DL11 Dragons of Glory Houserules v.12

For Campaign game (regular or historical)

New nations

1) Balifor is a new neutral nation. Its borders on the east are formed by the dotted line that is adjacent to Goodlund, while its northern border consists of hexes 3518b, 3519b, and 3619b. The country has an activation value of WS 3 HL 4.

Add Port Balifor to the map. Port Balifor is a fortified city and port, located in hex 3919b. The city also acts as the capital.

Add Flotsom to the map. Flotsam is a fortified city and port in hex 3416b.

Military forces available for Balifor are:

1x 1-10 leader
4x 4-4 infantry units
2x 4-40 ship units

2) Abanasinia is a new neutral nation. Its border is the dotted line adjacent to Qualinesti. The country has an activation value of WS 5 HL -1.

Add Haven to the map. Haven is a fortified city in hex 1823a. The city acts as the capital of Abanasinia. The city has the following defense force:

1x 2-10 leader (Orin Woodwind)
2x 4-4 infantry units

3) Blodehelm is a new neutral nation. Its border follows the dotted line from hex 3630b down to hex 4630b, and west along hexes 4631b, 4632b, and 4733b. The country has an activation value of WS 1 HL 5.

Add Vantal to the map. Vantal is a fortified city in hex 4231b. The city acts as the capital of Blodehelm.

Add Shrentak to the map in hex 4532b. Shrentak is a fortified city and port.

Military forces for Blodehelm are:

1x 2-10 leader (Wilhelm)
4x 4-4 infantry units
2x 4-8 cavalry units

4) Daltigoth is a new nation. Its activation value is WS -2 HL 4.

Add the Daltigoth overlay to the map. This will correct the features of Southern Ergoth to match up with the War of the Lance book. The settlement is in hex 2214a. Daltigoth's borders are the three hexes of 2214a, 2215a, and 2014a. The capital also acts as a port.

Also, note that Zhea Harbor is also on the overlay.

The nation has the following forces:

2-10 leader (Stormogre)
4x 6-4 Ogre units
1x ship

Daltigoth	Daltigoth	Daltigoth	Daltigoth	Daltigoth	Daltigoth
6 4	6 4	6 4	6 4	2 HL 10	4 40
Daltigoth	Daltigoth	Daltigoth	Daltigoth	Daltigoth	Daltigoth
2 HL 10	3 4	3 4	3 4	3 4	3 40

5) Nightlund is a new neutral nation. Its borders stretch from the brown hexes of Estwilde, along the Vingaard River, and the area that is west of Throtyl and east of Vinggard, running along the river. This consists of hexes 2030b to 2034b, 2131b to 4132a, 2232b to 4031a, 2334b to 3930a, 3832a to 3829a, 2534b to 3730a, and 3632a.

The capital of Nightlund is Kalaman, which is located in hex 2031b. The city is also a port. The nation also has the Daargaard Fortress in hex 2134b. The country has an activation value of WS 2 HL-1, and has the following forces:

1-10 leader
4x 4-4 infantry units
2x 4-40 ship units

Kalaman	Kalaman	Kalaman	Kalaman	Kalaman	Kalaman	Kalaman
4 4	4 4	4 4	4 4	1 HL 10	4 40	4 40
Kalaman	Kalaman	Kalaman	Kalaman	Kalaman	Kalaman	Kalaman
1 ws 10	2 4	2 4	2 4	2 4	3 40	3 40

6) Coastlund is a new neutral nation. Its borders are the dotted lines to the west of Palanthus and Vingaard, and north of Solanthus, in the area where "High Clerist Tower" is written. The nation is a member of the Knights of Solanthus (so it will gain that activation bonus), and its activation value is WS 3 HL -2.

Add Hargoth to the map in hex 3820a. This is a fortified port city and capital

Military forces are:

2-10 leader (Lord Hargoth)
3x 4-5 infantry units
1x 6-8 cavalry unit
2x 4-40 ship units

Hargoth	Hargoth	Hargoth	Hargoth	Hargoth	Hargoth	Hargoth
2 WS 10	4 5	4 5	4 5	6 8	4 40	4 40
3 8	2 5	2 5	2 5	2 HL 10	3 40	3 40

7) Hinterlund is a new neutral nation. Its borders are along the Vingaard River, opposite of Nightlund.   Its border on the west rests on the river in hexes 3928a, 4027a, and 4127a, and encompasses all clear terrain going east up to hex 1931b (but no desert hexes. The nation is a member of the Knights of Solanthus (so it will gain that activation bonus), and its activation value is WS 3 HL -2.

Add Maelgoth to the map in hex 4029a. This is a fortified city, and it acts as a port.

Military forces are:

1-10 leader
3x 4-5 infantry units
1x 6-8 cavalry unit

Maelgoth	Maelgoth	Maelgoth	Maelgoth	Maelgoth
1 WS 10	4 5	4 5	4 5	6 8
3 8	2 5	2 5	2 5	1 HL 10

8) Haltigoth is a new independent single-hex city-state. It has an activation value of WS 4 HL 4.

Add Haltigoth to the map in hex 3334b. Haltigoth is a fortified port city and the capital.

Military forces are:

2-10 leader (Kurrin)
3x 4-4 infantry units

9) Kharolis is a new neutral nation. The border runs between the wooded and clear hex lines of hexes 1416a, 1317a, 1318a, 1218a, 1219a, and 1220a. It then goes south along the mountain ridge in 1120a, and then along the dotted line of 1019a, 0919a, and 0818a, where it then follows the coast and ends at 0815a. The country has an activation value of WS 4 HL 2.

Add Alsip to the map in hex 1116a. Alsip is a fortified port city and acts as the capital of Kharolis.

Military forces for Kharolis are:

1-10 leader (Drafford)
3x 4-4 infantry units
1x 4-8 cavalry unit
1x 4-40 ship unit

10) Icereach is a new neutral nation. The borders of this area are along the ridge hexsides of hexes 0228a to 0230a. It has an activation level of WS 1 HL 4.

Add Icewall Castle to hex 0229a. Icewall Castle is considered a fortress, but it only provides a -1 combat die roll modifier (due to its state of disrepair).

The military is as follows:

2-10 leader (Harold)
2x 4-4 infantry units
2x 6-5 Thanoi units

Thanoi are susceptible to heat. Any unit that moves above the 0413a to 0432a and 5824b to 5833b line of hexes will lose 1 combat strength point for each 2 hexes above the line (round down), except during winter turns in winter zones. Any unit that goes beyond 11 hexes is removed. If a unit is depleted, then its maximum distance would be 5 hexes.

Example, if these units tried to attack Tarsis (3 hexes away), then they would lose 1 SP each and become strength 5 units.

Icereach	Icereach	Icereach	Icereach	Icereach
2 HL 10	4 4	4 4	6 5	6 5
Icereach	Icereach	Icereach	Icereach	Icereach
3 5	3 5	2 4	2 4	2 WS 10

11) Sikk'et Hul is a new neutral nation. Its borders are the dotted line that separates Northern Ergoth and Hylo. The country has an activation level of WS 1 HL 1.

Add Manic to the map in hex 3018a. Manic is a fortified port city and is the capital of Sikk'et Hul.

The military is as follows:
1-8 leader (Lord Sunchaser)
4x 4-3 Goblin units
1x 4-35 ship unit

Sikk'et Hul	Sikk'et Hul	Sikk'et Hul	Sikk'et Hul	Sikk'et Hul	Sikk'et Hul
1 HL 8	4 3	4 3	4 3	4 3	4 35
Sikk'et Hul	Sikk'et Hul	Sikk'et Hul	Sikk'et Hul	Sikk'et Hul	Sikk'et Hul
2 3	2 3	2 3	2 3	1 WS 8	3 35

12) Than-Khal is a new neutral nation. It is located in southern Kharolis and the borders are the north hexsides of hexes 0816a to 0818a. The activation value is WS 2 HL 4.

Add Than-Khal to hex 0618a. Than-khal is a fortified city and port, and acts as the capital.

The military is as follows:
1-8 leader (Rashften)

4x 4-3 Goblin infantry units

Than-Khal	Than-Khal	Than-Khal	Than-Khal	Than-Khal
1 HL 8	4 3	4 3	4 3	4 3
Than-Khal	Than-Khal	Than-Khal	Than-Khal	Than-Khal
2 3	2 3	2 3	2 3	1 WS 8

13) Add Sea Reach to the map in hex 1912b. Sea Reach is the capital of Saifhum and is also a port. The city is effectively the location for the Maelstrom pirates, and is where their ships begin and are replaced at.

For purposes of defense, the city has a collection of regulars, pirates and mercenaries, and has a single unit. This unit may never leave the city.

If Saifhum is conquered, the pirates can no longer replace any ships (see rule #2 under naval). Conquering it counts towards a side's victory total.

Maelstrom	Maelstrom
8 0	4 0
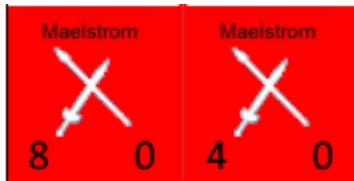
14) **New settlements and borders**

These new settlements represent major cities and/or ports throughout Krynn. These will be subject to rule #9 in the main rulebook.

Add the following settlements to the following nations:

a) Kern: add Ogrebend in hex 3017b. This is a fortified city and port.

Ignore the former borderlines for the country. Kern's new border runs along the dotted line between itself, Khur, Neraka, and Balifor, and also follows the ridge hexes of 2425b, 2325b, and the hexline between hexes 2324b and 2224b. All land to the east, as far up as the tip of 1215b, is their sovereignty.

b) Nordmar: add Jachim in hex 1321b. This is a fortified city and port.

Note: two versions of the overlay are provided. The first is an overlay for the optional "jungle" terrain. The second is for those that wish to play with the terrain as originally shown on the DL11 map.

c) N. Ergoth: add Lacton in hex 3614a. This is a fortified city.

d) S. Ergoth: add Zhea Harbor in hex 2316a. This is part of the Daltigoth overlay. It is a fortified port city that is allied to N. Ergoth, and it is considered part of their nation when activated, and it uses the same military forces.

e) Khur: add Delphon in hex 3421b. This is a fortified city.

f) Lemish: add the fortress of Fearfold in hex 3330a. This is a fortress.

g) Qualinesti: add Porliost in hex 1719a. This is a fortified city and port.

h) Caergoth: add Starport in hex 2822a. This is a fortified city and port.

For all scenarios:

Naval related
1) Use the naval, flying, and dragon interception rules from Dragon #170.

2) Ships are treated like ground units for replacement purposes. At the beginning of each replacement phase, two ships of the same nation may be amalgamated to produce one new ship. This ship is then placed five turns ahead on the turn chart. When the turn marker is the same as replaced ships, these ships are then placed in any port of the nation that controls it. If none are available, or if the nation has been conquered, then it is assumed that the ships were lost, and they are removed from the game. All Knights of Solamia nations can build each other's ships in their ports.

3) During naval moves, all stacks are moved one at a time, and at the rate of the slowest ship. They may not combine with any other stacks unless they move into the same hex as them. As a stack moves into a hex with another friendly stack, those ships may then be added to the fleet. These ships use the movement rate that is left over from the original stack. If a stack moves into a hex with enemy ships, or if they are intercepted, then resolve the battle before choosing the next stack.

To fight a naval battle, ships must move into the same hex as the ships they are attacking. Each side then lines up their ships, and then the attacker assigns a ship to target another. Ships are not allowed to target an already assigned target unless all targets have one assigned. Once all have one assigned, then a second may be assigned; once all have two, then a third may be assigned, and so on. Roll a d10 for each and a hit is scored if the result is equal to or less than the ship's value. Following this, the defender does the same. All fire is considered simultaneous.

Stacks that are intercepted, and win the battle, may continue to move. Stacks that directly attack, or are defeated by an interception, end their move.

4) As an exception to the rules in Dragon #170, in naval combat, each dragon SP has a four-combat value. All other flying units fight with their printed value. Any ship that fires at a flying unit does so at a one.

5) A port is any fortified city that is next to the sea or along a navigable river. These fortified cities are ports: Palanthus, Kalaman, Caergoth, Sanction, Khur, Solvanesti, Hylo, Gunthar, North Ergoth, Mithas, Kothas, Vingaard, Flotsam, Port Balifor, Hargoth, Maelgoth, Alsip, Ogrebend, Jachim, Porliost, Haltigoth, and Daltigoth.

Note that Gunther, North Ergoth, Hylo, Mithas, and Kothas, despite their appearances on the maps, act as ports. Treat the rivers in Guther and Hylo as navigable.

6) A port provides a single defense at a 4 value, but it may be used only for defense. An additional defense is available for every four garrison strength points (round down). This extra defense is assigned (like a normal ship) to attack a target, and is subject to the same allocation rules for ships.

The port defense fires before each round of combat, with its results being applied before a normal round of combat. Furthermore, it gets an additional free fire as ships enter the port, and as they leave the port. The defense may be targeted, and its combat value decreases by 1 for each hit it sustains (the fourth hit renders the defense inoperative and it cannot fire anymore for that battle). This defensive ability returns to normal the next turn.

For example, four ships move into Port Balifor in an attempt to destroy the two Balifor ships. There is a garrison of 4 SP, so another port defense is added. As the ships enter, the owner takes two free shots (at a 4) at two different ships and scores one hit. During the first round of combat, the defenses fire first, and then both sides resolve their fire. Following this round of combat, the attacker decides to withdraw. However, the port defenses get another free fire as they leave.

Ships may not land troops in a port hex until the port's naval defense is eliminated.

7) The Silvanesti Elves guard the entrance to the Thon-Thalace River with the Towers of Eli. A tower is located in hex 5320b and 5321b. Add the overlay for this.

Any ship entering either hex must stop, and it can be targeted with two shots each at a 4 or less. This is done before the ships can continue their movement.

If hexes 5320b and/or 5321b are enemy occupied, even if recaptured later, then that portion of the defense is considered destroyed and a shot is lost for each. Place some counter to remember that the positions are no longer useful.

8) A unit may be picked up from a coastal hex if it begins its move with a ship. Such a ship moves at half its movement value on the turn it picks up the unit.

Units that are landed in a port may attack that turn. Units that are dropped off on a coast may not attack that turn.

9) Ships that are stuck in a river hex due to winter, and have an enemy unit enter its hex, are eliminated if there are no protecting units with it.

Movement related
1) Only the HL side can invade in the game. A nation may only be invaded if the HL side has land and air combat strength that is adjacent to the nation's border and has the movement ability to move into the invaded country. For purposes of being adjacent, any friendly stack that is next to the enemy border, any friendly stack that is adjacent to another friendly stack that is on the border, or any friendly stack that can trace a line of adjacent friendly stacks to one that is on the border, can be counted. However, if it is possible for a stack to invade multiple nations, it must be declared which invasion it will participate in.

Ships that are in range can land troops in the invaded nation. This must be announced before the roll and strictly followed. Any that do so may be counted into the invasion SP total. The troops that are landed do not need to be adjacent to one another or the initial invading stack.

Upon entry of the first stack, an activation check is made. This check is done as described in the rules, but the HL's roll is modified by the size of the invading force. Compare the total strength of the invading force to the total strength of the defending nation and compute this as an odds ratio. Count each strength point in the invading force. For this purpose, dragons count each point as three. Consult the table below for the modification to the HL activation rating:

Odds	1-6	1-5	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1	6-1
Modifier	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6

This value is added or subtracted from the invader's activation value, while the WS side receives a +2 to their score. Both sides take turns rolling for activation, with the WS going first. If the roll is not passed, then the HL gets a chance, and if they fail, then a new round begins. On further rounds both sides add a +1 modifier to their current activation value. This continues until the nation is allied to a side.

Here are the strength values for each nation:

Nations and SP values

Gunther	44	Blode	48	Vingaard	16	Thorbardin	20	Icereach	20
N. Ergoth	30	Kern	30	Sanction	12	Blodehelm	24	Silvanesti	38
Caergoth	30	Kothas	32	Kalaman	16	Abanasinia	12	Nordmar	24
Solanthus	30	Mithas	32	Palanthus	20	Kharolis	12	Qualinesti	28
Kaolyn	25	Throtyl	32	Goodlund	16	Maelstrom*	32	Hargoth	18
Khur	24	Hylo	24	Balifor	16	Haltigoth	12	Lemish	24
Zakhar	33	Tarsis	24	Maelgoth	18	Daltigoth	24	Sikk'et Hul	16
Than-Khal	16								

*Maelstrom, due to its large navy, counts its navy as part of its value.

For example, the HL wants to invade Khur, which has 24 SP. However, the pass of Neraka only allows a maximum of 16 SP to stack next to the border (2x SP 6 units and 2x SP 2 Dragons). However, adjacent to this stack is another stack with 2x SP 6 units. This makes a total of 28 SP (odds 1-1), so the invasion is done with a +0 to the activation roll.

First rolloff: WS activation is a 3 (+2) = 5, HL activation is a 6.
Second rolloff: WS 3 (+2+1) = 6, HL 6 (+1) =7.
Third rolloff: WS 3 (+2+1+1) = 7, HL 6 (+1+1) = 8.
and so on...

Another example, the HL wants to invade Nordmar, which has 24 SP. The HL has a stack with one SP 6 unit and one 2 SP Dragon, and next to that is another stack with one SP 4 unit. This makes a total of 12 SP, so the invasion is a 1-2, and the HL will receive a -2 to their activation.

First rolloff: WS activation is a 3 (+2) = 5, HL activation is a 3 (-2) = 1.
Second rolloff: WS 3 (+2+1) = 6, HL 3 (-2+1) = 2.
Third rolloff: WS 3 (+2+1+1) = 7, HL 3 (-2+1+1) = 3.
and so on...

One more, the HL wishes to invade Goodlund, which has 16 SP. The HL has two Draconian SP 6 units next to the border and another stack with two SP 8 minotaur's that just landed by boat. This makes a total of 28 SP, or 3-2 odds. Thus, the HL will get a +1 to their activation roll.

First rolloff: WS activation is a 5 (+2) = 7, HL activation is a -2 (+1) = -1 in this case the roll for the round is an automatic failure because the HL cannot roll the value.
Second rolloff: WS 5 (+2+1) = 8, HL -2 (+1+1) = 0, in this case, the roll is also an automatic failure because the HL cannot roll a zero.
Third rolloff: WS 5 (+2+1+1) = 9, HL -2 (+1+1+1) = 1.
and so on...

2) With regard to any nation that is one-hex in size (Sanction, Daltigoth), any invasion may just be declared by an adjacent unit rather than moving into the hex.

3) Any nation that allies with their invader, as a result of an "activated by invasion," may set up its forces, but they may not be moved that turn and may not be used for invasion "odds" calculations.

4) Wizards, once placed on the map, move like regular leaders with a MV of 10. They are never picked up and placed, and only one wizard may be used per battle by each side.

5) Air units may only transport units that are from their nationality. With these exceptions:

a) Wizards may be transported by any air unit as if they were a leader of that nation.
b) HL allied leaders may not be transported by dragons.
c) HL leaders can only be transported by a dragon they can command.

d) Only Knights of Solamia and Elf leaders may be transported by dragons.

6) Each dragon, pegasi, or griffin strength point can carry only one leader at a time, and does so at half its normal movement rate.

7) The pirate Maquesta knows the Maelstrom well, and as such, any ships in her stack can move into the Maelstrom area and proceed as if they rolled a 10. However, the move costs the fleet d6 moves, which is subtracted from its remaining movement ability. If this is greater than the number remaining, then the ship simply ends its movement at that point.

8) Demi-human capitals have some limits on where they can be placed, as follows:

a) Kender can be placed anywhere on the map, but it must be in a forest hex and at least a full move away from any enemy land unit. It may not be in a hex with a settlement owned by another nation.
b) Elves can only be placed in South Ergoth, in a forest hex that is at least a full move away from any enemy land unit.

If the settlement is located on a coast or navigable river, the settlement will act as a port, but it will have no defensive ability except for favorable terrain.

If a site cannot be found, the placement may be delayed a turn.

9) Use the winter weather rules found in Dragon #170. However, the six islands NE and E of Maelstrom (Blood Sea Islands), the nations of Mithas, Kothas, Nordmar, Kern, Goodlund, Balifor, and the sea around the Maelstrom, do not experience winter effects.

This area begins in hex 0824b and follows the Nordmar coast to hex 1327b. It then follows the edge of the brown hexes all the way to hex 3419b. It then follows the dotted line in hex 3520b and then follows the coastline of Goodlund to hex 4313b, and across to hex 4306b.

10) Because the WS side may not invade, their units are not allowed to move across any neutral nation. However, a hex that is part ocean/land, such as a coast, may be entered by flying units or ships.

Combat related
1) Use the leader casualty rules from Dragon #170. Furthermore, the leader will escape to the nearest friendly army, but they may not be used in any further combats that turn.

2) You may only approach a Dwarven Fortress via the tunnels. Tunnels are not treated as mountain passes. They provide a -2 combat modifier for the defender. Furthermore, the tunnel does not provide a combat bonus for attacking or defending flying units or cavalry units, but does give a friendly terrain bonus for attacking or defending Ogres and Dwarves.

3) Dwarves and Ogres may attack across mountain hexsides.

4) Cavalry receive a combat die roll modifier, except if they are attacking or defending in woods or jungle.

5) Fortified Cities and Fortresses do not provide a combat bonus for attacking or defending cavalry.

6) Woods and jungle negate attacking cavalry bonuses.

7) In a combat situation where an attack is being made across a river, bridge, and/or ford, the more penalizing modifier is applied to the attacker.

8) Units defending a hex with favorable terrain (such as Kender in forests) that has a structure in it, will receive only the modifier for the structure, not for the terrain.

9) Without leaders, dragons may only attack stacks that have enemy dragons in them, and then only to duel (see rule 16). They may defend against armies and dragons normally.

Evil Dragons may only be led by Highlords that can command them, as follows:
- C-in-C Ariakas (can command any color of dragon)
- Red Wing leaders - Verminaard, Kolanda (former As P Teung leader)
- Blue Wing leaders - Kitiara, Bakaris
- Green Wing leaders - Salah Khan, Kadagh (former Topus leader)
- White Wing leaders - Feal Thas, Toede (needs to be made with 1/10 rating)
- Black Wing leaders - Lucien (former Bolas leader), Hullek (former Misif leader)

Upon the removal of Ariakas, one of the other HL leaders is promoted to command. That leader can now command all dragon colors. If all HL leaders are gone, then the dragons can no longer attack and may only defend, with the exception of other dragons.

Good Dragons may be led by any Knight or Elf leader. If all those leaders are removed from the game, then the dragons can no longer attack and may only defend, with the exception of other dragons.

10) Leaders may only command units that are from their nation. To be able to use their combat bonus, at least one of the units in their stack, or a supporting stack, must be from the leader's nation. The following exemptions apply:

a) HL leaders can command any allied unit.
b) WS Knight commanders (Gunther, Caergoth, N. Ergoth, Hargoth, Maelgoth, and Solanthus) may command any knight units.
c) Draconians can be commanded by any HL or allied HL leader.
d) A wizard can be used regardless of unit nationality. It can also be used with any other commander, and while both bonuses can be used, only one wizard bonus may be applied.

11) When an air or cavalry unit retreats before combat, any leaders may accompany them.

12) Units may not retreat into neutral territory.

13) Intrinsic defense of a settlement – The Tower of High Sorcery, Mount Nevermind, Pax Tharkas, and Winston's Tower each have a single 2-0 (front), 1-0 (back) foot unit for defense only. This is only when the settlement does not already have a unit in it.

If a player wishes to move troops into one of these hexes, they must roll and see if passage is allowed. Both players roll a d10 and the moving player must best the score of his opponent. If not, then passage is declined.

If the settlement is not attacked at the end of any turn, then the strength of the defense returns to a two. Furthermore, if the settlement's defenses are eliminated in a combat, and no advance-after-combat is made into it by the victor, then the settlement regains its full defensive strength.

14) If Mount Nevermind is invaded, the side that acquired them as an ally will also gain the Gnome Technology counter. Take this from the E20 pile and give it to the player for allocation. When it is conquered, remove the chit and give it to the player that performed the conquest so that they may allocate it.

When Gnome technology comes into play, it is assumed that the Gnome nation has chosen sides. The side receiving the technology now controls Mount Nevermind, which has standard garrisons of 2 SP in all tunnel hexes leading to their fortress. Mount Nevermind also has 2 SP and counts as a Dwarven Fortress for combat situations.
If Mount Nevermind is captured, it is assumed that the Gnomes will sue for peace and their technology chit is removed from the game.

The control of Mount Nevermind counts as a controlled nation for victory conditions.

15) Kender taunting attempts are harder against settlements and well-led troops. Change the taunting roll to a d10 for any attempt. A roll of 1-5 fails and 6-10 succeeds. The roll is modified as follows:

Leadership of stack taunted – deduct the commander's level.
Settlement – deduct the settlement's defensive value.

These two are cumulative.
For example, a fortified city with a level one leader = -3 to the roll. A 6 or 7 would be a success.

16) When a combat involves stacks on both sides that have dragons, the dragons on each side must first duel for air supremacy.

The combat is fought just like naval combat, with each dragon point requiring a 4 to hit. Leaders and wizards are not added to the fight. After the round is concluded, first the attacker, and then the defender, has the option to retreat or fight another round. It is also possible to have both sides disengage from combat (since dragons cannot attack armies without leadership.

Retreating dragons are withdrawn up to 16 hexes from the combat by their owner. The winning side's dragons are placed back in their stack and the combat is resolved as normal.

17) Air units alone may not capture settlements. A land unit must be present in the attacking stack(s), and it must advance into the settlement following combat.

18) Floating citadels count as a flying unit for combat modifier purposes.

19) Treat Soth's units as cavalry for combat modifiers.

Others
1) Remove the HL leaders for As P Teung, Topus, Misif, and Bolas. Create new HL counters for Kolanda, Kadagh, Toede, Lucien, and Hulleck as follows:

A dragon may be with a leader that cannot command them, but they may only use the SP value of the dragon(s), and they receive no combat modifier for them.

2) The land of Nordar, according to the WotL sourcebook, is covered in jungle (Sahket). As such, the following hexes are jungle:

1819b, 1720b, 1620b, 1521-1524b, 1421-1424b, 1322-1325b, 1221-1224b, 1123-1125b, 1024b, 1025b.

Jungle costs 2MP to move into and provides a -1 defender combat modifier, but cavalry bonuses do not count.