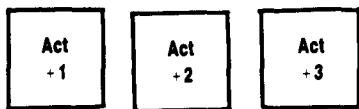


STRATEGIC EVENTS

Activation Bonus



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

Dragonlances



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

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

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

Dragon Orb Discovered



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

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

Wizard



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

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

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

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

Golden General



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

Good Dragons Arrive



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

Gnomish Technology



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

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

If the player decides to use the gnomes, he rolls two dice before combat takes place. On any

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

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

Flying Citadels



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

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

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

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

Lord Soth's Legion



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

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



Official Simulation Game

Dragons of Glory

by Douglas Niles and Tracy RAYE Hickman

TABLE OF CONTENTS

Prologue 2
Wherein the game is described and its use to the referee is explained.

The War Journal of Lord Gunthar 5
Wherein the gloried ruler of the Solamnic Knights discusses the course of the War of the Lance, both in general terms and in specific battles.

The War of the Lance 6

The Fall of Silvanesti 8

The Solamnic Plain 10

The Kender Strike 12

The Siege of Kalamán 12

The Orders of War 14
Wherein Lord Gunthar details the command structure and organization in the armies of the war, as well as their detailing for small-scale warfare.

Sample file

CREDITS

Editor: Mike Breault
 Cover Art: Jeff Easley
 Interior Art: Jeff Butler
 Diana Magnuson
 Cartography: David Sutherland III
 Steven D. Sullivan
 Picard Didier Inc.
 Typography: Linda Bakk
 Carolyn Vanderbilt
 Keylining: Colleen O'Malley

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.
 ADVANCED DUNGEONS & DRAGONS, AD&D, BATTLESYSTEM, DRAGONLANCE, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks of TSR Inc.

This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Inc.

© 1986 TSR Inc. All Rights Reserved. Printed in U.S.A.

TSR Inc.
 POB 756
 Lake Geneva
 WI 53147



TSR, Inc.
 PRODUCTS OF YOUR IMAGINATION™

TSR UK Ltd.
 The Mill, Rathmore Road
 Cambridge CB1 4AD
 United Kingdom

PROLOGUE

"Once the dragons returned, war was inevitable."

Lord Gunthar Uth Wistan
Warlord of Solamnia

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

Integrating the Quest and the War

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

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

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

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

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

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

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

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

Correlating Game Time to Campaign Time

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

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

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

* AC denotes Alt-Cataclius (After the Cataclysm)

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

Strategic Events

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

Notes on Campaigns and Scenarios

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

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

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

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

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

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



short time. Play this one first.

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

Battle Turn to Campaign Year Chart

Turn	Campaign Time
348 AC	
1	March/April
2	May/June
3	July/August
4	September/October
5	November/December/January/February
349 AC	
6	March/April
7	May/June
8	July/August
9	September/October
10	November/December/January/February
350 AC	
11	March/April
12	May/June
13	July/August
14	September/October
15	November/December/January/February
351 AC	
16	March/April
17	May/June
18	July/August
19	September/October
20	November/December/January/February
352 AC	
21	March/April
22	May/June
23	July/August
24	September/October
25	November/December/January/February
353 AC	
26	March/April
27	May/June
28	July/August
29	September/October
30	November/December/January/February





The War of the Lance

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

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

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

**Astinus of Palanthus
Spring of 352 AC**

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

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

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

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

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

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

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

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

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

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

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

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

Red Wing troops under Ariakus, Dragon

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

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

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

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

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

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