice).

A ship cannot enter a hex or hexside containing an enemy ship. A ship cannot move into a hex (or hexside of a hex) containing an enemy army.

An army may move into a hex containing an enemy ship. The ship is not destroyed, but is moved to the nearest hex (or hexside of a hex) that does not contain an enemy army.

A player may stack any number of his ships in an open sea or coastal hex. Only two ships may be stacked in a river hexside.

Transporting Ground Armies

Each ship can carry one ground army and any number of leaders when it moves. The ship must pick up the ground army from a port at any point during its move, and can carry it for as long as the player wishes. The ground army can be aboard the ship (at sea) when the ship finishes its movement, and can remain aboard the ship for an unlimited number of Turns.

The ground army can be dropped off in a port, and the ship can continue its move if it has not used up its movement allowance.

Alternately, the ground army can be dropped off in any coastal hex, but the ship can move no farther that Turn.

A ground army cannot move on its own during a Turn that it is carried by a ship.

A ship that is in a river hexside acts as a bridge across the river for friendly armies during any Turn in which it does not move.

If a ship with a ground army aboard is sunk, the ground army is removed from the map and placed in the replacement pool. If the ship is damaged, the ground army suffers no effect.

Ground armies aboard a ship during the Combat Step have no effect on either ship-to-ship or ground combat.

The Maelstrom

The Maelstrom is a mysterious region of raging seas and swirling winds. The fate of a ship that sails into it is uncertain.

A player can move his ship into the Maelstrom by entering any hex at its edge. As soon as the ship enters, the player rolls 1d10 to see what happens, with the following results:

1 The ship immediately sinks.
2-5 The ship remains in the Maelstrom for the remainder of the Turn.
6-8 The ship immediately emerges from the Maelstrom into any sea hex adjacent to the Maelstrom selected by the opposing player.
9-0 The ship immediately emerges from the Maelstrom in any adjacent sea hex chosen by the player moving the ship.

If a ship spends the remainder of a Turn in the Maelstrom, the player who owns it must roll on this table at the start of Step 5 of the next Turn. It is quite possible for a ship to be caught in the Maelstrom for many Turns.

If a ship is in a hex adjacent to the Maelstrom, and one or more enemy ships move next to it, the ship can move into the Maelstrom instead of allowing the enemy ships to

attack. The die is rolled immediately to determine the effect of the Maelstrom. The enemy ships can then continue their move normally. A nonmoving ship can only attempt to escape into the Maelstrom once per Turn.

Rule 5: Moving Ground Troops

Ground armies can move through land and coastal hexes, to a maximum number of hexes equal to the counter's Movement Points. In most cases, it costs 1 Movement Point to move an army one hex. In certain instances, the terrain increases the cost to enter a hex.

Armies do not have to move unless the player wants to move them. They do not have to use all of their Movement Points if they move.

Terrain Effects

The extra costs for moving into or through certain types of terrain are listed below. All ground armies, except those entitled to racial exceptions, must pay these costs. Armies with racial exceptions are listed immediately afterward.

Entering a FOREST hex costs 2 MP
Entering a hex across a RIVER costs 2 MP

Ground armies cannot enter:
SEA hexes
DESERT hexes
MARSH hexes

Ground armies cannot cross:
MOUNTAIN hexsides
DEEP RIVER hexsides

No ground armies or ships can enter marsh hexes (air armies may fly over).

No armies of any type may enter desert hexes (air armies may not fly over).

Racial Movement Abilities

Certain ground armies can move more easily through certain terrain types.

ELVES and KENDER can enter FOREST hexes for a cost of 1 Movement Point.

DWARVES and OGRES can cross MOUNTAIN hexsides for a cost of 1 additional Movement Point, above the cost to enter the hex beyond the mountain hexside.

Stacking More Than One Army in a Hex

The following limits apply to the number of armies that may occupy a hex at the same time.

Up to 2 GROUND ARMIES may occupy any hex, except a fortified city.

Up to 3 GROUND ARMIES may occupy a FORTIFIED CITY hex.

KENDER armies cannot stack in a hex with any other type of army.

Up to 2 AIR ARMIES may occupy any hex.

An unlimited number of LEADER and SHIP counters may occupy any hex.

All of these totals are cumulative, so two ground, two air, and an unlimited number of leaders could occupy a single hex. If it is a coastal hex, an unlimited number of ships could be there as well.

Armies can never occupy a hex containing enemy armies.

Effects of Enemy Armies

A ground army must stop moving when it enters a hex adjacent to an enemy army, unless the moving army is a cavalry army or a leader. Armies are never considered adjacent if they are separated by a mountain or deep river hexside (even if the enemy army can move across mountain hexsides.)

Only armies marked with the cavalry symbol are cavalry armies; armies mounted on griffons or pegasi are not cavalry.

A ground army that begins Step 5 adjacent to an enemy ground army cannot move unless its first move puts it in a hex that is not adjacent to an enemy ground army. (Cavalry is exempt from this rule.)

Moving Wizards

Wizard counters list no movement allowance because wizards do not count hexes when they move. During each player's Movement Step, he may move his wizards to any hexes on the map (except a hex with an enemy army). A player can do this once per Movement Step with each of his wizards.

Rule 6: Moving Flying Creatures

Dragon, griffon, and Pegasus armies can fly. These creatures pay 1 Movement Point to enter any hex, and can cross almost all types of terrain. They cannot enter a hex containing enemy armies, however. They do not have to stop when they move next to an enemy army. A flying army must begin and end its movement over a land (including coastal) hex, but it can fly over sea hexes.

It costs one extra Movement Point for an air army to fly over a mountain hexside.

Carrying Ground Armies

A griffon or Pegasus army can carry one infantry army through the air per Turn. The infantry army's counter must have the same color combination (nationality), as that of the flying army, and the infantry army must begin and end the Movement Step with the air army. Thus, the ground army cannot move by itself. The air army can only use half of its Movement Points on a Turn when it carries a ground army. Other than this, all normal rules of air movement apply.

Rule 7: Land and Air Combat

After a player has completed his movement, he can attack any enemy land and air armies that he has land or air armies adjacent to.

The player who just moved is the ATTACKER for all combats; the player who did not move is the DEFENDER. Each hex of defending armies must be attacked separately, although several stacks of attacking armies can combine to make a single attack against a defender's hex. Each hex can only be attached once per Combat Step.

No ground or air army can ever attack more than once per Turn. Armies can only attack a hex they could move into (thus, only dwarves, ogres, and air armies can attack across a mountain hexside).

Combat Procedure

Combat is resolved on a hex-by-hex basis, following the four steps below.

1. The attacker adds up the ground and air Strength Points attacking while the defender adds up the ground and air Strength Points defending a hex. All armies that are attacking a single hex are added together. All defending armies in the hex are added together. If the defending armies are in a fortress or fortified city, their total strength is tripled or doubled, respectively. Find the ratio of the attacker's Strength Points to the defender's Strength Points on the Combat Table (on the inside module cover). Fractions are always rounded down in favor of the defender. For example, 20, 23, or 29 attacking Strength Points against 10 defending Strength Points are all 2-to-1 (2-1) odds.

2. Each player calculates all die roll modifiers that apply to the combat. Die roll modifiers are caused by leaders, specific creature types, terrain, and fortifications. They are listed in detail later and summarized next to the Combat Table. All modifiers are added together to get a cumulative modifier; for example, modifiers of -2, -3, -1, +6, and +4 equal a cumulative modifier of +4.

3. The attacker rolls 1d10, adding the cumulative modifier gained from step 2, and cross-references the resulting number with the appropriate odds column on the Combat Table to get the combat result. For example, a modified d10 roll of -3 in a battle with 1: 1 odds yields a result of "E/1."
4. Apply the result indicated by the Combat Table. The result always affects either the attacker or the defender, and often affects both forces.

Combat Effects

The Combat Table provides two results, separated by a slash, for every attack. The result to the left of the slash applies to the attacker's armies; the result to the right of the slash applies to the defender's armies.

The results, and their explanations, are listed here:

1 = One of the affected armies is DEPLETED. This means that a full-strength army must be flipped to its half strength side, or an army that is already at half strength must be removed from the map and placed in the Replacement Pool.

2 = The affected armies take two DEPLETIONS. Two full-strength armies can be flipped, two half-strength armies placed in the Replacement Pool, one full-strength army placed in the Replacement Pool, or one full-strength army flipped and one half-strength army placed in the Replacement Pool.

D = All affected armies (all attacking or all defending armies) must be DEPLETED. Full-strength armies are flipped, and half-strength armies go to the Replacement Pool.

R = All affected armies must RETREAT one hex. Retreating armies cannot enter a hex next to an enemy army, unless a army allied with the retreating armies already occupies the hex. A stack of retreating armies may split up and retreat to different hexes. Retreating armies cannot enter a hex if this would violate the stacking limit (see Rule 5). If an army cannot retreat when required to do so, it is eliminated instead.

E = All affected armies are ELIMINATED, and placed in the Replacement Pool.

Combat results are cumulative, so a stack that receives a D1 result gets all of its armies depleted, plus one more depletion, which eliminates one of the already-depleted armies.

The result gained from a die roll applies to all defending armies in the hex, and to all attacking armies in every hex that participated in the attack.

If the result calls for only one or two armies to be affected, the player owning the armies always chooses which army(s) suffers the result.

Die Roll Modifiers

The following factors can result in additions to or subtractions from the combat roll. Positive numbers help the attacker; negative numbers help the defender.

These die modifiers are summarized above the Combat Table.

LEADERS: The Tactical Rating of any one leader in the attacking stack(s) is added to the die roll. The Tactical Rating of any one leader in the defending stack is subtracted from the die roll.

DRAGONS: The number of Strength Points of dragon armies attacking is added to the die roll; defending dragon Strength Points are subtracted. Dragon Strength Points are also counted into the total strengths in the attacking or defending force, so dragons provide a double benefit.

WIZARDS: An attacking wizard provides a + 3 die roll modifier; a defending wizard provides a -3 modifier.

CAVALRY If any cavalry armies participate in the attack, a +1 modifier applies. Cavalry has no effect for the defender.

FLIGHT If the attacking force includes flying creatures (dragons, griffons, pegasi, or flying citadels), the attacker gains a +1 modifier. A -1 modifier applies if the defending force includes fliers.

FORTRESS: A force defending in a fortress has its Strength Point total tripled before the combat ratio is determined. In addition. a -4 die roll modifier applies. Armies attacking from a fortress gain no benefit.

Armies defending in a fortress can ignore a combat result that requires them to retreat.

FORTIFIED CITY: A force defending in a fortified city has its Strength Point total doubled before the combat ratio is determined. In addition, a -2 die roll modifier applies. Armies attacking from a fortified city gain no benefit.

Armies defending in a fortified city can ignore a combat result that requires them to retreat.

DWARVEN FORTRESS: Armies defending within a dwarven fortress receive a -10 die roll modifier. In addition, the attacker cannot gain the FLIGHT or CAVALRY modifiers. Armies attacking from a dwarven fortress gain no benefit.

Armies defending in a dwarven fortress can ignore a combat result that requires them to retreat.

RIVER: If any attacking ground armies are separated from the defender's hex by a shallow river, a -4 die roll modifier applies to the attack.

BRIDGE: If any attacking armies must cross *a* bridge to reach the defender's hex, a -4 die roll modifier applies.

FORD: If any attacking armies must cross a ford to reach the defender's hex, a -3 die roll modifier applies.

MOUNTAIN PASS: If the defender's stack occupies a mountain pass hex, a -2 modifier applies.

FAVORABLE TERRAIN: When either an attacking or defending army occupies a hex that is "favorable terrain" for the racial type of the army, a +1 (attacker) or -1 (defender) modifier applies. The following racial types gain this benefit.

DWARVES, OGRES: Mountain hexes
ELVES, KENDER: Forest hexes

Special Combat Rules

If an attack causes a defending force to retreat, or entirely eliminates the defending force, attacking armies can make an ADVANCE AFTER COMBAT. As many attacking armies as are eligible to stack in the defender's hex can move into the vacated hex. Also any attacking air or cavalry armies can then move one extra hex.

If air armies are attacked by enemy armies that do not include any air armies, the defending air armies can elect to retreat one or two hexes before the combat roll is made. The attacking forces can advance after combat normally, but cannot attack the retreating air armies. Air armies that can carry ground armies can carry the ground army with them during this retreat.

If cavalry armies are attacked by enemy armies that do not include cavalry or air armies, the defending cavalry armies can elect to retreat one hex before combat. The attacking force can advance after combat normally, but cannot attack the retreating cavalry army.

OPTIONAL RULE

Players cannot look at the counters in each others' stacks until after a combat is declared. Once an attack has been declared, the attacker must carry it out, even if he discovers that it is not to his advantage after he sees the enemy forces in the defending hex.

Rule 8: Ship-To-Ship Combat

When a player has finished moving all of his armies and ships, he can attack enemy ships that are in a hex (or river hexside) adjacent to his ships. The ship-to-ship combat procedure is different than combat for ground and air armies.

Naval Combat Procedure

Each player can make one attack for each of his ships. First, designate an enemy ship as the target of the attack. Then roll 1d10. If the result is equal to or less than the Combat Rat-

ing on your ship counter, you have damaged the enemy ship.

Every attacking and defending ship in a battle is entitled to attack. All combat is considered to be simultaneous, so if one of your ships is damaged or sunk before you roll the die for your attack, you still get to roll as if it is undamaged.

After all ships have rolled for one attack, the defending player has the option of withdrawing all of his ships one hex (or hexside on a river) in any direction, thus ending the combat. If the defending player declines this option, the attacking player may withdraw his ships and end the combat. If neither player withdraws, another round of combat is fought. The battle continues like this until one player withdraws or loses all of his ships.

Ship-to-Ship Combat Effects

Damaged ships are flipped to their back sides. If a ship has already been damaged, and is damaged again, it sinks and is permanently removed from the game (ships do not return to the Replacement Pool).

Any ground armies carried aboard a ship that sinks are removed from the map and put in the Replacement Pool. Ground armies aboard a ship that gets damaged are unaffected.

Leader Effects

Only three leaders in the game can affect naval combat. These leaders are MAQUESTA, the pirate leader, and MITHAS and KOTHAS, the two minotaur leaders. These are normal leaders for all ground combat purposes as well.

When one of these leaders is aboard a ship that takes part in combat, the leader's Tactical Rating is added to the ship's Combat Rating before the combat die is rolled.

If any leader is aboard a ship that sinks, the owning player rolls 1d6. On a 1-3, the leader is permanently removed from the game. On a 4-6, the leader is placed with the nearest friendly army.

Wizard Effects

Wizards may be moved to any ship during the Movement Step, even if the ship is on the open sea. Wizards automatically reappear with the nearest friendly army or ship if their ship is sunk.

Each wizard on a ship adds +3 to the ship's Combat Rating.

Rule 9: Conquest

Armies are permanently removed from the game if their country is conquered. A country is conquered as soon as all fortified cities and fortresses in the country have been captured by enemy armies.

The pirates under Maquesta do not have a fortified city or fortress to call their own, and cannot be conquered. Likewise, Lord Soth and his legions are not conquered if Dargaard Keep is taken by the Whitestone forces. All other nations are subject to conquest.

Effects of Conquest

As soon as a nation is conquered, all ground and air armies, as well as leaders, of that country are permanently removed from the map. They do not re-enter play during the game. Ship counters remain on the map, and can be used by the former allies of the conquered country.

Players are encouraged to leave at least one army in a fortress or fortified city for each nation, or else a swift air or amphibious move could result in an uncontested conquest. Note that fortresses and cities have no inherent garrison, so an enemy player can move right into one if his opponent has not left an army there.

Knights of Solamnia

The Knights of Solamnia are harder to conquer than other nations. The armies of all four nations of Knights (Caergoth, N. Ergoth, Solanthus, and Gunthar), plus the High Clerist Tower Knights, remain unconquered until all fortresses and fortified cities beginning the game under the Knights' control have been captured by the HL player.

Moving Demi-human Capitals (Optional Rule)

The capital of a elven (Qualinesti, Silvanesti) or kender (Hylo, Goodlund) nation is the fortified city within that nation.

Certain of the WS player's demi-human armies have the ability to avoid or postpone conquest by disbanding their capital and moving it to another loccation. Elves and kender nations controlled by the WS player are eligible to use this rule.

A capital can only be disbanded by the WS player during the WS Movement Step. At least one ground army of the country whose capital is being disbanded must be in the capital hex.

If these conditions are fulfilled, the WS player can disband the capital. The capital immediately loses all of its benefits as a forti-

fied city; it is treated as a clear terrain hex. The WS player rolls 1d6 and adds 4 to the result. This gives the number of Turns that must pass before the demi-human capital is re-established in another fortified city or fortress hex controlled by the WS player. Place the Demi-human Capital Marker from the counter mix on the Turn track the appropriate number of Turns later.

For example, the WS player decides to disband the capital of Silvanesti on Turn 6; he rolls 1d6 and gets a 3. Adding 4 to this gives a delay of 7 Turns. Thus, the Silvanesti capital marker is placed on the Turn 13 (6 + 7) box of the Turn track. Silvanesti cannot be conquered until Turn **13;** however, at that time, the WS player must put the Silvanesti capital marker on any fortress or fortified city he controls. From this point on, the capital may not move and Silvanesti is conquered if that fortress or fortified city is captured by HL forces.

Rule 10: Special Army Types

Kender and draconian armies have special rules explained in this section. Except as listed here, all normal game rules apply to kender and draconian armies.

Kender

Kender armies have the unique ability to goad an opposing force into an ill-conceived attack through the use of their Taunt ability.

Taunt Procedure

After the opposing player has finished his movement, but before he begins his attacks, the player controlling kender forces can declare one or more taunts. An enemy force must be adjacent to a kender army to be taunted.

The kender player selects an adjacent enemy stack to be taunted. The opposing player immediately rolls 1d6 for the taunted stack. On a 1-3, the taunt has no effect; on a 4-6, the stack must attack the kender stack before the normal combat step. A stack attacking because of a taunt has a -2 modifier, in addition to all other modifiers that apply, and must attack by itself; no other stacks can participate in the attack.

Restrictions

Each stack of kender armies can make only one taunt attempt per Turn. However, an enemy stack can be taunted several times if more than one kender stack is adjacent to it. After the first successful taunt, the stack cannot be taunted again, since no ground army can attack more than once per Turn.

An army that attacks because of a taunt cannot attack during the Combat Step. The kender stack that taunted may be attacked by other armies during the same Turn.

Draconians

Unlike all other creature types in the game, draconians are created as the war goes on. At any time before the game begins or during the game, the HL player can designate any fortified city or fortress that he controls as the site of the Dark Temple. He immediately places the Dark Temple marker on that hex, where it remains for the rest of the game.

During the Replacement Step of every Turn, the HL player can put a draconian counter in the hex with the Dark Temple (if the temple is on the map). The draconian counter can move and fight normally during that Turn, and for the rest of the game.

After the player has added all 20 draconian counters to the game, the Dark Temple no longer serves any function.

Eliminated draconian armies are subject to the replacement rules (they appear in the Dark Temple hex), but the HL player cannot continue to manufacture new draconians after he brings the **20** armies into the game.

If the hex containing the Dark Temple is captured by forces of the WS player, no more draconians can be brought into the game, and draconian losses can no longer be replaced during the Replacement Step.

Combat Results Table

Results to the left of the slash apply to the attacker; results to the right apply to the defender.

COMBAT ODDS

Modified D10 Roll	1 - 3	1 - 2	2 - 3	1 - 1	3 - 2	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1
- 5	E / -	E / -	E / -	E / -	E / 1	E / 1	E / 1	E / 2	E / 2	E / 2
- 4	E / -	E / -	E / -	E / 1	E / 1	E / 2	DR/1	DR/1	DR/2	DR/2
- 3	E / -	E / -	E / -	E / 1	E / 2	E / 2	DR/2	D1/2	D1/2	D1/1
- 2	E / -	E / -	E / -	E / 1	DR/1	DR/1	D1/1	D / -	D / 1	D / 1
- 1	E / -	E / -	E / -	E / 2	DR/2	DR/2	D1/1	D / 2	D / 2	D / 2
0	E / -	E / -	E / -	D R / -	D1/1	D1/2	D1/2	D / 2	D / 2	D / 2
1	E / -	E / 1	E / 1	DR/1	D1/1	D1/2	D1/2	D / D	D / D	D / 2 R
2	E / 1	E / 2	E / 2	D1/1	D / 1	D1/2	D / 2	D / 2 R	D / 2	2 / 2 R
3	E / 2	D R / -	D R / -	D1/1	D / 2	D / D	D / D	2 / D	2 / 2 R	2 / D R
4	E / 2	D 1 / -	D 1 / -	D1/2	D / D	D / 2 R	2 / D	2 / 2 R	1 / 1 R	1 / D R
5	E / 2	D / -	D / -	D / 1	D / D	2 / D	2 / 2 R	2 / 2 R	1 / D R	1 / D R
6	D / 1	D / 1	D / 1	D / D	2 / D	2 / 2 R	1 / 1 R	1 / 1 R	1 / D R	1 / D R
7	2 / -	2 / 1	1 / -	D / D	1 / 1 R	2 / D R	1 / D R	- / D	- / D R	- / D R
8	1 / -	1 / 1	- / 1	- / 2	- / 2	- / 2 R	- / D R	- / D R	- / D R	2 / E
9	1 / 1	1 / 2	- / 2	1 / 1 R	1 / 2 R	- / D R	- / D R	- / D R	2 / E	1 / E
10	- / 1	- / 2	1 / 2 R	1 / 2 R	- / 2 R	- / D R	- / D R	2 / E	1 / E	1 / E
11	- / 2	- / 1 R	1 / 2 R	- / 2 R	- / D R	- / D R	2 / E	1 / E	1 / E	- / E
12	1 / 2 R	1 / 2 R	1 / D R	- / D R	- / D R	2 / E	1 / E	- / E	- / E	- / E
13	- / 2 R	- / 2 R	- / D R	- / D R	2 / E	1 / E	- / E	- / E	- / E	- / E
14	- / 2 R	- / 2 R	- / D R	2 / E	2 / E	1 / E	- / E	- / E	- / E	- / E
15	- / 2 R	- / 2 R	- / D R	2 / E	1 / E	- / E	- / E	- / E	- / E	- / E
16 +	- / D R	- / D R	- / D R	1 / E	1 / E	1 / E	1 / E	1 / E	1 / E	1 / E

RESULTS:

1, 2 = The force suffers one or two depletions
D   = Every unit in the force suffers one depletion
R   = All units must retreat one hex
E   = All units are eliminated

Die Roll Modifiers

Attacker's Modifiers

General :	+ general's Tactical Rating
Dragons :	+ number of attacking dragon strength points
Wizard:	+ 3 if attackers include wizard
Cavalry:	+ 1 if attackers include cavalry
Flight:	+ 1 if attackers include flying creatures
River:	- 4 if any attackers must cross a river
Bridge:	- 4 if any attackers must cross a bridge
Ford:	- 3 if any attackers must cross a ford
Dwarves:	+ 1 in mountains if all attackers are dwarves
Ogres:	+ 1 in mountains if all attackers are ogres
Elves:	+ 1 in forest if all attackers are elves
Kender:	+ 1 in forest if all attackers are kender

Defender's Modifiers

General :	- general's Tactical Rating
Dragons:	- number of defending dragon strength points
Wizard:	- 3 if defenders include wizard
Flight:	- 1 if defenders include flying creatures
Mountain Pass:	- 2
Fortified City:	- 2; defenders' strength is DOUBLED
Fortress:	- 4; defenders' strength is TRIPLED
Dwarven Fortress:	- 10; no flight or cavalry bonuses
Dwarves:	- 1 in mountains if any defenders are dwarves
Ogres:	- 1 in mountains if any defenders are ogres
Elves :	- 1 in forest if any defenders are elves
Kender:	- 1 in forest if any defenders are kender