

DRAGONS IN RALLY ROUND THE KING

The troops watched in awe and fear as the enormous beast flew lazily in the sky.

“What is it doing, Caster?” asked the General. “What is it waiting for?”

The old magic-user watched in silence and thought back to his younger days. Far too many springs to count, he thought. Back to when he had seen his first dragon. He shook his head and replied.

“Who can say? Dragons do what they want, when they want, and none can figure them out.”

“Can we kill it?” asked the General.

“Perhaps we can; or perhaps it will tire of the fight and fly away. Or perhaps we will all perish. Better to prepare for the worse and hope for the best.”

Gracefully the dragon made a wide, sweeping arc, towards the army as it had before. But this time it was different. This time its massive wings beat fast and it began to pick up speed.

The fight was on!

Dragons appear in the world of *Rally Round the King*. When an Artifact is found a Rogue Dragon will appear (page 69).

But how will it fight?

DRAGONS AND REACTION TESTS

Dragons are still subject to Reaction Tests and take them normally.

THE NP DRAGON TEST - WHEN

When you're facing a dragon, best played as a Non-Player, we need to determine how it will act. Will it melee or fly over your army attacking with its breath? When will it leave, if ever? Here's how we do it:

- The NP Dragon Test is taken every time a dragon, which is not in melee, Activates. Dragons in melee will continue to melee.
- Start with 1d6 for each point of dragon Rep.
- Modify the number of d6 by any applicable Circumstances on the NP Dragon Table.
- Roll the modified number of d6.
- Count the number of successes rolled, a score of 1, 2 or 3.
- Immediately carry out the results.

REP	NP DRAGON
<i>(Looking for successes, a score of 1, 2 or 3)</i>	

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Each point of Rep more than opposing units still on the field.	+1d6
Each hit taken.	-1d6

<i># SUCCESSSES</i>	<i>RESULT</i>
More successes than opposing units	Roll for Angle of Attack. Fly at Attack height and threaten enemy units on the way to the opposing unit with the highest Rep still on the field. Once contacting the target drop to Ground Level and melee.
Score same or less successes than opposing units	Roll for Angle of Attack. If rolled three or more “ones” count as if “scored more successes than opposing units”. Fly at Attack Height over random unit(s) and make breath attack at random units.
Score zero successes	Fly off!

EXPLAINING THE NP DRAGON TEST

Let's explain the NP Dragon Test.

MORE REP THAN OPPOSING UNITS

For each point of Rep more than opposing units still on the field the dragon gains 1d6. If there are six units and the dragon has a Rep of 8, it adds 2d6.

EACH HIT TAKEN

For each hit suffered by the dragon subtract 1d6. If the Rep 8 dragon suffered 3 hits it would only roll 5d6 when taking the NP Dragon Test.

ANGLE OF ATTACK

Dragons can fly at great speeds and can wheel tightly if desired. It can go into the attack from any angle. To reflect this we use the Angle of Attack Table. Here's how we do it:

- Dragons will *always* target the body with the least number of units, rolling off ties.

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- After the NP Dragon Test is taken roll 1d6, read the result as rolled, and consult the Angle of Attack Table.
- Immediately carry out the attack based on the results of the NP Dragon Test.

The dragon now moves directly to unit #3 with the five units that the dragon flies over taking the Enemy Threat Test. If any of the units had missile capabilities it would be able to fire at the dragon as it flew over.

DRAGONS IN MELEE

Just to clarify how dragons perform in melee:

- They count as Mounted and always count the +1 melee modifier for size, as if an Elephant.
- If meeleing infantry and do not rout them the dragon will Retire, -1 hit, just as Mounted will.

1	ANGLE OF ATTACK <i>(Read the result as rolled)</i>
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#	RESULT
1	Attacks onto the front.
2	Attacks onto the front.
3	Attacks down the right flank.
4	Attacks onto the rear.
5	Attacks onto the rear.
6	Attacks down the left flank.

BREATH WEAPON ATTACKS

Dragons can use its breath weapon attack on only one unit at a time.

THREATENING THE ENEMY

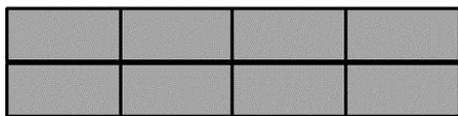
Any unit that is flown over by the dragon and those within 2" must take the Enemy Threat Test counting Terror.

EXAMPLE OF A DRAGON ATTACK

The dragon (Rep 8) Activates and is not in melee.

It takes the NP Dragon Test and rolls 5 successes, score of 1, 2 or 3.

It now rolls for the angle of attack and scores a 3, attacking to the right flank of the enemy.



It now must see which enemy to attack. I assign each potential target a number and roll 1d6, scoring a 3.

