

Unit	Cost	MV	AH	HD	Notes
Men, Light Infantry	4	12	4	1	Leather, spear/sword/axe
Men, Med. Infantry	5	9	5	1	Chain, spear/sword/axe
Men, Heavy Infantry	9	6	6	1	Plate, sword/axe
Men, Pikemen	5	12	4	1	Leather, pike
Men, Archers	7	12	4	1	Leather, shortbow
Men, Longbowmen	10	12	4	1	Leather, longbow
Men, Crossbowmen	5	12	4	1	Leather, light crossbow
Men, Hvy Crossbows	8	9	5	1	Chain, heavy crossbow
Men, Light Cavalry	9	24	4	2	Leather, sword
Men, Med. Cavalry	12	18	5	2	Chain, lance/sword
Men, Heavy Cavalry	18	12	6	2	Plate, lance/sword/axe
Men, Horse Archers	13	24	4	2	Leather, composite bow
Men, Elite Cavalry	90	12	6	6	+2 to hit, Heavy horse, plate, lance/sword, 2 attacks
Halfling, Lt. Infantry	5	12	4	1	Hide in woods
Halfling, Slings	7	12	4	1	Hide in woods, slings (+1 to hit)
Halfling, Elite Slings	16	12	4	3	+1 to hit, Leather, slings (+1 to hit), hide in woods
Elf, Lt. Infantry	5	12	4	1	Hide in woods
Elf, Med. Infantry	6	9	5	1	Hide in woods
Elf, Archers	9	12	4	1	Hide in woods, shortbows
Elf, Elite Archers	30	12	5	3	+1 to hit, Elfin chain, longbows, invisibility
Dwarf, Med. Infantry	6	9	5	1	Dodge giants
Dwarf, Hvy Crossbows	10	9	5	1	Dodge giants, heavy crossbows
Dwarf, Cranequiniers	15	12	5	2	Mule mounts, light crossbows
Dwarf, Elite Infantry	40	9	6	3	+1 to hit, Dwarven plate, axes, dodge giants
Kobolds, Infantry	3	6	4	1	Light-weakness, -1 to hit
Kobolds, Slings	4	6	4	1	Light-weakness, -1 to hit, slings
Goblin, Lt. Infantry	3	9	4	1	Light-weakness, -1 to hit in sun
Goblin, Archers	6	9	4	1	Light-weakness, -1 to hit in sun, shortbows
Goblin, Wolf Riders	10	12	4	3	+1 to hit, Light-weakness, -1 to hit in sun, 2 attacks
Hobgoblins, Infantry	4	9	5	1	(No modifiers)
Hobgoblins, Pikes	5	9	5	1	(No modifiers)
Orc, Lt. Infantry	3	12	4	1	Light-weakness, -1 to hit in sun
Orc, Med. Infantry	4	9	5	1	Light-weakness, -1 to hit in sun
Orc, Archers	6	12	4	1	Light-weakness, -1 to hit in sun, shortbows
Gnoll, Med. Infantry	8	9	5	2	(No modifiers)
Gnoll, Longbowmen	14	9	5	2	Longbows
Bugbears	12	9	5	3	+1 to hit
Ogres	18	9	5	4	+1 to hit, Great strength
Trolls	75	12	5	6	+2 to hit, Regenerate, fearless, 2 attacks
Giants, Hill	55	12	5	8	+2 to hit, Throw stones, damage 2
Giants, Stone	60	12	5	9	+3 to hit, Throw stones, damage 3
Giants, Frost	65	12	5	10	+3 to hit, Throw stones, damage 2, cold-immune
Giants, Fire	70	12	5	11	+3 to hit, Throw stones, damage 2, fire-immune
Giants, Cloud	80	12	5	12	+4 to hit, Throw stones, damage 3, detect invisibility
Treants	140	6	6	8	+2 to hit, 2 attacks, 2 dmg, animate trees, fire vuln.
Skeletons	4	6	4	1	Fearless
Skeletons, Archers	7	6	4	1	Fearless, shortbows
Zombies (1HD)	4	6	4	1	Fearless
Zombies (2HD)	6	6	4	2	Fearless
Ghouls	9	9	5	2	Fearless, paralysis, -1 to hit in sun
War Eleph., Spears	45	12	5	6	Spearmen (melee x 2); Elephant: 2 attack @ +3, 2 dmg
War Eleph., Archers	50	12	5	6	Shortbows (arrows x 4); Elephant: 2 attack @ +3, 2 dmg
Wolf, Dire	?	18	5	3	+1 to hit
Wolf, Winter	?	18	5	6	+2 to hit, cold-breath (4 dmg), cold-immune, fire vuln.
Hell Hound	?	12	5	5	+1 to hit, fire-breath (1 dmg), detect invisibility

**Breath (Cold or Fire):** Counts as a magic area attack against one figure in contact, does the amount of damage indicated.

**Detect Invisibility:** See any hidden or invisible creatures within 12".

**Dodge Giants:** Dwarves have this ability. They receive a +1 AH adjustment against attacks from big monsters such as ogres, trolls, and giants.

**Fire Vulnerability:** Figure takes +1 damage from fire-based attacks.

**Great Strength:** Ogres score 1½ points of damage per hit; add 50% to any hits and round down (only against targets with more than 1 HD, of course).

**Hide in Woods:** Halflings and elves can be secretly setup in any woods tile. The controlling player makes a note as to location, and then waits to place them at the start of a later turn. If enemies move into that location, then they are placed immediately.

**Immune (Cold or Fire):** Figure takes no damage from this type of attack.

**Invisibility:** Elves with the invisibility spell function as hiding in woods (see above), but the hidden location can be anywhere (excluding the enemy setup zone).

**Light Weakness:** Kobolds, orcs and goblins suffer a -1 penalty to morale checks when fighting in full daylight. (In effect at all times unless the Optional Rule: Weather is used.)

**Regenerate:** Trolls remove hits at a rate of 1 per figure engaged in combat, accounted during their own morale phase. Fire or acid hits prevent regeneration.

**Throw Stones:** Giants can hurl large rocks as a standard missile attack: range 20", rate-of-fire 1, damage 2 per attack.

**Kobolds:** These small creatures always attack at -1 on attack dice (representing low damage capacity). Death spells kill twice as many figures as normal.

**Hobgoblins:** These monsters generally function as orcs, but without light-weakness morale penalties. Note that even in light armor they would have effective AH 5.

**Giants:** Most giants throw stones at ROF 1, range 20", damage 2. Stone giants specially have damage 3 on throwing attacks. Cloud giants can detect any hidden or invisible foes within 6" with their keen sense of smell.

**Treants:** These are enormous sentient-tree creatures. At the start of a turn they can animate a section of woods within 6" range to join them; this creates a new unit with twice as many figures, fighting the same except for 3" move rate (use this ability only once per game). If attacked by magical fire, they receive no saving die.

**Undead, General Notes:** We assume that all undead are fearless (no morale checks ever), and also immune to death spells.

**Skeletons and Zombies:** Note that skeletons and zombies are indistinguishable at this scale! (Assuming stats of HD 1/2 and 1 respectively.)

**Ghoul:** These hideous creatures are likely to paralyze and consume their targets. On hits against multi-HD mass creatures, check  $1d6 \geq HD/2$  to convert any hit to a full figure kill. Against 1HD heroes, attacks roll 3 dice; against HD2+ heroes, attack rolls are as normal, but any such hit is a hero-kill. Elf targets are immune to this effect.

**War Elephants:** These elephants each have a mahout (driver) and 2 men in an armored howdah (tower). They count as cavalry for most purposes. Spearmen melee as normal (total 2 dice per elephant figure), and archers shoot as normal (total ROF 4 per elephant figure), although they can fire in any direction at will. Elephants themselves melee at 2 dice, bonus 3, damage 2. All melee attacks are halved in non-open terrain or stormy weather; also, archers can still shoot in melee at half-dice (figures in contact only, i.e., at most one rank of elephants).

## SINGLE FIGURES

<u>Hero</u>	<u>Cost</u>	<u>MV</u>	<u>AH</u>	<u>HD</u>	<u>Atk</u>	<u>Dam</u>	<u>Notes</u>
Knight Renown	40	12	7	1	1	2	Magic sword, lance, horse
Knight Commander	60	12	7	2	1	3	Magic sword, lance, horse
Knight Exemplar	80	12	8	2	1	4	Magic sword, lance, horse
Barbarian Lord	30	12	6	1	3	3	Magic sword, longbow
Barbarian King	55	12	7	2	3	3	Magic sword, longbow
Dragon, Adult Blue	40	24	6	1	3	2	Flying, breathe lightning
Dragon, Adult Red	45	24	6	1	3	2	Flying, breathe fire
Dragon, Adult Gold	50	24	6	1	3	2	Flying, breathe fire & gas
Dragon, V. Old White	40	24	6	1	3	2	Flying, breathe cold
Elemental, Air	-	36	6	1	5	1	Magic to hit; whirlwind
Elemental, Earth	-	6	6	1	5	3	Magic to hit; battering ram
Elemental, Fire	-	12	6	1	5	2	Magic to hit; fire attack
Elemental, Water	-	18	6	1	5	2	Magic to hit; water domain
Giant, Frost	10	12	5	1	5	2	Throw stones, cold-immune
Giant, Fire	12	12	5	1	5	3	Throw stones, fire-immune
Giant, Storm	20	15	5	1	5	4	Weather, lightning-immune

**Knights:** High-level fighter-types include Knights Renown (Ftr10) and Knight Commanders (Ftr15). They have magic weapons, magic plate armor and shield, and high physical ability scores. Each rides a barbed, heavy warhorse (9" move if unhorsed).

**Barbarians:** Chieftains of barbarian tribes are represented here by multiclassed Fighter/Thieves, such as Lords (Ftr12/Thf8) and Kings (Ftr16/T12). They carry magic weapons, wear magic chain mail and shield, and have very high ability scores. Bow attacks hit on 5 or better for 1 damage (no move allowed). Barbarians are unmounted by default.

**Dragons:** Dragons fly at the indicated rate, and ignore all terrain modifiers (9" move if grounded). Breath counts as a magic area attack against one figure in contact, usable 3 times per day, for either 9, 10, or 11 damage (respectively for blue, red, and gold dragons). They can

breathe once and attack normally on the same turn. Dragon, Very Old White: This type functions as other dragons, but has a cold-breath attack for damage 9.

**Elementals:** Elementals can only be hit by those wielding magic attacks (any hero listed qualifies). Air elementals can form a whirlwind each turn and automatically eliminate one 1HD-figure. Earth elementals do damage to castles and other structures. Fire elementals do flame damage (e.g., deadly to trolls). Water elementals outside a stream or pond are reduced to 6" move and 1 damage.

**Giants:** Advanced giant-types have various energy immunities, and also throw stones (range 20", hit on 6, damage 2; no move; ignore range penalty). Storm giants have the additional power to control weather over the entire battlefield, changing natural conditions by one step (see Optional Rules: Weather for effects).

## WIZARDS

Wizard	Cost	MV	AH	HD	Atk	Dam	Notes
Wizard Rank 1	80	12	7	1	6	1	Wand, ring, etc.
Wizard Rank 2	90	12	7	1	6	1	1 Spell, wand, ring, etc.
Wizard Rank 3	100	12	7	1	6	1	2 Spells, wand, ring, etc.
Wizard Rank 4	110	12	7	1	6	1	3 Spells, wand, ring, etc.
Wizard Rank 5	120	12	7	1	6	1	4 Spells, wand, ring, etc.
Wizard Rank 6	130	12	7	1	6	1	5 Spells, wand, ring, etc.

*Basic Abilities:* We assume that any Wizard has a number of low-level spells active or available on the battlefield. Each has a magic shield (AH 6+), a protection from evil ward (cannot be hit by enchanted monsters, etc.), and can detect invisible (see any hidden or invisible creatures within 12"). All have at least one potion of invisibility, flying, or polymorph, so they can escape from the battlefield whenever they wish.

*Magic Wands:* Wizards are further assumed to have either a wand of fireballs or lightning bolts. This gives the Wizard a magic area attack that affects one figure, with range 24", damage 6, and firing 2/turn (or 1 with up to a half-move; blocked by woods and hills). Roll one die for accuracy: 1-2, 1" short; 3-4, on target; 5-6, 1" long. Assume that wands have sufficient charges to last the length of a normal game.

*Greater Spells:* Wizards above the 1st rank can prepare a number of "greater spells" (6th-level) equal to one less than their rank number; e.g., a 4th-rank Wizard has 3 greater spells. The Wizard can cast one of these spells per turn, standing motionless to do so. All effects commence on the Wizard's attack phase. Choose from this list.

## **SPELLS**

**Antimagic Shell** (Range: Personal, Duration: 12 turns). This makes the Wizard and entourage immune to all spells, magic, and enchanted creatures. It blocks the Wizard's own magic, but may be dismissed at any time.

**Conjure Elemental** (Range: 24 inches, Duration: Concentration). This spell summons an elemental of any one type. It appears within range from a large body of the appropriate elemental material. If concentration is lost (the wizard moves, casts another spell, or is the target of any feasible attack), then the elemental switches sides -- but assume the wizard can dispel the elemental if needed (as a half-move action). At most, one elemental of each type can be conjured per day.

**Control Weather** (Range: Two miles, Duration: 1 day). This spell allows the Wizard to change local weather conditions by one category step on his or her turn. See Optional Rules: Weather for more details.

**Death Spell** (Range: 12 inches, Duration: Instantaneous). This spell inflicts 4 hits damage, plus 1/3 caster ranks, to a

single unit in range. It only affects mass targets up to 8HD (no Heroes). There is no save.

**Disintegrate** (Range: 12 inches, Duration: Instantaneous). This spell has a 2-in-6 chance to eliminate any single Hero figure (save on 3+). It can also create a 1/2" gap in a castle wall or the like.

**Lower Water** (Range: 24 inches, Duration: 12 turns). This spell drains away water in one terrain feature. It makes one marsh, stream, or pond tile passable at normal movement (as open terrain) for the duration.

**Move Earth** (Range: 24 inches, Duration: 6 turns). This spell can move any single terrain feature 6" per turn (caster must remain motionless to concentrate). Units are caught up and moved with the feature in question.

**Wall of Ice** (Range: 12", Duration: 6 turns). This spell creates either a 2" long wall, or a 1" diameter circle of ice. It can be broken through by 4HD troops or greater, or any Hero, who then take a damage 1 cold attack (2 for fire-users).