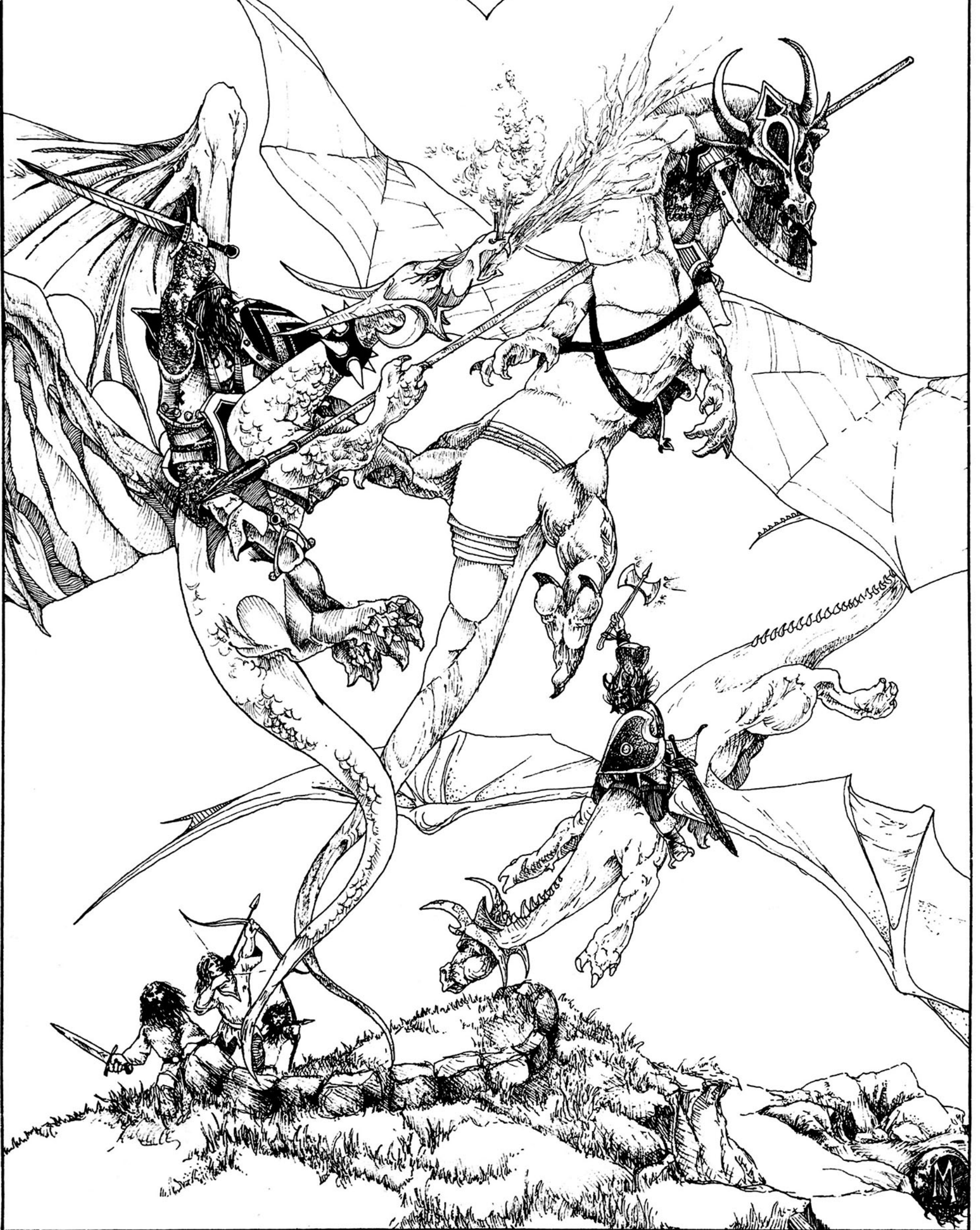


THE GAME OF DRAGON-MOUNGED BOTTLES IN THE SKIES

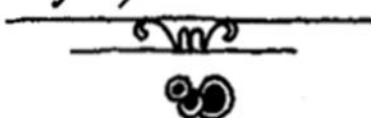
DRAGONLORD





GAME CONCEPT, DESIGN AND ILLUSTRATION

BY MORNO....



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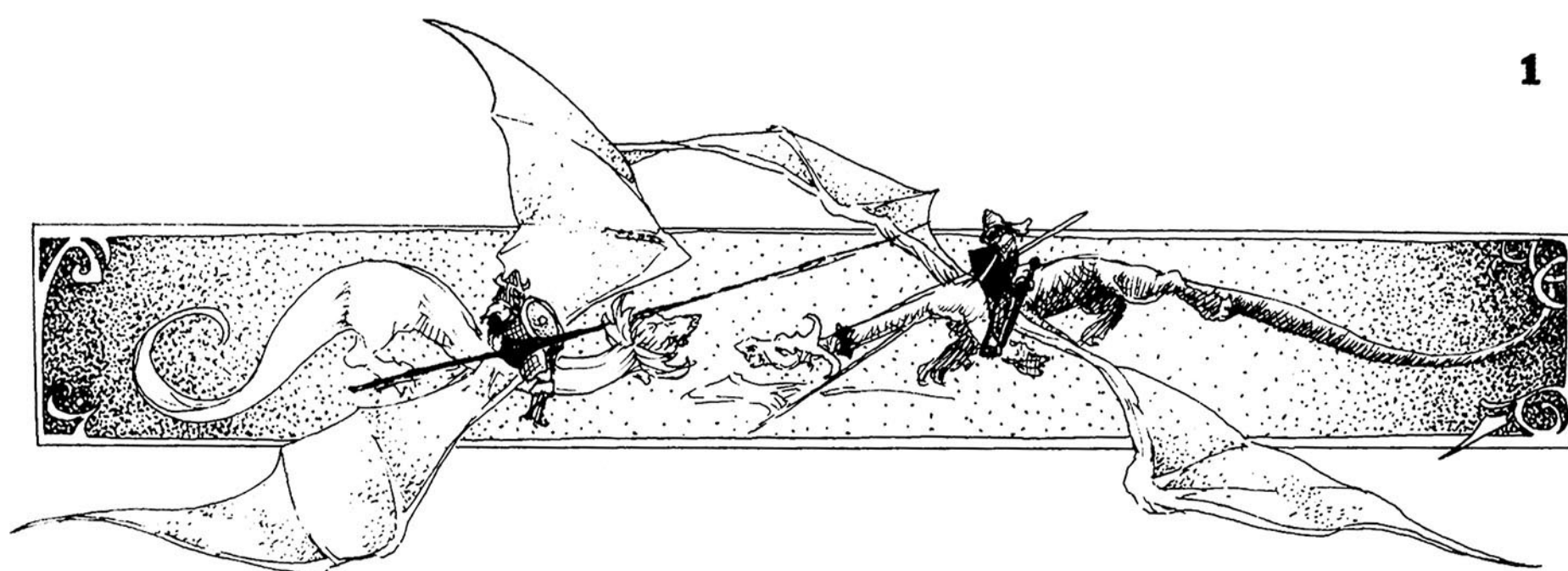
* LETTERS OF COMMENT ARE MOST WELCOME *



The Character sheets
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DRAGONLORD is a game for two or more players. Included in the game are counters which represent the Dragonriders of two enemy strongholds, six adjoining map sheets showing the castles, villages and terrain of the playing area, and complete directions for aerial warfare between dragon-mounted warriors, wielding sword, axe, lance, claw and dragonfire above the heads of the helpless peasantry. There is a basic and an advanced version of the game.

Materials not provided are: 1 or 2 20-sided dice, 1 six-sided die, 2 or more players and enough pencil and paper for all. The first two items should be available in the store where you bought this game. Trim the edges of the map to fit.

The Citadel of Laresha and Castle Vetarn were once allied fortresses. But long ago the lands - now called the Lost Hills - were cursed by that ill-famed Necromancer, Gilgaks of the Mad Dream. This curse surrounded the Lost Hills with a howling horror of a magewind (Coincidentally, this is represented by the border of the map, None can live long in that gale). Boxed in as they were, the Dragonlords' tempers were stretched thin and finally snapped. The last century has been a long, intermittent war.

Night and day, peasants scan the skies waiting for sudden shapes to sweep down in attack. Raids strike fields, storehouses, roads . . . sometimes even the castles themselves. Sooner or later many will die. . . . but who . . . and when?

CREATING DRAGONS & DRAGONLORDS

Both Dragons and Dragonlords are allowed 1-100 damage points. This is determined by a roll of two percentile (20-sided) dice in which one die is read as tens and the other as ones. Record this and the other information on a character sheet (see example - feel free to xerox sheet). If a Dragon is reduced to less than five damage points while in flight, he will fall. Refer to the Falling Table for results.

FLIGHT

Takeoff can be from the ground (rising to a desired height) or from towers, hills or cliffs whose elevations are all indicated on the map. Dragons must spend a full turn in place before they can take off.

Takeoff and minimum flight speed is three spaces per turn. On a level flight, this speed can be increased by two spaces each turn until maximum speed is reached. Voluntary decrease of speed is at the same rate. Altitude changes must be made verbally and recorded on paper. Unless out of sight, altitude must also be stated on request.

When flying diagonally on the board, count the diagonals as one and a half spaces.

When a Dragon is reduced to less than five damage points in flight (unless endurance score allows otherwise), check the table below for the chance of safely landing. The number indicated is a percentage chance. To land safely you must roll that number or less. When falling more than 500 feet, two rolls are allowed in each category. If saved from collision, assume elevation to be 50 feet. Players can elect to land at speeds 8 or less, altitudes 50 or less from the landing area.

The following characteristics are also rolled on percentile dice. Of these, roll only Strength for the riders.

DEXTERITY: For use with Falling and Evasion tables.

STRENGTH: Score of 75-90, +5 to all damage the character inflicts
Score of 91-00, +10

ENDURANCE: With a score of 85-00, disregard the falling table except in collision. Your Dragon is a berserker and will fly to the death.
91-00, +10 to your maximum damage

FALLING TABLE

DEXTERITY	CHANCE OF SAFE LANDING	CHANCE OF BREAKING FALL, SAVING RIDER*
01-20	07%	03%
21-40	12%	12%
41-60	18%	15%
61-80	25%	20%
81-00	40%	25%

*BUT NOT DRAGON; ROLL IF FIRST ROLL FAILS.

MAXIMUM SPEED

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Maximum speed denotes the greatest number of spaces the dragon can fly in each turn. The only exception to this rule is freefall, either in the Stoop & Clutch attack or when falling. Excess speed must be eliminated in the following turn or the stress will cripple a Dragon's wings, forcing a Dragon to limp along at minimum flight speed (3 spaces) for the duration of the game. For methods of decreasing speed, see the Maneuvers section below.

Maximum speed is determined by rolling one 20-sided die (1-20) and adding 10.

MANEUVERS

Aside from straight and level flight, Dragons are capable of the maneuvers listed below. While #1, Stoop & Clutch, is properly an attack, it is listed here because it is figured as a maneuver on the Combat Matrix.

1. STOOP & CLUTCH

A freefall attack from directly above, like a falcon. This is executed during the combat phase. Dragon must be at least 200 feet above victim - victim must be within a 3-space radius on the map. Figure diagonal measure as one and a half spaces. Speed increase in freefall is 5 spaces per 100-feet dropped, and the attack can be started at speeds of 10 or less. The stoop carries both Dragons 50 feet down on impact. If the stoop misses, it takes half the distance dropped to recover. A successful attack means that the prey takes 3-30 points of damage and is clutched, sustaining further damage in each turn the clutch is maintained. Refer to the Evasion Table below.

2. DIVE

Increases speed by 3 for each 100 feet dropped. 200 feet adds 1/2 to all damage inflicted, except dragonfire. 400 feet gives twice the damage rolled, and so on.

3. EVADE

For breaking from combat or eluding a pursuer. This maneuver is a little slower than normal flight, but the evader is harder to strike due to the evasive nature of the flight. Decrease existing speed by 1 space per turn of evasion, not to exceed a decrease of 4.

4. HOLD

An abrupt halt which can be held only one turn. This decreases existing speed by half (to be used against excessive speed).

5. HOVER

No time limit. Must be at speed 10 or less to go into hover. Speed out of hover is 3.

6. SPIRAL

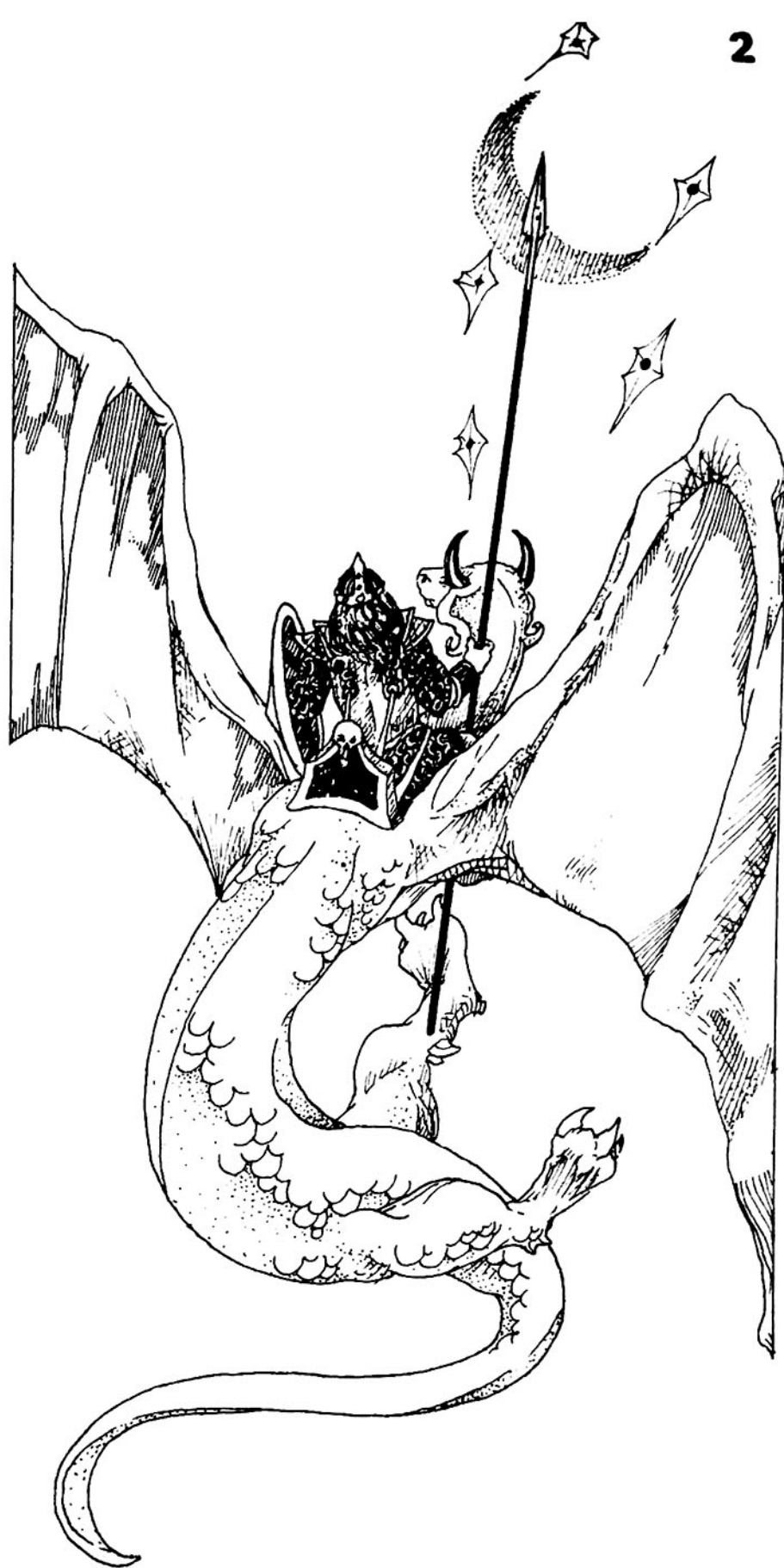
On the board this appears to be a rough circle of consecutive 45-degree turns. Actually it is a circling descent, speed 3-12 spaces. Descent is 50-100 feet per game turn, at player's choice. The spiral makes no change in speed as it is a tightly controlled descent.

7. RISE

Minimum speed - 9 spaces. Altitude gain - one space of speed is lost per 100 feet up to 300 feet each turn.

8. LOOP

Minimum speed - 11 spaces, although fewer are actually traveled. This maneuver, a rapid vertical circle, leaves Dragons exactly where they started at half the existing speed (round to nearest or lower speed number).



9. TURN

Can be combined with any move except Stoop, Hover, Hold or Loop. Turns are 45-degrees. In combat, when this maneuver is combined with other than level flight, refer to the other on the Combat Matrix. Speed decreases one for each turn made.

10. PURSUE

Out of combat, or when an enemy was adjacent and no attacks took place. Pursuit means that the attacker (pursuer) follows directly behind his enemy, speed allowing. This is useful if you must state your move before your foe.

SEQUENCE & MOVEMENT

The sequence of Game Turns is as follows: Movement (in order of high die roll); Combat, attacker strikes, then defender. Note that the last to move has an advantage. Combat takes place by location after movement.

COMBAT.

EVASION TABLE.

3

WEAPONS-DAMAGE

DRAGON CLUTCH

3-30 points, 1-10 per turn clutch is maintained. On strike, roll percentile dice: 01-31=damage to both rider and Dragon; 32-00=damage to Dragon only.

DRAGONFIRE

2-20 points. Range is 100 vertical feet, 4 spaces horizontally. Can be used only 3 times per day.

DRAGON CLAWS

1-10 - Only on Dive, Hover, Hold and Down.

LANCE

1-10 - 40% chance of breaking on Dive, Spiral or Loop.

AXE

1-6 - Two attacks per turn.

SWORD

1-6 - Three attacks per turn.

DEXTERITY	CHANCE OF BREAKING HOLD
01-20	15%
21-40	30%
41-60	45%
61-80	60%
81-00	75%

This table is to be used when one Dragon has been successfully Clutched. Each turn that the Clutch is maintained, roll for evasion. Riders of Clutched Dragons may attack the Clutching Dragon only. Reference such attacks by the maneuver of the Clutcher. Speed when Clutch is evaded is that of the Clutching Dragon. An escaping Dragon will bolt straight ahead for one turn unless it must lose excess speed.

COMBAT MATRIX.

DEFENDER'S MANEUVER

ATTACKER'S MANEUVER	STOOP & CLUTCH	DIVE	EVASION	HOLD	HOVER	SPIRAL	RISE	LOOP	TURN (or STRAIGHT)	PURSUE
STOOP & CLUTCH	30	65	40	70	95	55	95	80	85	75
DIVE	15	50	30	60	80	50	80	75	90	70
EVASION	15	40	50	45	50	35	40	40	55	40
HOLD	20	45	45	65	70	60	55	55	70	80
HOVER	24	65	55	85	80	80	75	75	90	85
SPIRAL	20	35	25	40	70	35	60	50	70	60
RISE	15	30	30	40	80	75	55	55	65	65
LOOP	20	30	10	50	85	75	60	80	70	75
TURN (or STRAIGHT)	20	45	70	60	90	65	70	75	95	75
PURSUE	50	75	55	85	95	70	70	65	85	85

DRAGONLORD

Character Sheet

A COSMIC FROG/WEE WARRIORS GAME

DRAGONRIDER CHARACTERISTICS

STRENGTH: _____ BONUSES: _____

MAXIMUM DAMAGE: _____

DAMAGE RECEIVED: _____

OTHER INFORMATION: _____

DRAGON CHARACTERISTICS

DEXTERITY: _____ # TO LAND SAFE: _____

TO EVASION CLUTCH: _____ TO BREAK FALL: _____

STRENGTH: _____ BONUSES: _____

ENDURANCE: _____ BONUSES: _____

MAXIMUM SPEED: _____

MAXIMUM DAMAGE: _____

DAMAGE RECEIVED: _____

Combat takes place when two or more Dragonlords are:

1. In the same space and within 50 feet of altitude
2. In adjacent spaces within 50 feet of altitude
3. During a Stoop or Dragonfire attack

Unless neither player wishes to strike. Combattants must declare whether striking a Dragon or Rider before the attack.

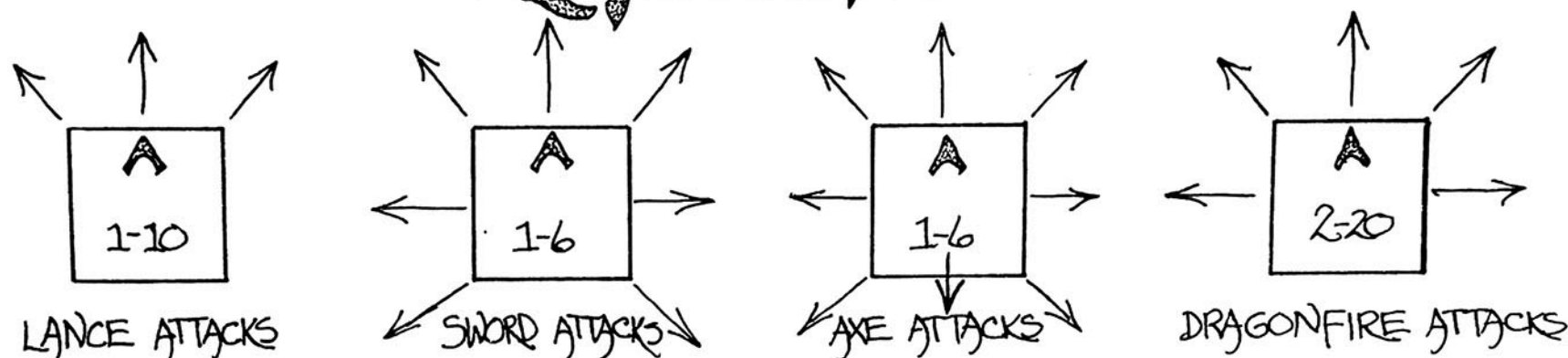
Attackers must specify either Dragon or Rider as target. Excepting Lance and Flame attacks, only one (Dragon or Rider) can attack each turn.

Warriors must declare weapon in hand at start - it takes one turn to change weapons.

4



RACINGS



DRAGONCLAWS: ON DIVE, HOVER, HOLD AND DOWN ATTACKS; 1-10 DAMAGE

ADVANCED RULES

The following rules and scenarios are additions for advanced play. It is suggested that a few (brief or otherwise) engagements be played with the basic rules before adding any or all of these changes and additions. This should give the players a feel for the technique of the game with fewer variables to worry about.

ARCHERY & ALARMS

In using the scenarios, archery comes in on the part of Peasants in defense of their villages and fields. Maximum range is 100 feet vertically and 5 spaces horizontally. For a diagonal shot (above and outward) of 100 feet, maximum range is 2 spaces, at 50 feet and below, 3 spaces. Damage per arrow is 1-6. Figure archery on the Combat Matrix as Archer/Hover to Victim/his or her move. Two shots per turn are allowed during the combat phase of the turn.

Village alarms take place during field or village raids. A roll of 1-3 (6-sided) per turn after a Dragon sighting (within 10 unobstructed spaces) indicates that the Peasants are alarmed, and 1-6 longbow-armed villagers will come out to the attack. See the Ground Movement section for their speed. In addition one other will try to light the Balefire which is in the center of the village. One a 1-2 (6-sided) the fire will be lit and the ruling castle of the village will also alarm.

In the event (or on a 6-sided roll of 1-4 if the castle itself is attacked) the alarmed player's Dragonlords will prepare to take off. This can be done in two turns - one to reach the Dragons and one to prepare for takeoff. Then, to battle in the skies!



VARIABLE ATTACK RESULTS⁵

DEFENDER'S MANEUVER

	STOOP & CLUTCH	DIVE	EVADE	HOLD	HOVER	SPIRAL	RISE	LOOP	TURN (or STRAIGHT)	PURSUE
STOOP & CLUTCH	A	B	A	C	C	B	C	F	A	A
DIVE	D	A	B	C	A	A	C	F	A	A
EVADE	X	B	X	B	A	B	B	D	B	B
HOLD	X	F	A	A	A	A	B	F	A	A
HOVER	X	A	A	A	A	A	A	A	A	A
SPIRAL	X	A	B	F	A	F	B	F	F	F
RISE	F	C	B	F	A	C	F	A	A	A
LOOP	F	F	F	D	D	F	F	E	F	F
TURN (or STRAIGHT)	X	A	A	A	A	A	A	F	A	A
PURSUE	A	A	A	F	C	A	A	A	A	B

This cross-reference table indicates varying results by the maneuvers of attacker and defender. This is to be used after each successful attack on the Combat Matrix. Results do not apply to Dragonfire, which is always at normal strength. All other attacks should be checked on the table - results are by the circumstances of each situation.

This is the Results Key:

A = Normal Damage

B = Half Damage

C = Twice Damage

D = 50% chance of collision
Otherwise no damage

E = Collision. Both take
1-10 damage and fall

F = 50% chance of collision,
otherwise normal damage

X = No Damage

WEATHER & GROUND MOVEMENT

The only weather change of note in the Lost Hills is fog. (Rainclouds are broken and dispersed by the Magewind, so that most water arrives indirectly.) The mists hover over river, swamp and lake and one space to each side as well. For movement through fog, use a hidden movement system in which each fogbound unit declares its move on paper. An uninvolved player compares the moves and supplies any information about sightings and collisions. In fog, occupying the same space within 25 feet of altitude is a collision. While stacked in a square at greater distances, the players will sight one another. Combat here is still possible as long as the players begin the combat phase far enough apart to avoid collision. The use of foggy areas is a good evasion technique since even the bow-armed Peasantry cannot see through it, though Balefire alarms are still visible through the mist.

Ground movement for Peasants or downed riders is 1 space clear ground or water per turn, 1/2 space in fog, swamps and highlands. Peaks over 150 feet are declared unscalable for the purpose of the game, as are all indicated cliffs. Road movement is always 1 space per turn.

Up to 20 ground figures can occupy the same space. Riders downed in the Mage's Wind (beyond the map border) have a 20% chance of returning in 1-6 turns. Dragons downed there are lost. Downed riders can try to return to their castles and remount. Dragons whose riders are slain will return to their castle on a 1-3 or suicide in the Magewind on a 4-6.

SCENARIOS

STRAFINING

Dragonfire, at low altitudes, can rake the ground with widespread destruction. Range is 2 spaces out and 2 across, in a cone (figure diagonals as one and a half spaces). Two such strafe runs can eliminate a large field or half a village and its inhabitants. This must be done at 50 feet or lower - strafing dragons cannot be opposite one another or they will take normal damage for Dragonfire. Strafing automatically alarms the enemy's castle.

1. SINGLE COMBAT

In this scenario each player takes one counter. Matches can take place one at a time or simultaneously. In this dueling system, combat is strictly one on one and can continue until one side is totally destroyed.

2. VILLAGE RAID

Here the attacking force seeks to destroy two or more villages and/or fields of the enemy. Additionally, to win the engagement, the attackers must return home. The defender's objective is to save as many of his holdings as possible and/or deal death to the attacker.

3. Open Battle

In which the two teams or players are assumed to have sighted one another from opposite ends of the board and meet to do battle.

In these scenarios (especially when there are only two players) it is suggested that each player use one to four counters, unless they can handle maneuvering more.

4. RAGNAROK

Wherein all counters are used. The attacker descends on his foe's castle, villages and fields and they battle for supremacy of the Lost Hills.

So look to the skies, watchman and farmer; Tend the Balefire, guardsman; Hone sword and wax bowstring, and take wing, Dragonlord - for the battle is at hand!



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