

# Paths of the Lance

An Expansion to  
DL 11, Dragons of Glory

## Table of Contents

Introduction.....	1
New Sequence of Play.....	1
Using The Event Cards.....	1
New Rules .....	2
A. Highlords.....	2
B. Activating Neutral Nations.....	2
C. Leader Elimination.....	3
D. Berem.....	3
E. Supply.....	3
F. Dragon-to-Fleet Combat.....	3
G. Victory Conditions.....	4
Optional Rules.....	4
A. Wizard Abilities.....	4
B. Winter.....	4
C. Command and Control.....	5
D. Resisting Invasion .....	5
E. "Kriegspiel" Rolling .....	5
Historical Scenario Adjustments .....	6

## Introduction

*Paths of the Lance* expands and breathes new life into DL 11, Dragons of Glory. This expansion takes advantage of a new trend in board gaming, card-driven play. The game becomes much more unpredictable as players play cards out of their hands to make the War of the Lance come to life.

Some of the rules in this expansion are necessary to use the cards, while others are optional, adding more depth to DL 11's tried-and-true system.

*Paths of the Lance* is not intended to be a complete game – you must own the DL 11 module to use this expansion. There are many references to rules from the module; if there are any holes or gray areas in the expansion, refer to the original game.

## New Sequence of Play

Each turn follows this new sequence:

1. Replenish hand. Each player gets five cards from the Event Deck in the first era, six in the second and seven in the third. Players may discard one card at the end of each turn.
2. Roll a d10 for initiative.
3. Event phase: one card is turned face-up from the Event Deck. If this card favors only one side or the other, it is automatically given to that side in exchange for a discard. If the card is a country activation, each side rolls

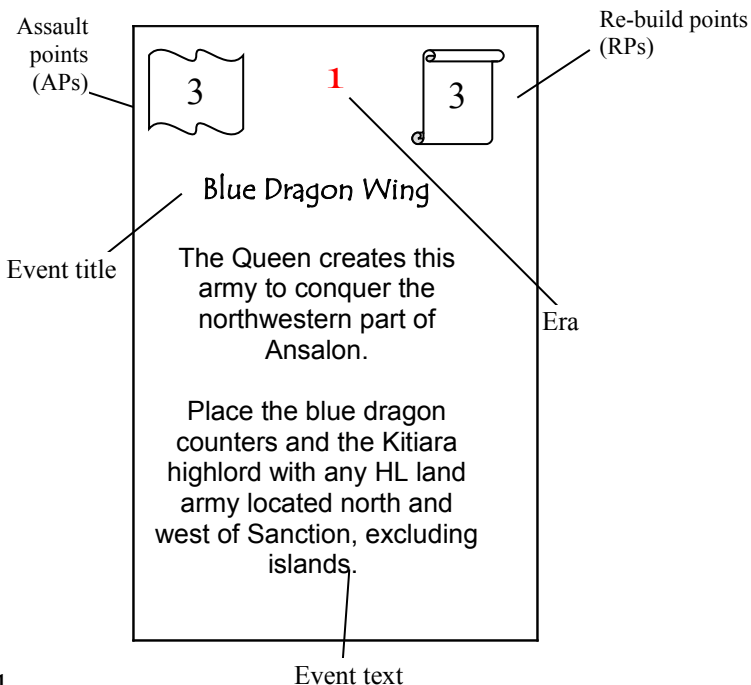
once to activate the country, beginning with the side having the initiative. If the card can work for either side, one player may discard any card in his hand for it, beginning with the player with initiative. If neither side wants it, the card is discarded.

4. The player with initiative chooses to play cards or move and fight.
5. The other side then may play cards or move.
6. The initiative player can then perform his second phase, either play cards or move and fight, whichever has not already been done.
7. The other side performs his second phase in the same manner.
8. Check supply and apply the results.
9. At the end of the turn, each player may place any rebuilt armies from the previous turn, as well as discard one event card. Depleted armies that have been replenished may be flipped back over.
10. All discards are shuffled back into the deck.

## Using the Event Cards

There are 96 cards included in *Paths of the Lance*. They represent items, events and personalities from the War of the Lance. Players control the flow of the game by playing these cards.

The number of cards in the Event Deck is affected by the current era of the game. In the first era, War Clouds, only the cards with a red "1" at the top are included in the deck. The second era cards, The Darkest Hour, are shuffled into the deck when that era is triggered as are the third era cards, Hope Returns. When played, cards may be discarded (shuffled back into the deck at the end of the turn) or eliminated (removed from the game).



If the second era has not begun by turn 15, add in the second era cards and remove the Blue Crystal Staff card on Turn 15. If the third era has not begun by turn 25, add in the third era cards on Turn 25, but do NOT remove the *Dragonlance* card.

Cards may be played as an event, for assault points (allowing attacks) or re-build points (to reconstruct destroyed armies). A card may only be played as one of these three things per turn. If a card is played for AP's or RP's, it is discarded. A card's value cannot be split up – all points must be spent on either AP's or RP's. Movement requires no card play.

Cards with asterisks at the top corners of the cards must be played as events if all pre-requisites have been met; they may NOT be played as RP or AP and cannot be discarded. If there are pre-requisites for the card to be played as an event that have not been met, the card may be discarded.

If an activation card for a country that has already joined the war is dealt to a player, the card is eliminated and exchanged for another card.

If the card is played as an event, it is removed from the game, unless it has an asterisk by the event title, in which case it is only discarded. Even though the majority of card-play is limited to one phase per turn, some cards (such as combat modifiers, initiative modifiers, assault declarations, etc.) can be played at the appropriate time.

Any number of cards may be used for AP's in a turn.

If the card is played as assault points, this allows an equivalent number of stacks to be activated to attack. These can be used for one attack or several different ones. It is important to note that cards must be declared for assault use during the movement phase. Any movement from any stack into combat must use an AP point.

None of the replacement rules from the original game are used.

Only one card per turn may be played as RP's. Each RP may be used to re-build one strength point of eliminated or depleted armies/fleets. As cards can be saved over a number of turns, any eligible army can be re-built. A card played for its RP's must be assigned to re-building a particular army/fleet when played. Each successive RP card must also be played on that army until the army is re-built.

It is possible for one RP card to be used to rebuild more than one army. For example, a 4 RP card can be used to replenish two armies that require a total of 4 points to rebuild.

Flying armies, leaders, undead and draconians may not be re-built.

All RP cards used to re-build an army/fleet are discarded and the army is placed on the next turn

square on the turn track. Re-built armies must be placed in or adjacent to the capital appropriate to that nationality at the end of that turn. Fleets must be placed in that country's port city when re-built.

RP's may also be used to replenish eligible depleted armies/fleets (see above for army types that cannot be re-built) that are in supply (see Optional Rule B). To be replenished, an army/fleet must be in a city or fortress inside its home borders. One RP equals one combat point; cards may not be saved to replenish armies/fleets (an 8 strength army that has been depleted would require a 4 RP card to build it back up to full strength).

Highlord mercenaries may be re-built and replenished in Neraka and/or the Dark Temple.

## New Rules

### A. Highlords

The Highlord player starts out with only Ariakas. The other highlord counters must be brought into the game through play of the dragonarmy wing event cards.

There may only be six highlords in the game at any one time: a highlord for each of the five dragonwings plus Lord Ariakas. When a highlord is eliminated, he or she is replaced according to this table:

<u>Original highlord</u>	<u>Replacement highlord</u>
Kitiara	Bakaris
Salah Kahn	Topus
Bolas (Lucien)	Misif (Hullek Skullsmasher)
Feal-Thas	(*Toede)
Verminaard	As'p Tueng (Kolanda Darkmoor)

The three highlord counters Misif, Bolas, and As'p Tueng have been, to date, impossible to identify. It is recommended to create new counters with the same combat/movement ratings, but with the names changed as in the chart above. The Toede highlord counter must be made using one of the spare counters included in the game with ratings of 1 combat and 10 movement.

Replacement highlords are placed immediately in the Dark Temple when their predecessor dies, and are immediately available for movement and combat.

Only Ariakas can be in the same stack with another highlord. The others are too jealous of each other to stack together, but may participate in the same assault from different hexes.

## B. Activating Neutral Nations

Neutral nations may be activated by (1) card play or (2) invasion.

An activation card allows the side who played it to roll the appropriate number or less on a d10 to bring that country into the war. Various event cards, particularly *Diplomatic Coup*, can modify these numbers. Only one *Diplomatic Coup* card can be played per activation attempt. A country whose forces are activated in this way cannot move or attack until the following turn, as mobilization may take some time. If the activation roll fails, place the card back into the deck; if it succeeds, the card is discarded permanently.

Knight nations may be activated by the Whitestone player after the *Whitstone Council* card is played as an event. Simply discard any event card and pick a Knight nation to be activated. Roll a "1" on a d10 to bring that nation into the war. The roll is modified by +1 for every nation that has been conquered by the Highlord player to that point and a further +2 for every Knight nation that has already been activated, either through invasion or normal activation. Further bonuses can be added by playing a *Diplomatic Coup* card.

The Highlord player can activate nations by invasion. When a neutral nation is invaded, the Highlord moves all the forces he is going to use for the invasion one hex inside the country's borders and stops, declaring an invasion roll.

Knight nations will never join the Highlord, and automatically join Whitestone if invaded.

The activation numbers below represent the unmodified d10 roll that must be made to bring that country into the war on either side. Some countries are more disposed to fight the Highlords, some are more likely to join them:

	HL #	WS#
Blode, Kern, Mithas, Sanction, Throtyl	7	1
Kothas, Khur, Tarsis, Lemish	4	2
Thorbardin, Zhakar, Maelstrom, Hylo, Goodlund, Nordmaar, Vingaard	1	4
Silvanesti, Qualinesti, Kaolyn, Palanthus	-1	5

This number is modified by the actual strength of the forces used by the Highlord for the invasion. Combine the combat strength of every HL army that has crossed the border and find the appropriate bonus to the Highlord activation roll:

Invasion with:	Bonus:
1-6 points	+2 to WS roll
7-12	+1
13-16	0
17-22	+1 to HL roll
23+	+2

The Whitestone player rolls first to see if the country fights the HL player. *Diplomatic Coup* cards may be used to modify this roll for the WS player, but not the HL player. If the WS roll fails, the HL makes a roll to see if the country joins the dragonarmies. The roll goes back and forth until the country joins one side or the other. The country's armies are placed as soon as it is activated.

The armies of a country activated by invasion are not available for movement or attack until the next turn, regardless of which side it joins.

## C. Leader Elimination

Leaders in eliminated stacks can roll their rating or less on a d6 to be immediately placed in the nearest friendly stack rather than being eliminated.

## D. Berem

Before beginning play, a Berem counter will need to be created by marking one of the blank white counters that come with the original game.

The Berem counter comes into play when the *Everman Found* card is played. As the key to opening the gateway for the Dark Queen to come through, he is very important to both sides. Once placed, he cannot move.

He is captured by the first stack to assault the hex he is in, and must stay with that stack. If the stack is eliminated by an enemy assault, he is placed with the enemy stack and is now owned by the other side. Berem must always be with an army; he cannot be eliminated.

If the HL player moves the Berem counter into the hex containing the Dark Temple, he automatically wins.

## E. Supply

Supply checks are made at the end of the turn. Only two-army stacks (including ground armies being carried by flying armies) have to check supply. Single armies, flying armies and fleets do not check supply.

Lines of supply to any army can be traced to any friendly city, fortress or fleet in a coastal hex, through any terrain which that army can move. The line cannot be traced through a hex next to an enemy army (air or ground) unless a friendly army is in the hex. Lines cannot be traced across the ocean.

All armies may trace supply to fleets in a coastal hex. One stack may be supplied by one fleet.

Any armies that are out of supply are depleted; depleted armies are eliminated. Armies that are out of supply cannot receive RP's.

## F. Dragon-to-Fleet Combat

Dragons may attack fleets but not vice-versa. The dragons may pick which fleets to attack out of a stack, but all fleets in the stack may fight back, choosing which dragon to attack.

The procedure is similar to fleet-vs.-fleet combat: each dragon counter rolls its combat rating or less to hit a fleet. Each fleet hits a dragon counter on a roll of "1". The dragons may withdraw from combat after the first round, but fleets cannot. The combat ends after two rounds regardless.

Leaders cannot benefit either side.

## G. Victory Conditions

### *Automatic Victory:*

The WS player may achieve automatic total victory at any time by capturing the city containing the Dark Temple. The HL player gets an automatic total victory by bringing Berem to the Dark Temple.

### *Scored Victory:*

The game ends after Turn 30 if no side has won an automatic victory. Both sides then tally up victory points, based entirely on cities and fortresses held.

The victory points for a country are gained by occupying the capital at the end of the game. Demi-human capitals that have been abandoned are worthless, while the new capital sites are worth the normal VP in addition to the VP for the city in which they are placed. Maelstrom cannot be conquered, so as long as one Maelstrom fleet still exists at the end of the game, the owning side gets the victory point.

If one side has at least twice as many VP's as the other, it is considered a total victory. Having more VP's than the other side would be a marginal victory.

<u>Location</u>	<u>Victory point value</u>
Blode (Bloten)	2
Caergoth	3
Goodlund (Kendermore)	1
Gunthar (Castle uth Wistan)	5
Hylo	1
Kaolyn	2
Kern (Kernen)	2
Khur (Khuri-Khan)	1
Kothas (Kalpethis)	2
Lemish	1
Maelstrom	1
Mithas (Nethosak)	2
Nordmaar (North Keep)	1
Northern Ergoth (Gwynned)	4
Palanthus	3
Qualinesti (Qualinost)	2
Sanction	3
Silvanesti (Silvanost)	4
Solanthus	3
Tarsis	1
Thorbardin	2
Throtyl	1
Vingaard (Vingaard Keep)	2
Zhakar	2
<u>Free cities/fortresses</u>	
Kalaman	2
Dargaard Keep	1
Neraka	5
Mt. Nevermind	1
Pax Tharkas	1
High Clerist's Tower	3

## Optional Rules

### A. Wizard Abilities

Wizards may move instantly to any friendly stack anywhere on the map. Wizards no longer give a combat modifier; they may cast one of four "spells" into a combat per turn:

1. *Teleport*: any time before or after the die roll, the wizard may move himself and all friendly heroes in the wizard's stack up to 12 hexes away.
2. *Wish*: immediately following the combat roll, but before the results are applied, the casting side gets a re-roll. Note that whether the second roll is better or worse, it must be used and the results applied.
3. *Power Word Kill*: One enemy hero in the defending stack must roll his combat rating or less on a d6 or be permanently eliminated.

4. *Haste*: A stack with a wizard casting this spell gains three extra movement points as long as the move leads into a combat.

Spells can only be cast into a declared combat. Wizards may move and cast in the same turn.

## B. Winter

The winter turn affects several aspects of the fighting.

1. All rivers are frozen and can be moved or fought across with no penalties.
2. Any time a fleet moves, roll a d6 at the beginning. A “1” means the fleet has sunk in a winter storm; the roll is made for each fleet.
3. All mountain passes are closed; no movement or supplies can be traced through them.
4. Dwarf and ogre armies can still attack across mountain hexsides, but at a further -2 penalty to the roll.
5. Air armies must roll a d6 at the end of every 4 hexes of movement. On a “1-3”, the army must stop and can move no further. If the air army stops over the ocean, the army is eliminated.

## C. Command and Control

Leaders not only use their rating for combat, but also to command armies. Their rating is the range in hexes over which they can exert control. Any army that is not within the command radius of an eligible leader cannot move or attack.

Leaders are also limited in the types of armies they can command and/or give a combat bonus:

1. Any Highlord-aligned army can be commanded by a highlord.
2. Any Whitestone-aligned army can be commanded by a knight leader.
3. Maelstrom fleets can only be commanded by the Maelstrom or minotaur leaders. The Maelstrom leader cannot influence land combat.
4. Draconians can be commanded by highlords only.
5. A country leader can only command in a stack in which one of its armies is located.

## D. Resisting Invasion

As an optional rule to make the game more difficult for the Highlord player, invaded countries will never join the Highlord side. Check for activation as normal; if the Whitestone player wins

the roll, the country joins normally. If the Highlord player wins the roll, the country is still under the control of the Whitestone player, but its forces may not enter any other country. Other Whitestone-aligned countries may enter the resisting nation, but they may not stack with resisting armies.

This rule represents the fact that some countries may rise up in self-defense without joining the Whitestone forces in any victory push. It may also help alleviate some rare, but abnormal situations, such as Blode joining Whitestone. The ogres may not want to join the Highlord, but by no means will they fight alongside Solamnic Knights.

## E. “Kriegspiel” rolling

In an effort to prevent the game from being dominated by lucky die rolls, the player with the higher odds number may re-roll the die (regardless of who the attacker or defender is) up to a number of times equal to his odds number minus the enemy odds number. For example, a 4:1 odds attacker may re-roll the die up to 3 times; a 3:2 odds attacker may re-roll once; a 1:3 defender may re-roll twice.

Re-rolls may be made (up to the limit) until a less favorable roll appears. This is the kind of gamble that generals make in real-life and represents pressing an attack or throwing in all the reserves; sometimes pushing an attack too far can result in disaster. It removes some of the bad luck of incredibly low dice rolls and actually adds to the tension of combat.

Example: *the Highlord player attacks with 4:1 odds, allowing 3 re-rolls. The initial roll is a 1, hardly the result he was hoping for, so he elects to try his first re-roll. The first re-roll is a 4 – now the HL player must make a decision – should he go for a higher roll, or be satisfied with the 4. If he elects for another re-roll and rolls a 2, he must use the 2 with no more re-rolls; if he rolled a 6 however, he could use those results or try one more re-roll.*

## Historical Scenario Adjustments for Paths of the Lance

### Cards to be discarded:

- these countries' *Join the War* cards: Nordmaar, Khur, Kern, Lemish, Sanction, Throtyl, Vingaard, Hyllo, Goodlund, Qualinesti, Silvanesti, Kothas
- *Lorac's Nightmare*
- *The Whitestone Council*
- all dragon wing cards
- *The Blue Crystal Staff*

### Cards to be set aside, face-up, effects in play:

- *Secret of Draconian Origin*
- *The Companions Gather*
- *Wyrllish and Dracart*
- *The Dark Temple Rises*

The Dragonlance card has AP/RP values of 4/4 in the historical scenario.

All remaining cards from all three eras are shuffled into one deck, players use a seven-card hand.

### Setup adjustments for the HL:

- As Nordmaar and Kothas have been conquered, the HL player must start the game with a mercenary infantry counter or a draconian counter occupying the capital of these countries.

All other stipulations from the DL 11, *Dragons of Glory* scenario book apply.

*Paths of the Lance*  
*Brothers-in-Arms Games, 2008*