



## Rules and Stats for Dragon and Young Dragons:

### Dragon:

Dragon, Legend, Melee

Mov/Attack/Lifepoints -- 3 / 4 / 10

#### Abilities:

Flying: see Rulebook

**X-Flamebreath:** Caus 1 damage to an enemy unit adjacent to the target unit.

**Mighty:** Each time you perform a combat roll for this unit, you may reroll each Heroic result once

### Young Dragon:

Dragon, Legend, Melee

Mov/Attack/Lifepoints -- 2 / 3 / 4

#### Abilities:

Flying: see Rulebook

**Agile Reptile:** Cannot be Counterattacked and Melee-Units roll one dice less with a combat roll.

### Combat- Rule for Dragons:

A Lore- Result will put a Lore marker at middle of the mountain on a treasure hex field.

## SETUP

This Scenario contains a Dragon and his 3 younger Dragons.

Place the Dragon on at position 1. Place the younger Dragons at position 2.

Between every turn of the players, a Dragon Turn will be held and played by the player of the turn before the Dragon Turn. (The player will also roll dices, execute and deal with the rules of the Dragons)

The Dragons can only move on the insides of the Dragon Nest, which is marked by the orange hexfields.

**Hills:** In this game, as addition to the standard rules, if a unit moves on a hill-field, it must stop immedeatly its movement.

## SPECIAL RULES

At the begin of each Dragon Turn, 1 Dice will be rolled by the player and the following result will be held in this turn.

*If the Dragon is dead, instead of rolling a dice at the beginning, just activate and use the young Dragons like normal units but with her restriction for movement!*

**X-Sword:** The Dragon attack the nearest intruder( unit) . If there are more then one unit in the same range, the controlling player decides which one he will attack.

**/-Sword:** The young Dragons attack, one per unit and up to a maximum of 3 Dragons for 3 Units, the intruders in her possible range.

**Heroic:** The Dragon will fly to the sky and use his firebreath to bring death and fire along the battlefield. Each unit that is one a hexfield of the purple line gets hit by his firebreath and to be set on fire. (except Dragons)