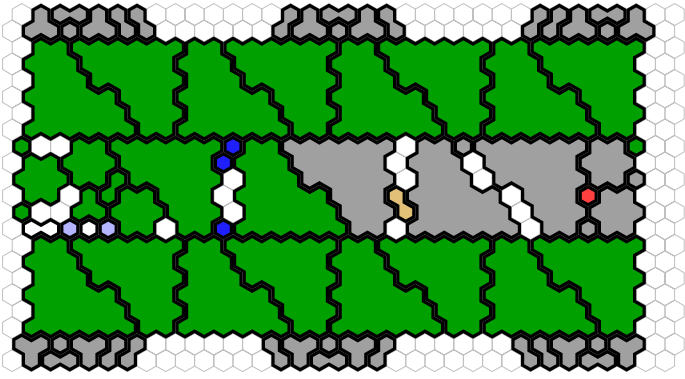


# Land of Dragons

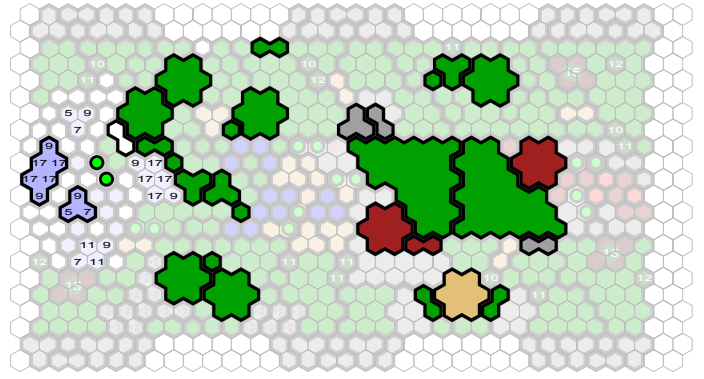


Author : allskulls

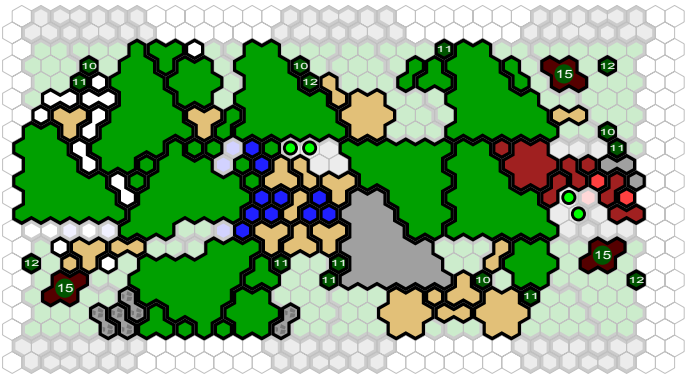
Level : 1



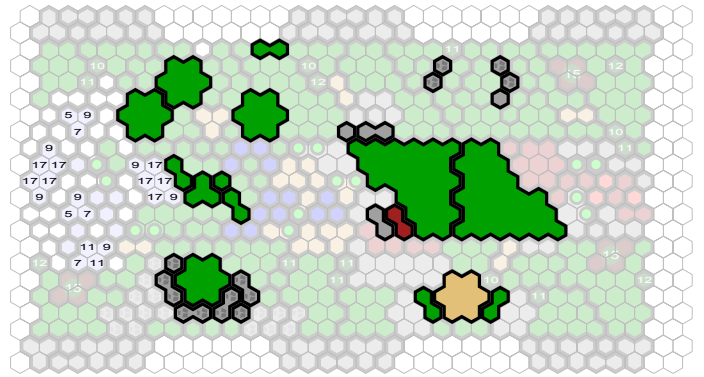
Level : 4



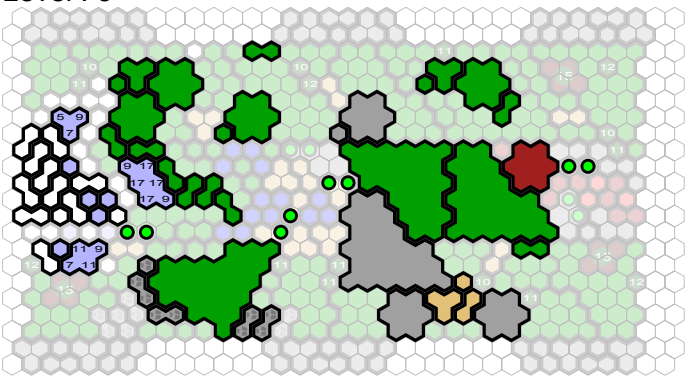
Level : 2



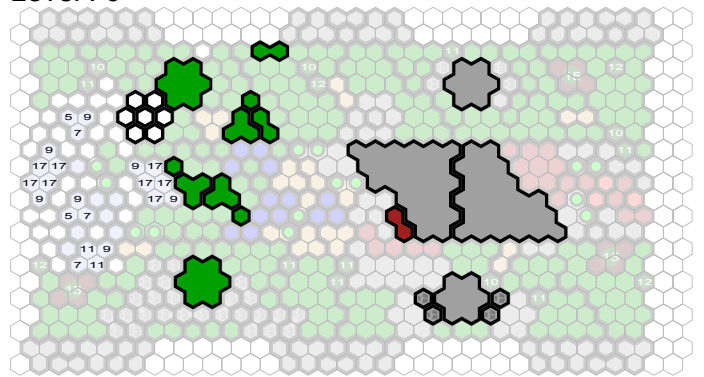
Level : 5



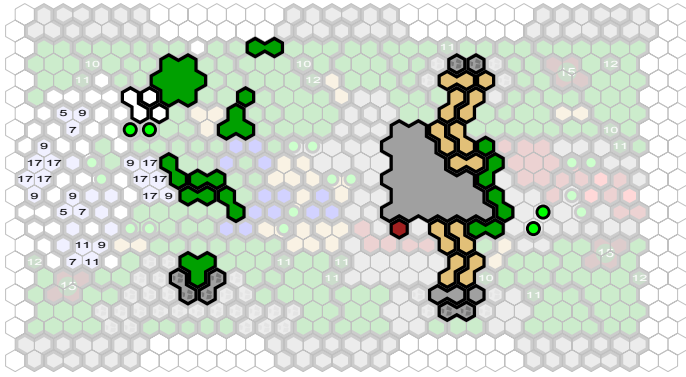
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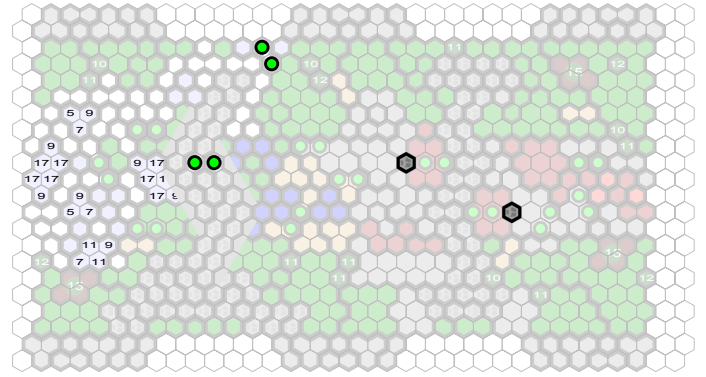
Level : 6



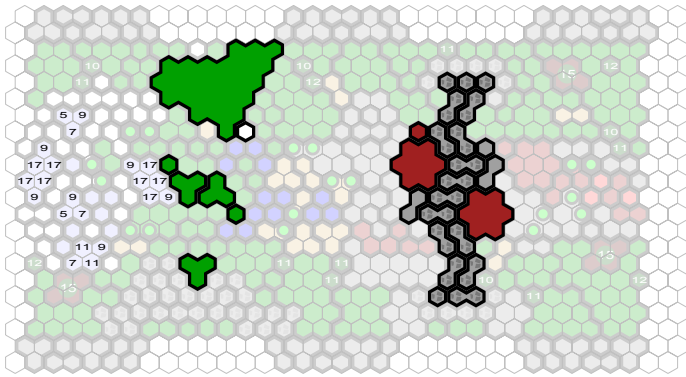
Level : 7



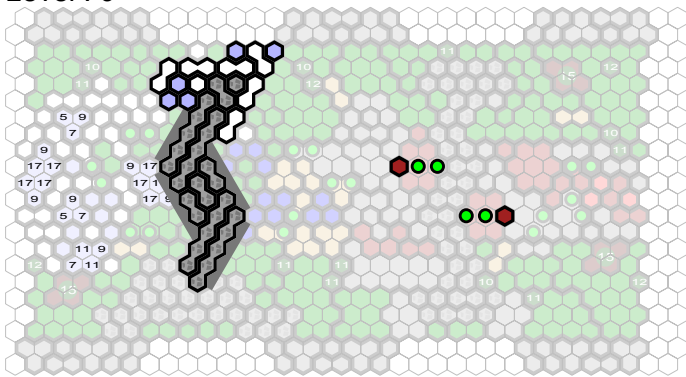
Level : 10



Level : 8



Level : 9



Number of player : 2+

Armies: 400pts - No huge figs or Q9 (makes the dragons more menacing)

-Setup: Before choosing starting zones, take turns placing dragons on the board (green starting markers).

-Limited Alliance: 2 teams (as even as possible) start on either side of the board. At the beginning of the 2nd round roll D20. If you roll a 20 then the alliance is broken. Each round thereafter subtract 5 from alliance break...R3 roll 15; R4 roll 10; R5 roll 5; and R6 is automatic alliance break.

-Field Commanders (for many players): Each round the X marker represents your team's leader...if that unit is killed you are out of the game.

OR

-Field Commanders (for minimal players): At the start of the game each player picks one unique hero as their field commander. While a field commander is in play, his army's X-turn marker is considered turn #4.

-Dragons: All dragons available (customs work too) will be placed throughout the battlefield. Figures can attempt to tame a dragon with a normal melee attack to make the dragon fight for his army. No height advantage may be used and if a hit is made, instead of causing a wound, the dragon is tamed and is now in your army. If taming fails the dragon makes an immediate attack against the figure (attack rolled by any opposing player). You may take a turn with any dragon you control instead of your normal turn. A dragon that is controlled may not be tamed again. When a player's army is defeated he loses control of any dragons and they remain in last spot and may be tamed again.

-Victory: Last army standing wins!