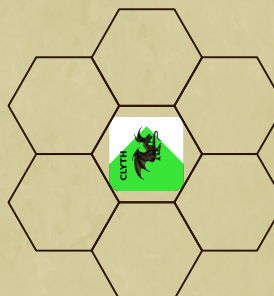
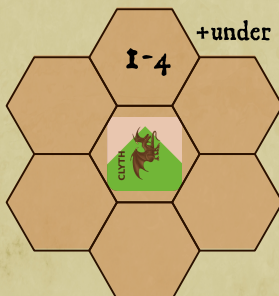


Dragon combat reference



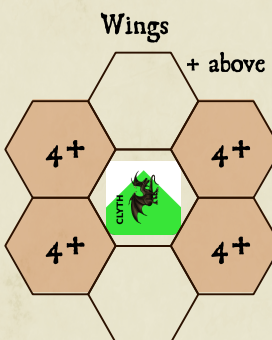
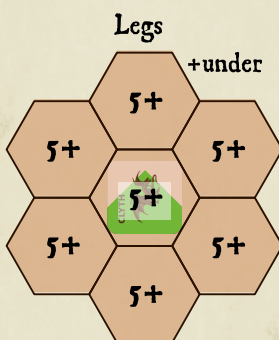
Location : Head Legs Wings Belly
 Hit Points : 8 hp 4x3 hp 2x6 hp 6 hp
 Combat Strength: 3 1 Each 2 Each No attack

The Dragon attacks



Overrun attacks : +1 movement point. Dragon makes a single attack with combat strength = 6.

Troops attack the Dragon



Missile attacks on Dragons : if Dragon is flying => 1-2 hex. range (3 from tower), 6+ to deal 2 damage to belly location.
 if Dragon is not flying and firer is adjacent => 5+ to deal 1 damage to target location.
 all other situations => 1-2 hex. range (3 from tower), 6+ to deal 1 damage to target location.

Wizard spells summary

⁹ Spellcaster's hex included.

Spell Name	Duration	Range ⁹	Area ⁹	SP cost	Effects
Boost Morale	1 Turn	Self	1-3 Hex radius	1/Hex radius	+1 to melee attacks, or vs Dragons +1 to escape Zone moves with spellcaster. MIL can attack monsters effects not cumulative with hero
Fog	1 Turn	3 Hex	3 Hex radius	2	No combat, dragonfire, landing or bounding Take-off and flyover allowed
Whirlwind	2 Turns	4 Hex	1 Hex	2	Lasts 2 turns, dispersion roll on turn 2 Destroys VP hexes No combat except dragon's head+legs Dragon : 1 MP to enter or leave Fly/bound : crash on 4+ No dock unloading (reinforcements)
Lightning Bolt	Instant	1-5 Hex	1 Hex	3	Direct damage : 5 - (1/Hex)
Summon Elemental	Variable	2-3 Hex	1 Hex	5	Cannot enter bridge/dock/water (or is destroyed). Walks trough units at no extra MP cost, must attack if stops on same Hex Control lost if >5Hex from wizard, or if wizard is attacked. Must attack nearest target. (order : wizard > dragon (belly) > hero > monster > troops) Destroys VP Hex. Dispel : free if controlled, otherwise 1d6 SP (roll first, decide after)

