

20 SIDED DICE BATTLE CHART

5/27/09

MONSTERS

		Attack						
Cost	Move	Type	HP	Defense	bonus	Special	Morale	
12	3	Goblin Bow	1	8		- Shooting,	6	
8	3	Goblin Warrior	1	12		-Goblin Charge	6	
10	3	Goblin Spear	1	12		-Goblin Charge +2 rear support. +2 attack vs. Mtd	6	
14	3	Goblin Chief	1	16	+1	-Goblin Charge	7	
	3	Skeleton	1	11	+D6	-Cause Fear	-	
30	4	Wolf w/ Rider	1	15	+3		7	
	3	Rider on foot	1	16	+1		7	
25	4	Minotaur	1	16	+2+D6		7	
35	3	Werewolf	1	19	+3	Causes Fear -Attackers need at least a +2 attack bonus to hit a Werewolf	-	
60	3	Wraith	1	20	+4	-Causes Fear . Attackers need a +3 attack bonus to hit a Wraith. It can Rematerialize .	-	
50	4	Ogre	4	17	+3		-	
60	4	Troll	3	16	+2	-Can Regenerate , Can double attack with attack bonus reduced to +1 per attack.	-	
70	4	Giant	5	16	+3	-double damage on hits	-	
100	4	Dragon (young)	4	16	+1+D6	All Dragons -Can fly (outside only) Limited magic	-	
120	4	Dragon (adult)	5	16	+3+D6	Breathe Fire 3X/day. Can double attack		
160	4	Dragon (ancient)	7	17	+3+D6	with attack bonus reduced to +2 per attack.		

DWARVES

		Attack						
Cost	Move	Type	HP	Def	Bonus	Special	Morale	
15	2	Dwarf X-bow	1	11		Shooting,	6	
18	2	Dwarf Warrior	1	18			7	
15	2	Dwarf Spear	1	15		+2 rear support. Attack + 2 vs Mtd	6	
17	2	Dwarf Pike	1	15		+2 rear support. Attack + 4 vs Mtd	6	
45	3	Bear w/ Warrior	1	19	+2+D6	-Can double attack with bonus reduced to +2	-	
70	2	Dwarven Hero	4	18	+2	-Can double attack with bonus reduced to +1	-	
100	3	Mammoth	5	17	+5+D6	- Double damage. Double attack with bonus reduced to +3 & 1 HP damage .	-	

HUMANS

		Attack						
Cost	Move	Type	HP	Def	Bonus	Special	Morale	
100	3	Wizard	4min	9		-Magic	-	
13	3	Bowman	1	9		-shooting	6	
11	3	Spearman	1	13		+2 rear support. Attack +2 vs Mtd	6	
19	2	Foot. Knight	1	17	+2		7	
33	5	Mtd Knight	1	16	+3		7	
36	4	Mtd Lancer	1	17	+3	Mounted Lancer Charge	7	
70	2	Hero	3	17	+4	Can double attack with bonus reduced to +2	-	
30	4	Hero's Horse	2	17	+2	Mounted Lancer Charge		

Melee Bonuses for all troops add +3 for having a 2nd attacker help in an attack or defense, +1 for each additional attacker.

Range for bows & crossbows Short Range out to two hexes +4 bonus. Long Range 3 to 6 hexes with no bonus

Shooting Bonuses +2 for 2nd shooter, +1 for each additional shooter at the same target.

& Penalties +2 for shooting at mounted targets.

-4 for shooting at bowmen

-5 for shooting arrows (not fireballs) at skeletons

Rear Support- Spear & pike armed troops can give a bonus (depending on troop type) to fellow spears or pikes who are adjacent to them to their front who are in melee. The supporting troop must not be adjacent to the enemy being attacked or be in melee with anyone else to give this support. He can give this support to as many fellow spears or pikes as are adjacent to his front. This means the troop to his front and the hexes on either side of that hex also adjacent to the supporting troop.

Critical Hit -If multi HP troop scores a melee hit with over a 25 after all bonuses are added it does double damage to the target.

Goblin Charge- Goblins can make two Charges per battle giving them a +D6 attack bonus while Charging. All Goblins that are eligible must Charge on that turn or lose their opportunity. See Charging Rules for complete explanation

Cause Fear- All 1 HP creatures are -2 to hit the Fear causing monster and will keep at least one hex away from such a monster when they are able to move.

Rematerialize- When a Wraith is hit it disappears but it can rematerialize on subsequent turns. On the monsters movement turn they roll a D6 and if a 6 is rolled the Wraith reappears randomly one hex from where it was hit. Roll another D6 with a 1 being the hex directly north (determine north before the game) of the original hex, a 2 would be the next hex clockwise. 3 would be the next hex after that etc. The Wraith can move and attack that turn. If the monsters lose the battle the Wraith stops coming back. A Wraith is destroyed if it is hit by +3 magic weapon or better.

Regenerate- A Troll can heal itself by removing itself from the battle and resting. For each full turn (it's turn and it's opponents turn) that it does not move, get hit or fight, it gets 1 HP back. If it is involved in a melee or is successfully shot at by missiles or magic during it's rest period it does not regenerate. It can only regenerate up to it's maximum HP.

Dragon- Dragons are a special case because they are so powerful. They come in several sizes from a young dragon at 4 HP to an adult dragon at 5 HP to an ancient dragon at 7 HP. Dragons can fly if they are outside and have the room to fly (see flying rules). They can double attack with each attack reduced to +2. They can throw the spells Charm & Heal Self. They have MPs equal to half their HP rounded up, so a 4 HP dragon would have 2 MP, a 5 HP dragon would have 3MP & a 7HP dragon would have 4 MP. Dragons can breathe fire 3 times a day. It targets an enemy two to four hexes away and gets a +8 to attack. It does double damage if it hits. In addition it also targets enemies on either side of the main target at +4 per attack and anyone behind the main target or side targets at +2 per attack up to four hexes away. Dragon Breath causes 1 HP per hit

Mounted Lance Charge -Mounted Lancers can make two Charges per battle giving them a +D6 attack bonus while Charging. All Lancers that are eligible must Charge on that turn or lose their opportunity. See Charging Rules for complete explanation.

Double Damage -If double damage is called for on a multi Hit Point creature. They take two HP off instead of one. If a mounted troop like a Knight riding a horse is hit for double damage both the Knight and the horse are hit if double damage is called for and the whole unit is killed.

Special Rules

1 Mounted Units (troops riding on horses, wolves, bears or mammoths) -Mounts take the first hit or hits till killed then the rider fights on foot. The mounts HP are shown separate from the rider's on the Chart. Use mounted attack bonuses till the mount is killed or the rider dismounts. It takes a full turn to mount or dismount. Place a foot figure next to the mounted version. Mark the mounted version to indicate that it has no rider. A small piece of wood such as a toothpick or matchstick broken into several pieces can be used. A horse can be taken by an enemy but a bear or wolf will fight an enemy. With no rider they get no attack bonus.

2 Uphill +3 in melee against those on a lower level. They can shoot over and be shot at over troops in the way. Add 1 hex to each range for shooting at targets below so a long range of 6 hexes becomes 7 & a short range goes from 2 to 3 hexes.

3 Woods Light troops (spear, bow and Goblin warriors) in a woods get a +4 in melee against troops that are outside the woods or against troops that are not light troops fighting inside the woods. Non light troops are -4 in melee against light troops in woods. Outside troops shooting into woods are -4 against any troops in the woods. Targets in woods can choose to avoid missile fire by not shooting out. To shoot or melee outside troops they must be on the edge of the woods. When shooting in woods at targets also in the woods the range is reduced to 2 with no short range. Mounted cannot enter woods and can only fight troops on the edge of the woods.

4 Swamps Light troops (spear, bow and Goblin warriors) get a +4 in melee against troops that are outside the swamp or against troops that are not light troops fighting inside the swamp. Non light troops are -4 against light troops in swamps. Those shooting into swamps get a -2. Mounted cannot enter swamps and can only fight troops on the edge of a swamp. Swamps reduce movement by 1 hex so you must have at least 2 hexes worth of movement left on your troop's turn to enter a swamp one of which you will lose upon entering the swamp.

5 Walls, Hedges -4 to Missile and Melee attacks against those behind walls & hedges. Both sides get the -4 in a melee unless one side is uphill.. They can avoid missile fire by ducking. They cannot shoot while ducking. If the wall is on a hill the uphill defender gets the uphill +3 advantage and does not suffer the -4 in melee.

6 Castle Walls -5 attack to those attacking a castle wall while scaling it. Attackers must have a ladder. Defender is +3. Missile fire attacks are -5 against those defending a castle wall. Target can avoid fire by ducking but can't shoot.

7 Flying If a creature is flying it cannot attack ground units other than with breath weapon or other long range weapon. The flyer is considered to be in long range for being shot at or for shooting. Enemy ZOC is ignored.

8 Large Targets - Giants, Dragons and Mammoths can be shot at even if they are in melee. No other shooting into melee is allowed.

9 Rivers -Some rivers are impassable except by a bridge. If the river is crossable, a troop that wants to cross must stop at the edge then cross on their next movement turn. A troop defending the riverbank gets a +3 against those in the river.

10 Mammoth Stampede (optional) -If Mammoth is hit, roll a D6. A roll of 1 sends the mammoth stampeding off in a random direction. If it stampedes roll D6 again. A 1 sends it at the enemy that hit it, a 2 is clockwise the next hex etc. It attacks what ever is in that hex. If it wins it moves straight to the next hex attacking it. It attacks till it is killed, does not win a battle or has moved 3 hexes. It only gets the D6 modifier on its attacks

