

# More *Dragons of Glory*

## Advanced rules and extra scenarios for DL 11

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### Introduction

TSR™ product DL 11, *Dragons of Glory*, is a simulation boardgame that allows players to recreate the battles of the War of the Lance, the prime conflict in the AD&D® DRAGONLANCE® saga. The design provides for a fast-moving game, but in the product some details affecting combat were dispensed with for ease of play.

For those of you who would like a little more realism in the conflict and don't mind paying the price of slightly higher complexity, here are advanced and optional rules for the *Dragons of Glory* simulation game. The rules included in the original game are referred to here as the standard rules. New rules in this article are called advanced rules. Some of the advanced rules simply add to the standard rules, while others take the place of certain standard rules. The advanced rules include:

**Detailed effects of winter:** Winter weather tended to slow down the armies of draconians (who did not operate well in the cold) and was a great factor in stalling the Solamnic Advance during the winter of 351 AC. A system for weather effects on movement is now presented.

**Effects of heroes:** The DRAGONLANCE saga is a story not only of armies in conflict but also of individuals making a difference in their world. Such individuals, referred to in these advanced rules as "heroes," are ignored in the standard rules for the most part. Either they affect the game from simultaneously role-playing their parts in an AD&D campaign in Krynn, or they are not present at all. The impact of individual heroes is now addressed, and combat between individuals is included within the scope of the advanced rules. Statistics for heroic characters (such as Tanis, Sturm, and Goldmoon) are found in the Manifest of Hero and Hero/Leader Counter Statistics at the end of this article.

**Supply:** Supply problems were critical to both the Highlord (HL) and the Whitestone (WS) forces. With the absence of squad-level clerics to produce food and water, supplies had to be brought overland — an event unforeseen by strategists on Krynn and highly debilitating to their plans. Gunthar himself notes these problems in his war journal. The direct effects of this problem are addressed in detail in these rules.

**Command control:** Elves hardly got along with humans; dwarves wanted nothing to do with kender. The battle against the Highlords was bad enough, but the members of the Whitestone Council often fought among themselves as well. The Highlords were in no better position. While draconians would submit to any rule required of them, humans would not take command from ogres, etc. Couple this with limited communication and the scope of command became a complex one. The advanced rules now reflect these realities of the war. Leaders now have a limited range over which their command extends, and only certain types of troops will answer to their call.

**Interception:** Crossing the Bloodsea of Istar was hazardous, but was all the more so due to the presence of fast pirate ships. Flights of griffons were less effective transport when dragons rose from the ground to meet them in the air. Now players may intercept the movements of their enemy with advanced rules.

**Dragon- to-ship combat:** Dragons often attacked shipping. Their actions from interception caused havoc with troop movements from Sancrist and Northern Ergoth. Until now, there were no provisions for such attacks.

Additionally, three new scenarios are included. These are described below.

**The Invasion of Abanasinia/The Qualinesti War:** This campaign by Verminnaard marked the start of the war for the heroes of the Lance. This scenario details the landings of the Dragon Highlord forces in Abanasinia and the opposition of the Qualinesti and Thorbardin forces to their advance.

**The Maelstrom Fleet Action:** The pirates of Maquesta Kar-thon and the fleets of the minotaurs were a constant menace to navigation across the Bloodsea of Istar. Yet the Silvanesti capital and much of its standing armies must cross the Bloodsea to move their capital to safer, more peaceful lands. Can the Silvanesti elven ships outrun the pirate raiders and minotaurs, or must they chance the Maelstrom itself to get through?

**The Battle for Neraka:** The armies of the Whitestone are chancing all on one last, desperate attack — plunge deep into the Dragon Empire and destroy Neraka. With

the citadels overhead and dragons filling the skies, will their plan work or will the last great strength of Whitestone be crushed on the barren Taman-busuk? This battle reflects the conditions present in the conclusion to the DRAGONLANCE series.

In this text certain terms have been used for convenience. For example, d4, d6, and d10 each refer to four-sided, six-sided, and ten-sided dice, respectively. The addenda serve as additions to existing rules. Occasionally, the term "Acting Player" is used to designate the player who is currently moving his pieces.

### A. Getting Started (advanced Rules)

Use the standard rules for getting started. Note that heroes do not enter the game until Turn 10. On that Turn, the WS player may then place his hero counters anywhere in any country that either is allied with the WS player or is currently neutral. This reflects the possibility that the heroes may have entered the war and have been effective in it during the five years before they were reunited in the Inn at Solace.

For purposes of the advanced rules, there are two types of Strategic Events counters: Activation counters and artifact counters. Activation counters are those Strategic Events counters which give a bonus to Activation attempts in the standard game. Artifact counters are those Strategic Events counters which have a specific event or artifact listed on them (e.g., Dragonlances, WS wizard, HL wizard).

Put away the Activation counters. Only the artifact counters are used in the advanced game. These should be placed on the board when called for, using the advanced Battle Turn sequence presented below.

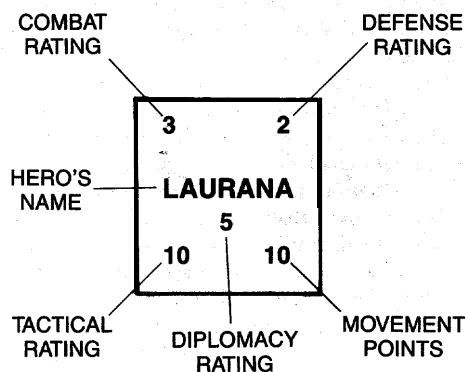
You will also have to prepare the hero counters for the advanced game. You need to transfer the statistical information for the heroes (found on the last page of this text) to the blank counters found in the *Dragons of Glory* game, according to the counter layout given at the end of section B below. Note that the new Diplomacy Ratings for HL and WS leaders who may also act as heroes should be transferred to their counters as well.

## B. The advanced Game Pieces

In addition to the standard pieces in the game, the WS player now starts the game with hero counters. The table of counter statistics at the end of this text gives the numbers required on hero counters for combat and Activation bonuses. You should copy these by hand onto the additional counters provided with the standard *Dragons of Glory* game, as noted above. The artifact counters are all included with the standard rules, except for the Berem counter, which must be reproduced on a blank counter.

For all purposes in these rules, Highlord leaders who begin the game Activated (*i.e.*, who are not Activated during the course of the game) are also considered to be heroes. The only leaders for the WS player who are also considered to be heroes are the leaders of the Knights who have been Activated.

The standard game pieces are used in this game, with the addition of several Active Hero counters and Interception counters, as well as the new hero pieces, the layout of which is pictured below.



## C. Playing a Battle Turn

When playing the advanced rules, replace the standard Battle Turn (section C) with the following advanced Battle Turn. Each Turn is roughly equal to one month of time, although the winter Turns represent three months because of more limited movement and combat during that season.

Each Turn should follow these eight steps:

### STEP 1: REPLACEMENTS

**Army 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 on its country's capital.

**Artifact placement:** The players check the scenario description to determine if any additional Hidden markers are to be placed on the map this Turn. If so, then the WS player places the Hidden markers on the map starting with neutral capitals, and proceeding, if necessary, to empty fortresses, HL-allied capitals, and then WS-allied capitals. The players also check the

scenario description to determine whether any additional artifact counters should be added to the draw cup.

### STEP 2: HERO DECLARATION

Both players declare which hero will be active for this Turn. The HL player declares first on odd-numbered Turns; the WS player declares on even-numbered Turns. Both players then place Active Hero markers on those two heroes they have designated.

### STEP 3: HEROIC ACTIONS

Starting with the player who was first to declare an Active Hero in this turn, each player may then have his Active Hero perform one Heroic Action.

### STEP 4: INITIATIVE

Each player rolls 1d4 to see who gets the initiative. The player with the higher roll wins. A tie goes to the player who had initiative on the previous Turn. The player with initiative declares which side performs Steps 5 and 6 first. The side that moves second then performs Step 7.

### STEP 5: MOVEMENT

One player resolves all necessary ship movement for his side, and then resolves all necessary movement for air and ground armies which are in command (see Rule 7 addenda, below), as per the movement rules. Armies moving by air or sea are subject to interception during their move. The player then resolves all necessary movement for his heroes and leaders. Neither heroes nor leaders may move until all ship, air, and ground army movement has been completed.

### STEP 6: COMBAT

The player who just moved may now make any air, ground, and ship attacks that he desires, using the combat rules. Only units in command at the beginning of the step may attack. Once this is resolved, any personal combat is resolved.

### STEP 7: SECOND MOVEMENT AND COMBAT

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

### STEP 8: SUPPLY

Each player calculates supply for all of his ground armies. Remove any armies which are out of supply and place them in the Replacement Pool.

### STEP 9: TURN MARKER and END OF GAME

Remove all Active Hero counters. Move the Turn marker and begin a new Turn.

## heroes

The War of the Lance was not fought only on the battlefields. Individuals played a most important role in the final outcome of the war. In the standard rules, the results of individual hero actions are either tied to the role-playing campaign running in conjunction with the simulation game or are assumed by Rules 2 and 3, in Steps 2 and 3 of the standard game.

In the advanced rules, heroes are introduced. Heroes may assist in Activating nations into an alliance, discover important strategic items, move, fight other heroes, or wrest possession of important strategic items from other heroes. Use the following detailed character rules.

## rule 1: replacements

### ADDENDA: PLACING OF ARTIFACTS

Artifacts are to be found everywhere in Krynn. These are items which will greatly help both sides in their quest for victory.

The location of these artifacts are marked by Hidden markers. A Hidden marker indicates that an unsearched-for treasure is still hidden at that particular location. Hidden markers are scattered on the map.

These markers are placed when they are called for by the scenario. The markers are placed by the HL player in the following order:

- Neutral (non-allied) capitals
- Empty (unoccupied) fortresses
- HL-allied capitals, fortresses, or fortified cities
- WS-allied capitals, fortresses, or fortified cities

The markers may not be placed in latter categories until the previous categories are all filled. For example, the HL player could not place a marker in an empty fortress until all the neutral (unallied) capitals had a marker in them.

These markers are removed from the board whenever a successful search for an artifact is conducted.

## rule 2: hero declaration

In the advanced game, the Activation bonus chits of the Strategic Events counters do not come into play. You will not draw chits from a cup. Use the following advanced rules in place of the standard #2 rules.

In this step, both players declare which of their heroes will be active. On odd-numbered Turns, the HL player must declare first. On even-numbered Turns, the WS player must declare first.

When the Active Hero for each side has been declared, an Active Hero marker is placed on the character. This marker will then indicate the Active Hero and therefore which hero qualifies to attempt a Heroic Action (see Rule 3: Heroic Actions).

## RULE 3: HEROIC ACTIONS

One qualifying hero may perform one Heroic Action during this step. The action may be one of the following:

- Diplomacy
- Obtain artifacts
- Perform Heroic Action

The advanced rules use an alternate method of Activating neutral countries. The Activation bonus counters from the standard rules are not used in the advanced game.

### Diplomacy

Diplomacy in the advanced game not only incorporates Activation of neutrals, but also the possibility of Deactivation of an enemy's troops and even their changing sides in a battle. A hero attempting any diplomacy with a neutral country must first meet the following preconditions:

1. The hero must have killed or driven off any enemy heroes in the hex;
2. There must be an unallied neutral leader in the hex; and,
3. The hero has not performed any other Heroic Action in this step and is currently controlled by the Acting Player.

If all three preconditions have been met, the hero may attempt to use diplomacy. The Acting Player then states the result he is seeking: Activation, Deactivation, or change of alliance. He then rolls 1d6, adding the hero's Diplomacy Rating (as found on the counter statistics chart at this article's end) and any modifiers for racial types as listed on the Diplomatic Resolution Chart. He then reads the result from the notes below the chart.

### Obtaining artifacts

Artifacts in the advanced rules are gained in a two-part process: searching for the artifact and uncovering the artifact.

*Searching for artifacts:* Artifacts may be searched for only by WS heroes. HL leaders and heroes may only obtain artifacts by capturing WS heroes and taking them to HL-controlled capitals. For a WS hero to search for an artifact, the following preconditions must be fulfilled:

1. No HL, allied hero may be in the artifact hex.
2. The hero may not have performed any other Heroic Action during the current Turn and must be the Active Hero.
3. A Hidden marker must be present in the hex.

Artifacts may be picked up in any neutral capital, fortress, or fortified city where there is a Hidden marker.

When a neutral leader allies with the WS player, any artifact at his capital will automatically go to the WS hero present, regardless of the one-action-per-step limitation. HL heroes never obtain an artifact as a result of diplomacy.

Otherwise, a roll of 5 or 6 on 1d6 is required for a WS hero to successfully search for an artifact in a neutral leader capital.

If the WS player finds an artifact through search or diplomacy, then the Hidden marker is removed and an artifact counter is drawn randomly from the cup.

The Acting Player who gets an artifact may look at the counter before placing it immediately under the hero which discovered it. The WS player is then allowed to check the Artifact Table to determine which condition must be fulfilled before that artifact may be uncovered.

There are different conditions for each artifact that must be met before the effects of an artifact counter may be used. For example, for the WS player, a Dragonlance artifact counter must be taken adjacent to any mountain hex side on Southern Ergoth Isle before it may be used in battle. If the HL player has acquired the same Dragonlance artifact counter, he must take it to the capital of Sanction before he may uncover it. The conditions which each player must meet for each artifact are found in the Artifact Table at the end of the text.

*Uncovering artifacts:* If at any time during a Turn the requirement for the artifact is fulfilled, the player owning the counter may, at his option, reveal the counter and the artifact comes into play. The condition must have been fulfilled during the current Turn. The results are immediately applied.

If the preconditions of an uncovered artifact have been met, then the artifact may be brought into play during the current step, regardless of whether the player of the artifact is the Acting Player or not.

The effects of artifacts are generally the same as found in the standard rules. In cases where they differ, they are explained on the Artifact Table.

Once placed on the board, an artifact counter may only be moved in conjunction with another army, ship, leader, or hero counter. Artifact counters may be exchanged between friendly counters in the same hex; thus, a hero counter carrying a Dragonorb artifact counter may give that orb counter to an army in the same hex. Artifact counters are considered under the protection of any other friendly army units in the same hex, and therefore may not be stolen by enemy heroes. Artifacts may also change hands through capture or hero death (see Rule 11: Personal Combat).

Occasionally the scope of a scenario will not allow for the conditions of a particular artifact to be fulfilled. In those instances, the hero carrying the artifact may be considered to have fulfilled the conditions for the artifact to be uncovered if the hero moves to the border of the scenario boundaries. The player must then roll 1d6 and divide the result by 2, rounding up (yielding a result of 1, 2, or 3). This is the number of Turns that the hero must remain at the border before the conditions of the event are automatically fulfilled. This rule may only be used when a condition is impossible to achieve in the boundaries of the scenario.

### Perform a Heroic Action

Heroic Actions may be performed by either WS or HL heroes. To perform a Heroic Action, the following conditions must be fulfilled:

1. No enemy heroes may be in the same hex.
2. The hero must not have performed any other Heroic Action in this step and must be the Active Hero.
3. The player may select any one of the following Heroic Actions to be put into effect by the Active Hero.

*Diversion:* The hero may attempt a diversion. Roll 1d10. On a roll of 10 or more, the attempt succeeds. For every 2 additional heroes with the Active Hero in the hex, 1 may be added to the die roll. If the diversion attempt is successful, army units in any single hex within 3 hexes of the Active Hero must move immediately to the hero's location and may not move in the following Movement Step. If the hero rolls a 1 (do not count additional hero modifiers), then the designated army units must still move, but the hero dies and is removed from play for the remainder of the game. Any other result has no effect.

The Hammer of Kharas: Roll 1d10 and determine the result of this Heroic Action from the table below.

1-2: Character is killed

3-7: No effect

8-10: Hero finds ancient dwarven relic; +6 on the player's next Activation roll involving Dwarven neutrals

*Valiant Sacrifice:* Player removes the hero permanently from play, and notes which allied leader's Tactical Radius included the hero when the latter was removed. On the following Combat Step, the Combat Strengths of all attacking or defending allied armies within the Tactical Radius of that leader are doubled, for that one Turn only.

*Unite the Council:* The WS player rolls 1d10. If the result is 8 or greater, the WS player may ignore the command control rules regarding races during the current Turn. The Active Hero must be on Sancrest to perform this Action.

*Martial Law* (HL only): The HL player may designate neutral allies to be placed under Martial Law. He then rolls 1d10, adding 1 for every neutral ally so designated. If the result is less than 8, then the leaders of all those neutral nations are immune to any diplomacy for the current Turn, and thus cannot be Deactivated or change sides. If the result (including modifiers) is 8 or greater, then the WS player is granted a +4 on any attempt to change an enemy leader's alliance. Note that this action is only effective on odd-numbered Turns, since it must take place before the diplomacy attempts of the WS player.

*Distrust* (HL only): The HL player rolls 1d10. If the result is 10, then the WS player must roll 1 on 1d6 for every non-human leader during the Movement and Combat Steps. If the WS player rolls a 6, then that leader will refuse to move his armies or engage in combat during that step.

*Spies* (HL only): The HL player rolls 1d10. If the result is 10, then the HL player may examine one artifact counter currently being carried by a WS hero, leader or army.

## RULE 4: moving ships

### ADDENDA: INTERCEPTION

When, during a Movement Step, a player moves his air armies or ships into a hex that is six or fewer hexes from an enemy air army or ship, the enemy air army or ship can attempt to intercept the moving air army or ship. The moving player immediately stops moving when the non-moving player states that he will attempt an interception.

To attempt an interception, announce your intent as your opponent's counter enters a hex within six hexes of the counter that will attempt the interception. This does not have to be the first hex in range; you can wait and see if the moving counter comes closer.

To determine the success of the interception, roll a d6. If the resulting number is equal to or greater than the number of hexes from the intercepting piece to the moving piece, the interception is successful. (If the attempt is unsuccessful, the moving player continues his move normally.)

If the interception is successful, the moving player stops moving until the interception attack is resolved. The intercepting air army or ship immediately moves by the shortest possible path to a hex next to the moving player's air army or ship. The air army or ship that intercepted must then attack the intercepted counter, or stack of counters. All normal combat rules apply.

After the interception attack is made, surviving intercepted units continue moving, and the intercepting units immediately return to the hex from which they started.

Ships can attempt to intercept enemy ships only. Air armies can attempt to intercept enemy air armies, or enemy ships.

Each non-moving unit can make only one interception attempt, regardless of its success, during the opponent's Movement Step. A moving unit can possibly be intercepted many times, but each attempt must be made by a different non-moving counter or stack. If several ships or air armies are stacked in a hex together, they can (but are not required to) make an interception together.

## RULE 5: moving ground troops

Players move their ground armies using the standard rules.

### ADDENDA: WINTER WEATHER EFFECTS

During each Winter Turn (as shown on the Turn Track), the following rules are in effect:

All interception die rolls have a +2 modifier. This means that it is impossible to intercept units more than 4 hexes away.

All rivers on the map are considered to be frozen. Ground armies can march and attack across them as if the rivers were not there. Ships cannot move through or along river hexsides.

Ship movement is risky. Any time a player attempts to move a ship, he must roll a d6. On a result of 1, the ship encounters a storm or floating ice, and is automatically sunk, along with any armies aboard. Leaders are checked for as described in Rule 8. This die roll is made separately for each ship that moves during the winter, even if several ships move as a stack.

All mountain passes are closed by snow. Ground armies cannot move through mountain passes, and supply lines cannot be traced through them. Armies can still attack through mountain pass hexsides, but such attacks add a -2 combat penalty to all other combat modifiers that apply.

Travel through the air is restricted as follows: Air armies, whether they are carrying ground armies or not, must check after flying four hexes to see if they are grounded by weather. Roll a d6 for each air army after it has flown 4 hexes. On a 1, 2, or 3, the air army is forced to land immediately and can move no further during the Turn. If the air army is forced down over a sea hex, it is eliminated.

This procedure must be repeated after the air army has flown 8, 12, and 16 hexes. Air armies flying 3 or fewer hexes in a Turn are unaffected by this rule. Air armies flying an interception attack of 4 hexes must make the roll.

## RULE 6: moving flying creatures

### ADDENDA: INTERCEPTION

The interception rules above in rule 4 also apply to flying creatures, as noted therein.

### ADDENDA: MOVEMENT OF HEROES

Heroes move in the same way that all other units move. The following special rules, however, also apply.

*Interception:* Heroes are subject to interception by other heroes as per the interception rules.

*Capture:* Heroes may be captured by

other heroes (see Rule 11: Personal Combat) or by armies as heroes attempt to pass enemy lines. This rule deals with moving past armies.

When moving next to an enemy hex, each hero must check to see if he has been captured. Roll d%. Subtract the hero's Tactical Rating. If the result is greater than 80, then the hero has been captured by that army. Turn the hero counter over and place it under the army which captured it. Any artifacts being carried by that hero are also captured at the same time. The HL player who captures an artifact in this manner may not examine it until that counter is moved to an allied capital. The WS player may examine it immediately.

A captured hero is considered under the control of the player who captured him, so long as he remains under at least one leader, army, or hero of the player who captured him. He must move as directed by that player so long as he remains under the enemy's counter. A captured hero may not contribute any benefit to other friendly counters about him, nor may he perform any Heroic Action until such time as he is no longer considered captured.

Heroes captured by armies may attempt escape or be rescued by other heroes during personal combat of the Combat Step described below. Heroes captured by enemy heroes must engage in personal combat in the Combat Step in order to escape.

## RULE 7: land and air combat

### ADDENDA: TACTICAL RADIUS and COMMAND CONTROL

The armies in the War of the Lance suffered from extreme racial bigotry and national pride. Armies who were otherwise on the same side of the conflict would usually refuse to execute commands issued by a commander of another race or nation. Additionally, charismatic leaders tended to have better command control of large army formations than did despots.

In the advanced game, the Tactical Rating printed on a leader's counter is also the Tactical Radius (in hexes) for that leader. Only those armies that start the Movement and Combat Steps of the Battle Turn within that number of hexes of the leader are considered to be in command. Armies farther than that number of hexes away from their leader are considered out of command.

Armies which start their Movement Step out of command may not move during that Battle Turn. Armies which start their Combat Step out of command may not initiate an attack during the current Battle Turn. Armies which start in command in either step may perform their actions normally.

An army may perform its actions (move or fight) in its appropriate step only if it starts in command, and may complete its full action even if it means ending its action out of command. For example, an army that starts a step in command may move its

full movement, even if the hexes it moves into are considered out of command. Armies attacking enemy armies that are in hexes outside their leader's Tactical Radius may advance into those hexes, as per the standard rules for advance after combat. Since leaders and heroes move after armies in the advanced rules, units that move out of command may well be back in command by the end of the step.

Armies will only take commands from leaders of the same racial type. Armies that are only within the Tactical Radius of leaders of another race cannot take command from those leaders and are considered to be out of command.

The following chart matches the nations of Krynn with their racial type.

#### ARMIES AND RACIAL COMMAND TABLE

Army	Race
Blode	Ogre
Caergoth	Human
Goodlund	Kender
Gunthar	Knights
Hyllo	Kender
Kaolyn	Dwarf
Kern	Ogre
Khur	Human
Kothas	Minotaur
Lemish	Human
Maelstrom	Human/Minotaur
Mithas	Minotaur
Nordmar	Human
N. Ergoth	Knights
Palanthus	Human
Qualinesti	Elf
Sanction	Human
Silvanesti	Elf
Solanthus	Knights
Tarsis	Human
Thorbardin	Dwarf
Throtyl	Hum./Hobgoblin
Vingaard	Human
Zhakar	Dwarf

Exceptions: Any WS-friendly armies can be commanded by Knight leaders (Gunthar, Northern Ergoth, and Solanthus) regardless of race. Any HL-friendly armies can be commanded by HL leaders who start the game Activated (Ariakas, Kitiara, etc.). Draconians may be commanded by any HL-friendly leader.

### rule 8: ship-to-ship combat

#### ADDENDA: DRAGON-TO-SHIP COMBAT

A dragon can attack a ship that is adjacent to it, either during the Combat Step or as a result of interception. The ship has a limited capacity to defend itself.

To resolve dragon-to-ship combat, treat the dragon's Combat Strength exactly as if it was a ship's Combat Rating. Treat the ship as if it had a Combat Rating of 1.

After each ship and dragon involved in

the battle has rolled for one attack, the dragons can be withdrawn. Ships can never withdraw from combat with dragons. If the dragons do not withdraw, each dragon and ship makes a second attack. Unlike ship-to-ship combat, dragon-to-ship combat ends automatically after each dragon and ship makes its second attack.

Leaders never benefit either the dragons or the ships involved in dragon-to-ship combat.

### rule 9: conquest

This standard rule still applies to the advanced game.

### rule 10: special army types

This standard rule still applies to the advanced game.

### rule 11: personal combat

Personal (heroic) combat will occur when two heroes of opposing sides are in the same hex, and the player with initiative does not wish to attempt to capture the enemy hero.

Additionally, whenever two or more hero counters are in the same hex and no capture is attempted, personal combat must occur. Personal combat is resolved simultaneously. Both players first select which of their heroes will be engaging in personal combat. Only two heroes in any one hex can engage in personal combat at any one time. Thus, if there are three WS hero counters in a single hex with two HL leader/hero counters, then both players must choose which of their heroes will fight. If the chosen HL leader/hero was either killed or retreats as a result of the combat, then the WS hero who fought the HL leader/hero could then also fight the second HL leader/hero, or the WS player could choose another HL leader/hero from the other two counters in the hex to engage in the fight. In this way, strong fighting heroes can "protect" weaker fighting heroes who have a better Diplomacy Rating.

To resolve the combat, both players look at their opponent hero's Defense Rating and subtract that from their own hero's Combat Rating (as given in the counter statistics at this article's end). This gives them the base "to hit" number for their hero. Both players roll one die. If the number rolled is less than or equal to their base "to hit" number, then the unit has suffered a wound.

After one exchange of personal combat is resolved, both sides have the option of retreating their hero one hex out of melee. Retreats heroes may not be engaged in personal combat again in the current Turn.

When a hero is first wounded, his counter is flipped to its back side. The personal Combat Ratings, Defense Ratings, and Movement Points remain the same. A hero

that is wounded a second time is slain and eliminated, going out of play for the remainder of the game.

Combat is continued in this manner until either no enemy heroes remain to fight (having either fled or been slain), or until one's own heroes have all fled or been slain.

#### Artifacts and captured/killed heroes

Artifacts may only be obtained by the HL player by capturing WS heroes who possess artifacts, taking captured WS heroes to a HL-allied capital, fortress, or fortified city. Whenever this happens, the artifact is taken away from the WS hero when the capital, fortress, or city is reached, and given over to the HL counter which is there. The HL player may then uncover the artifact (if its conditions for the HL player have been fulfilled) or he may subsequently attempt to fulfill the artifact's conditions as listed on the Artifact Table in the back of this text. WS heroes may regain artifacts by capturing HL heroes possessing such artifacts in combat and taking them to WS-allied capitals, fortresses, and fortified cities.

Artifacts which are being carried when a hero is killed are automatically returned to the cup. Neither player then gets the artifact (as the secret dies with the hero.)

#### Healing wounds

If a wounded hero performs no Heroic Action, movement, or combat for one Turn, he heals his wound and may function normally again on the following Turn.

#### Capture vs. elimination

The major advantage to capturing opponent heroes, as opposed to eliminating them, is that any artifacts held by the captured hero may be taken by the captors. The artifacts held by slain enemy heroes remain in the possession of the opposing player.

The player with initiative may attempt to capture the opposing player's hero rather than engage it in combat. To do so, the hero attacking must fulfill the conditions of personal combat (see Rule 11: Personal Combat, above) and the player must declare a capture attempt before any combat is resolved.

The attempt is resolved using the same system as combat but with a -2 additional penalty to the roll. A roll of 1 is always a success.

Defending characters may not resolve their defensive personal attacks until the capture results are known.

At least one unit, either hero or combat, must be in a hex to hold a captured hero. If for any reason the hex that the captured hero occupies is relieved of enemy units, then the captured hero is liberated.

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Any time a hero counter is captured, either through movement near enemy armies, personal combat, or diplomacy, it may attempt an escape during its player's Combat Step.

To escape, the player must roll a set of doubles on 2d6 (the same number rolled simultaneously on each dice) for each captured hero. However, for every army unit in the same hex, one set of doubles is eliminated, starting from the lowest set of doubles and proceeding on up. For example, a hero attempting to escape from a hex containing 2 armies would still remain captured on rolls of double 2s or double 1s. A hero held captive in a hex without an enemy army could escape on a roll of double 1s.

Each captured hero must roll for escape separately. Captured heroes in fortresses, capitals, or cities may roll once per Turn during their action phase. Captured heroes held elsewhere may roll twice per Turn. For example, in order for two captured heroes to escape from a hex containing three enemy army units in the countryside, the player controlling them must roll double 4's, double 5's, or double 6's for each hero, rolling twice per Turn for each hero.

Uncaptured heroes that are of the same side as a captured hero may aid in the captive's escape. For each friendly, uncaptured hero adjacent to a captured hero, the captured hero gets one additional roll for escape on top of any other rolls to which that unit is entitled.

Escaped heroes may move under the normal rules of movement.

Captured heroes are automatically set free if the armies they are being held by are forced to retreat as a result of combat. The release is immediately applied.

## rule 12: supply

During the Supply Step, players must be able to trace a line of supply from ground armies to fortresses or fortified cities that are controlled by the player tracing the supply line. Only ground armies that are stacked together (more than one army in a hex) need to trace supply lines. (Lone armies are capable of foraging off the land.)

A line of supply is a path of connecting land hexes of unlimited length between the stack of units and any friendly fortress or fortified city. However, it cannot be traced through a hex containing an enemy counter, nor through a hex that is next to an enemy counter (unless that hex is occupied by a friendly counter.) The supply line also cannot be traced through mountains, except mountain passes.

If a player cannot trace a line of supply for a stack of units, but one of the units in the stack must be removed from the map and put in the Replacement Pool. The player whose units are affected selects the units to be removed. Supply has no effect on leaders, air armies, or ships.

# SCENARIOS

In order to play the advanced rules for heroes in the Standard Campaign, Historical Campaign, or the scenarios for the standard game (as described in DL 11), you must know which heroes and artifacts are present and where to place them.

## The Campaign Game

**HEROES:** All heroes enter the game on Turn 10. The WS player may place them wherever he wants them, so long as they are either in a country allied with the WS or in a country which is not yet Activated by either side. The hero Laurana must be placed in Qualinesti and may not move until that nation is Activated.

**HIDDEN MARKERS:** Place Hidden markers on the board according to the following schedule:

No. of markers	Turn
4	1
4	10
4	15
5	20

**ARTIFACTS:** Place artifact counters in the cup according to the "E" numbers printed on the backs of the artifact counters. For example, "E10" artifact counters enter the cup on Turn 10. The Berem artifact counter is considered to be an E10 counter for all purposes.

## The Historical Game

**HEROES:** All heroes enter at the beginning of the Scenario (Turn 20). Laurana is placed in Qualinesti. All other WS heroes are placed by the WS player in Abanasinia.

**HIDDEN MARKERS:** 8 Hidden markers are placed at the beginning of this game. No further markers are placed on the board.

**ARTIFACTS:** The HL player starts with the following artifacts and may place them with any army or leader: 2 HL wizards, 1 Dragonlance, and Lord Soth's Legion. The WS player starts with the following artifacts: 1 Gnomish Technology and 2 WS wizards. The remainder, including the Berem counter, are placed in the cup.

## SCENARIO 1: Silvanesti

**HEROES:** WS player may select one hero and place it anywhere in Silvanesti. The hero may not be human, dwarven, or the elf Laurana.

**HIDDEN MARKERS:** Place two Hidden markers on the board on Turn 4 (start of the scenario). Place two additional on the board on Turn 8.

**ARTIFACTS:** Each side starts with no artifact counters. Place only El artifact counters in the cup.

## SCENARIO 2: The Solamnic Plaim

**HEROES:** WS player may select 3 heroes (any except Laurana) and place them in any WS-allied nation.

**HIDDEN MARKERS:** Place 4 Hidden markers on the board. Place 4 more markers on Turn 15 and 5 markers on Turn 20.

**ARTIFACTS:** Place all El and E10 artifact counter in the cup. Starting with the HL player, each player takes turns drawing 4 artifacts apiece, two of which may immediately be declared as uncovered. Artifact acquisition then proceeds normally. Place the E20 artifacts in the cup on Turn 20.

## SCENARIO 3: The Kender Strike Back

**HEROES:** WS player may select any one hero, other than Laurana, and place it in Hylo.

**HIDDEN MARKERS and ARTIFACTS:** None are used in this scenario.

## SCENARIO 4: The Siege of Kalaman

**HEROES:** WS player may select any 5 heroes and place them in any WS-controlled hex.

**HIDDEN MARKERS:** One Hidden marker each is placed in Kalaman and Dargaard Keep. No further markers are placed.

**ARTIFACTS:** All of the artifact counters are placed in the cup. Starting with the HL player, each player takes turns drawing eight artifacts from the cup. Four of these may be immediately declared as uncovered. Artifact acquisition then proceeds as normal.

Following are some new scenarios for use with the advanced rules.

## SCENARIO 5: Invasion of Abanasinia/The Qualinesti War

Abanasinia once was a center of trade and commerce. Great caravans would come south from the rich lands of Solamnia, on

their way to the dwarven kingdom of Thorbardin. One of the finest religious libraries of the Age of Might, second only to that of Palanthus itself, was located at Xak Tsaroth in the heart of the Abanasinic region. Though once torn by war and strife as the dwarves, Qualinesti elves and Solamnic humans struggled to establish the boundaries of their land in the latter days of the Age of Might, Abanasinia was a region of peace and enlightenment.

All of that changed with the Cataclysm. Much of Abanasinia fell beneath the waves of the New Sea. Xak Tsaroth was swallowed into the earth itself and all the land was plunged into fear and anarchy. After an initial period of chaos, culminating with the Dwarfgate War in 121 AC, peace was again restored to the land. The Thorbardin dwarves had disappeared from the face of the world, and the Qualinesti elves again fell back into their enchanted lands. Man-kind created new homes, some in the trees of Solace and others in the plains beyond. Humans slumbered in their domestic tranquility, unaware of the storms of war gathering about them in the world.

Then in the summer of 351 AC, war came to Abanasinia. The Red Wing of the Dragon Highlords, under the command of Dragon Highlord Verminaard, landed on the northern shores of Abanasinia and also at the small fishing harbor of Newports. The dragons' might swept across the land and moved quickly to subjugate all of the land and the population in it.

The humans were totally disorganized and could offer only a token resistance. Only the elves and the dwarves had the might and will to resist the onslaught, yet the elves wanted nothing over their own survival. The dwarves were buried under the mountain and did not seem willing to appear. Not until the thunder struck did either nation wake up to the conflict.

Though not fully mobilized until the armies of the Dragon Highlords were crossing their own borders, the Qualinesti elves were not unprepared. Their spirited resistance was insufficient, however, to stop the juggernaut. Only by the distraction of the dwarves on the south, caused by the actions of heroes, were the Qualinesti elves relieved of the constant fight and the Dwarves brought into, the war.

## INITIAL SET UP:

### Dragon Highlord (HL) Player

The HL player begins with the following forces:

- Sanction (all armies and ships)
- 6 draconians
- Maelstrom pirates (ship counters)
- 2 red dragons
- Verminaard (Highlord)

The HL player must have no armies on any land hex, All armies must be on ships-in Newsea.

### Whitestone (WS) Player

The WS player begins with the following forces:

- Qualinesti (leader and all armies; WS Activated)

Although considered previously Activated, these units must set up inside of Qualinesti.

The Thorbardin Dwarves begin the scenario unallied and neutral. They may be Activated through diplomacy.

## HEROES:

The WS player should put the Laurana counter in Qualinesti. The remaining heroes should all be placed in Abanasinia.

**START:** Turn 20; HL player has initiative.

**AREA OF SCENARIO:** Abanasinic peninsula, including small island northeast of Abanasinia. The line of hexes from 0623 to 1729 defines the inland edge of the scenario; these hexes are part of the scenario area, but the hexes to the east and south of this line are not.

## STRATEGIC EVENT COUNTERS:

*Hidden markers:* HL player places 4 markers in the scenario area. No further markers are placed.

*Artifacts:* Place all artifact counters, including the Berem counter, in the cup. Starting with the HL player, each in turn picks 4 artifacts and may place them with their respective heroes. One of these may be declared uncovered at the beginning of the scenario.

## VICTORY CONDITIONS:

The victor is determined according to the following schedule:

*Major Highlord Victory:* Qualinesti is conquered and Thorbardin either allied or conquered.

*Minor Highlord Victory:* Qualinesti is conquered.

*Minor Whitestone Victory:* Qualinesti remains unconquered.

*Major Whitestone Victory:* No HL armies farther than 2 hexes from the sea.

## SCENARIO 6: The Maelstrom Fleet Action

At the time of the Cataclysm, the major fleets of Ansalon were swept into history. Only three major fleets remained: the great ships of Silvanesti, the Palanthian trade ships, and the scattered remains of the Istar fleet at sea.

In the period of barbarism which followed, the shattered fleet of Istar found more profit when acting as coastal pirate raiders. The ships' captains were quick to realize that their Minotaur slaves were of great value in their newfound professions, and before many decades had passed, the minotaurs of Kothas and Mithas had built

fleets of their own. In the meanwhile, all the seas of Eastern Ansalon were the unchallenged domain of the pirate raiders.

Silvanesti had slept in its self-imposed exile for centuries, until the thundering dragons came from the north and forced them into flight. With nowhere else to go, the great fleet of the elves sailed north into the Bloodsea seeking passage to more peaceful, western lands.

The pirates had never taken on so large a collection of wealth or sea power. The minotaurs, while not allies to be trusted, would certainly be of help. It was a trap with a prey too large to be held at the whirling brim of the Maelstrom.

## INITIAL SET Up:

### Dragon Highlord (HL) Player

- Kern minotaurs
- Maelstrom pirates
- 1 blue dragon

Pirates and minotaurs must be set up in their home ports. The blue dragon can begin in either Kern or Flotsam.

### Whitestone (WS) Player

After the HL forces are set up, the WS player deploys:

- Blode's minotaurs
- Silvanesti elves (1 griffon, all ships, leader)

The minotaurs must be set up in their home port. The griffon can be placed on any land hex. The other Silvanesti forces must be placed in any sea or coastal hex along the scenario's southern boundary.

**START:** Turn 10

**ADVANCED RULES NEEDED:** Interception and dragon-to-ship combat are required.

**AREA OF SCENARIO:** This scenario is contained within the extreme northeastern section of the continent: The Maelstrom, all the islands north and east of that area, and all of Goodlund. The western boundary is defined by a line running from hex 3916 through hex 2821, and a line that zigzags northward from hex 2821 through hex 2321.

## STRATEGIC EVENT COUNTERS:

- 1 WS Wizard (deployed with griffon)

## SPECIAL RULES:

The WS player automatically has initiative on Turn 10. The Silvanesti ships have their Movement Allowance reduced to 10 on Turn 10. The scenario lasts until all Silvanesti ships have exited the Western edge of the scenario area, or have been sunk.

Skip the Replacement, Activation, and Strategic Events Steps for each Turn.

## VICTORY CONDITIONS:

The WS player receives 2 points for each Silvanesti ship that can exit the scenario



area undamaged. He receives 1 point for each damaged ship that exits the area. At the end of the scenario, total the points earned by the WS player, then compare the total to the following table:

WS points Victory earned	
6-8	Stunning WS Victory
4-5	Marginal WS Victory
2-3	Marginal HL Victory
0-1	Stunning HL Victory

SCENARIO 7: The Battle  
for Neraka

The War of the Lance surged like a bloody tide back and forth across the plains of Solamnia for two years. First came the flood of dragon armies, treading the plains under their clawed feet and destroying all life in their path. Then came the terrible sieges of Thealgaard Keep and Solanthus, as the hard-pressed Knights of Solamnia fought for what little foothold they had on their native soil. That winter was the darkest known for many years.

With the spring came the Golden General, and the bright armies of the Knight-hood rose up again as though by miracle. They seemed, to many, to have come from nowhere at all. In truth, they had been in seclusion awaiting their time again – and it had come. With the tremendous aid of the dragons of good, just newly returned among men, the Whitestone forces pressed back the dragon tide and regained the plains even so far as the Estwilde and pressed the very foothills of Neraka itself. The evil had been beaten back into its lair.

Yet the evil was far from dead. With new and terrible weapons did the Dragon Highlords strike back. Their flying citadels rained terror down from above with their combination of lightning attacks and tremendous defense. It looked as though the Dragonarmies were about to break through the Whitestone defense lines and destroy the overextended Knights.

It was now or never for the Knights. To delay would mean a prolonged campaign. If only the Knights could deal a crushing blow aimed right at the heart of the Dragon Empire. If only their strength would hold long enough to reach and conquer Neraka itself! If not. . .

INITIAL SET UP:

Dragon Highlord (HL) Player

- Half of all Neraka counters
- 10 draconian counters
- Half of all Khur counters
- All Kernan ogres
- The HL player sets up first. He should select 5 Dragon Highlords and 7 dragon counters. All counters must be set up inside Nereka.

Whitestone (WS) Player

- All Gunthar Knight counters (and leader)
- All Caergoth Knights (and leader)
- Half of all N. Ergoth Knight counters (and leader)
- Half of all Qualinesti counters
- 7 good dragon counters
- These forces may set up anywhere outside Nereka. The WS player selects 5 heroes and places them with any friendly army unit.

START: Scenario starts on Turn 25 and runs for 5 Turns.

AREA OF SCENARIO: Neraka and surrounding areas. Beginning at the northernmost point in Nordmar and moving clockwise, the area is defined as follows: From hex 1326 to 1624, then southeast along the edge of the marsh to 2324. From there, follow a path that jogs southeast and southwest to hex 2724. Then, continue southwest and southeast from 2724 to 3224; southwest from 3224 to 3928; west from 3928 to 3933; and northwest from 3933 to 3030 (crossing over onto the western half of the large map). From 3030, proceed northeast and northwest to 4331, and then northeast to 1433 (back on the eastern half of the map).

STRATEGIC EVENT COUNTERS:

HL player starts with one HL Wizard counter, one Dragonorb counter, and 2 Flying Citadel counters. The WS player starts with one WS Wizard counter. The El artifact counters and all Activation counters are put away. The remaining counters (E10's and E20's, including the new Berem counter) are placed in a cup. Then the WS player draws 5 counters secretly and placed those under the heroes. For purposes of this scenario, all artifact counters are considered to be "uncovered" in the sense that their conditions are automatically fulfilled.

VICTORY CONDITIONS:

The WS player wins the scenario by conquering Nereka by Turn 30. The HL player wins by stopping the HL player.

advanced charts  
and tables

DIPLOMATIC RESOLUTION CHART

The Acting Player first states the type of diplomatic action he is attempting – Activate, Deactivate, or Change. Roll 1d6 and add the Active Hero's Diplomacy Rating to the result, as well as any modifiers for the race of the defending character.

Roll	Act	Dea	Cng
- 4	A	D	R
- 3	A	D	R
- 2	A	D	R
- 1	A	D	R
0	A	D	-
1	-	-	C
2	C	C	-
3	A	D	-
4	A	D	R
5	C	-	-
6	-	C	-
7	-	-	C
8	-	C	C
9	A	D	R
10	-	C	C
11	-	-	C
12	-	C	-
13	C	-	-
14	A	D	R
15	A	D	-
16	C	C	-
17	-	-	C
18	A	D	-
19	A	D	R
20	A	D	R
21	A	D	R
22	A	D	R

Diplomacy Results

- C Captured! The hero has been captured by the neutral leader. Treat as per the capture rules under personal combat.
- No effect. Your plea fell on deaf ears.
- A Activation! Your hero's action caused the neutral leader to ally with your side. The neutral leader engaged in the action and all units under its control are transferred to the control of the Acting Player.
- D Deactivate! Your hero has convinced the neutral leader who is allied with your enemy to quit the war for now. The neutral leader engaged in the action and all units under its control become neutral and are no longer under the control of the defending player. The neutral leader's counter is removed from play, as are his armies. Note that Deactivated neutral leaders may be Activated again as above.
- R Reverse Alliance! You hero has been so convincing that the enemy neutral leader has changed to your side. The



neutral leader engaged in the action and all the units under its control are transferred to the control of the Acting Player. The neutral leader's counter is turned over to its other side. Note that if the neutral leader who has changed sides has not yet moved during this Turn, he may do so under the normal rules for movement.

In the advanced game, neutral (unallied) leaders are always considered to be in the hex of their capital. Neutral leaders never engage in personal combat (see Rule 11: Personal Combat).

#### ADVANCED ACTIVATION TABLE

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

\* — Die rolls for Activation of these units increase 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 own armies.

#### ARTIFACT TABLE

**BEREM — Berem Everyman found! (E10)**  
 HL CONDITION: Take to Sancrist capital.  
 HL EFFECT Highlord player wins.  
 WS CONDITION: Take to Neraka capital.  
 WS EFFECT Whitestone player wins.

**DRAGONORB — Ancient Dragonorb located! (E10)**  
 WS & HL CONDITION: None (may be uncovered immediately).  
 EFFECT As in standard rules.

**DRAGONLANCE — Dragonlances discovered! (E1 0)**  
 HL CONDITION: None.  
 HL EFFECT The Dragon Highlords do not possess the necessary materials to construct or use Dragonlances. At best, they can keep the secret from those who do.  
 WS CONDITION: Take the counter adjacent to any mountain hex-side on Southern Ergoth.  
 WS EFFECT Same as in standard rules.

**WIZARD — A wizard has been found!**  
 WS & HL CONDITION: Take to any Allied capital.  
 WS & HL EFFECTS: As per standard rules.

**GOLDEN GENERAL — The Golden General has been found!**  
 HL CONDITION: Take to Nereka.  
 HL EFFECT The counter is removed from play.  
 WS CONDITION: Take to any battle involving Knights of Solamnia.  
 WS EFFECT As per standard rules.

**GOOD DRAGONS — The good dragons arrive!**  
 WS CONDITION: Take counter to Dark Temple location.  
 WS EFFECT As per standard rules.

**GNOMISH TECHNOLOGY — The gnomes enter the battle!**  
 WS & HL CONDITION: Take counter adjacent to any mountain hex-side on Sancrist Isle.  
 WS & HL EFFECT As per standard rules.

**FLYING CITADELS (E20)**  
 HL CONDITION: Take counter adjacent to any mountain hexside in Nereka.  
 HL EFFECT As per standard rules.  
 WS CONDITION: None.  
 WS EFFECT None.

#### HERO AND HERO/LEADER COUNTER STATISTICS

C = Combat Rating  
 Df = Defense Rating  
 T = Tactical Rating  
 Dp = Diplomacy Rating

Name of Hero (Leader)	C	Df	T	Dp
Heroes of the Lance (WS)				
Tanis	4	3	—	8
Goldmoon	2	1	—	9
Riverwind	3	1	—	6
Elistan	2	1	—	10
Caramon	5	2	—	7
Raistlin	3	3	—	5
Laurana	3	2	5	10
Sturm	5	3	—	8
Tasslehoff	3	3	—	5
Flint	3	3	—	6

WS Heroes/Leaders				
Gunthar	5	3	4	8
Northern Ergoth	5	2	3	7
Caergoth	4	2	2	7
Solanthus	4	2	2	7

HL Heroes/Leaders				
Ariakus	5	2	4	1
Topus	3	1	1	3
Kitiara	4	3	4	0
Salah-Kan	3	2	2	2
Feal-Thas	3	1	1	3
Misif	3	2	2	3
As'p Tueng	4	2	2	2
Bolas	3	1	2	3
Bakaris	4	3	2	2
Verminaard	5	2	3	2

Note: All heroes and hero/leaders have 10 Movement Points.

#### ERRATA NOTICE

On the counter sheet provided with DL 11, *Dragons of Glory*, a few numbers are missing from the reverse side of one line of counters. The counters in question are those ten counters in the line from the Silvanesti leader counter on to the right, including four ship counters and five elf counters. The reverse sides should have the following values:

*Silvanesti Leader*: Tactical Rating 3,

Allegiance WS, Movement Points 12.

*Ship counters*: Combat Rating 2, Movement Allowance 50.

*Elven armies*: Combat Strength 3, Movement Points 5.

Also, note this addition to the rules on Combat Effects:

If a leader is on a stack of ground and/or air units that gets completely eliminated by a combat result, the owning player rolls a d6. On a result of 1-3, the leader is permanently eliminated and removed from the game; on a result of 4-6, he must be placed with the nearest friendly army.