

MONSTER SHEET 4-8-09

Goblin Chief/Wolf Rider Attack Bonus +1 GB Defense 14 WR Defense 15

Type HP Damage	Type HP Damage
Goblin chief 1 ___ ___/___/___/	Goblin chief 3 ___ ___/___/___/
Type HP Damage	Type HP Damage
Goblin chief 2 ___ ___/___/___/	Goblin chief 4 ___ ___/___/___/

Minotaur Attack Bonus +2 +D6 Defense 16

Type HP Damage	Type HP Damage
Minotaur 1 ___ ___/___/___/	Minotaur 3 ___ ___/___/___/
Type HP Damage	Type HP Damage
Minotaur 2 ___ ___/___/___/	Minotaur 4 ___ ___/___/___/

Skeleton Attack Bonus +D6 Defense 11

Special-Arrow attacks are -5 to skeletons. Cause Fear

Type HP Damage	Type HP Damage
Skeleton 1 ___ ___/___/___/	Skeleton 3 ___ ___/___/___/
Type HP Damage	Type HP Damage
Skeleton 2 ___ ___/___/___/	Skeleton 4 ___ ___/___/___/

Werewolf Attack Bonus +3 Defense 19

Special-Opponents must have +2 attack bonus minimum to hit a Werewolf

Type HP Damage	Type HP Damage
Werewolf 1 ___ ___/___/___/	Werewolf 3 ___ ___/___/___/
Type HP Damage	Type HP Damage
Werewolf 2 ___ ___/___/___/	Werewolf 4 ___ ___/___/___/

Ogre Attack Bonus +3 Defense 17

Type HP Damage	Type HP Damage
Ogre 1 ___ ___/___/___/___/___/	Ogre 3 ___ ___/___/___/___/___/
Type HP Damage	Type HP Damage
Ogre 2 ___ ___/___/___/___/___/	Ogre 4 ___ ___/___/___/___/___/

Troll Attack Bonus +2 Defense 15

Special - Can regenerate. Can double attack with only +1 per attack

Type HP Damage	Type HP Damage
Troll 1 ___ ___/___/___/___/	Troll 3 ___ ___/___/___/___/
Type HP Damage	Type HP Damage
Troll 2 ___ ___/___/___/___/	Troll 4 ___ ___/___/___/___/

Giant Attack Bonus +3 Defense 16
 special- Does double damage when he hits in melee

Type	HP	Damage	Type	HP	Damage
Giant 1	___	___/___/___/___/___/	Giant 3	___	___/___/___/___/___/
		___/___/			___/___/
Type	HP	Damage	Type	HP	Damage
Giant 2	___	___/___/___/___/___/	Giant 4	___	___/___/___/___/___/
		___/___/			___/___/

Dragon Attack Bonus +3+D6 Defense 16 Ancient Dragon Defense 17
 Special -Can fly, throw limited spells, breathe fire, double attack +1+D6 per attack

Type	HP	Damage	Type	HP	Damage
Dragon 1	___	___/___/___/___/___/	Dragon 3	___	___/___/___/___/___/
		___/___/___/___/___/			___/___/___/___/___/
		___/___/___/___/___/			___/___/___/___/___/
Dragon Breath	___/___/___/		Dragon Breath	___/___/___/	
MP ___	MPs used	___/___/___/___/	MP ___	MPs used	___/___/___/___/

Wizard Attack Bonus Defense 9
 Special - throw limited spells,

Type	HP	Damage	Type	HP	Damage
Wizard 1	___	___/___/___/___/___/	Wizard 2	___	___/___/___/___/___/
		___/___/___/___/___/			___/___/___/___/___/
MP ___	MPs used	___/___/___/___/	MP ___	MPs used	___/___/___/___/
		___/___/___/___/___/			___/___/___/___/___/
Lay Hands	___/___/		Lay Hands	___/___/	
Spells			Spells		

Morale
 Total HP of army _____
 20% casualties _____
 30% casualties _____
 40% casualties _____
 50% casualties _____

Goblin Charges ___/___/