

d6s with Dragons



Release 0

d6s with Dragons is a miniatures wargame based on the world's most popular roleplaying game.

What is this game?

In *d6s with Dragons*, each player controls characters who fight on the battlefield.

Each character is represented by a figure (about an inch high for a human) called a miniature. The characters could be soldiers, wizards, monsters or other fantasy creatures.

Most games of *d6s with Dragons* are with two players competing against one another.

Each player decides where their characters move and who they fight, and the rules of the game and random dice rolls determine what happens.

The rules are flexible enough for battles of just a few warriors on each side, up to clashes of hundreds.

An open-source miniatures game

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What is the "implied setting"

d6s with Dragons is based on 5e, which has rules for knights, nymphs and dragons; pirates, cannons and giant octopuses; titans, harpies and cyclopes; fauns, lions and white witches; and orcs, treants and halflings.

In other words, you can use these rules to play almost any kind of historical fantasy battles.

There are some sample army lists in the back of the book. These draw inspiration from earlier editions of the world's most popular roleplaying game, when it was common to see heroes leading large forces of men-at-arms, attack dogs and cavaliers.

They are:

- **The Great Kingdom:** Humans and lightly-armored elves, led by clerics and paladins.
- **Mountain Dwarves and Tinker Gnomes:** Inventive gnomes with mechanical contraptions and doughty dwarves.
- **Steadings of the Giants:** Giants leading orcs of various quality, and a mix of beasts.
- **Elemental Acolytes:** Sinister worshippers of one of the four elements.

What you need to play

- **Miniatures:** Each player will need several miniatures representing the characters they control.
- **Ruler or measuring tape:** To measure the distance characters can move and shoot ranged weapons.
- **Space:** For smaller battles, a battlefield of only about 2 by 2 feet is required, up to 4 by 4 feet or even 6 by 4 feet for the largest engagements.
- **Terrain:** Trees, hills, mountains, buildings, swamps, fields or other locations and obstructions. Aim to fill about one-third of the battlefield with terrain of different kinds. If you do not have terrain, you can improvise (making hills out of books, felt to represent swampy terrain, tin cans for wizard's towers).
- **Dice:** You will need several six-sided dice.
- **Paper and pen:** To record details on. Instead of recording on a piece of paper, you may prefer to use tokens, counters, and so on.

What makes this game special?

- **Compatibility with 5e** means you can use the huge library of 5e monsters, spells and characters with this game.
- **Simple rules** allow for quick games, even with dozens of characters on each side.
- **Weapon Masteries** create tactical choices in combat.
- **5e-based spellcasting rules**, including the threat of losing concentration, introduce new tactical considerations.

Rules summary

Round order

Each encounter consists of several rounds.

Each round has three phases:

1. **Movement Phase:** Players move their characters, from highest Speed to lowest. In a tie, Lead Player moves first. During their movement, characters can spend an action to make ranged attacks or cast a spell.
2. **Combat Phase:** Characters within 1" of an enemy split off into melees, which are 1 vs 1 where possible. Lead Player decides when there are multiple matchups possible.
3. **Cleanup Phase:** If a side is Broken, they make morale checks and are eliminated on a failure. Any "end of round" effects occur here. Lead Player role passes to the other side.

Each character gets one action per round, in either the Movement Phase or the Combat Phase.

Movement Phase

Characters move up to their Speed in inches.

Can move through allies, but not through enemies.

Threatened space: 1" around a character's base.

A character who moves out of an enemy's threatened space suffers an opportunity attack unless the enemy is "tied up" by another character.

An opportunity attack is a single melee attack.

Uses for movement: Spend half Speed to (1) prepare to make a ranged attack, (2) prepare to cast a standard spell or (3) stand up from prone.

Movement actions

Dash: Move additional distance up to Speed.

Dodge: Until end of round, attacks against the character are disadvantaged and character has advantage on Reflex.

Hide: Gain the hidden condition.

Make Ranged Attacks: As many as Attacks stat, using one or more ranged weapons.

Cast a Standard Spell: Consumes a spell slot.

Combat Phase

Lead Player chooses order to resolve melees.

Resolve a melee:

1. Each character declares any Weapon Mastery uses, starting with the Lead Player's.
2. Each character can take an action if it hasn't already, starting with the highest Fight (Lead Player's first when Fight tied).
3. Characters concentrating on incantations test Fortitude if hit by one or more attacks.
4. If only one side is left in the melee, they can follow up by moving 1" (if into another melee, they can use any leftover attacks.)

Combat actions

Disengage: After melee, move 1". Does not provoke opportunity attacks.

Escape: Make a Fortitude or Reflex save to escape grapple.

Grapple: Smaller target within 1" grappled on failed Fortitude or Reflex save (their choice).

Shove: Smaller target within 1" pushed 1" on failed Fort save.

Trip: Smaller target within 1" falls prone on failed Reflex save.

Make Melee Attacks: As many as Attacks stat, using one or more melee weapons.

Attacks

Resolve each attack before moving onto next.

1. Choose weapon.
2. Choose target. Must be within range and line of sight (ranged attack) or 1" (melee attack).
3. For ranged attacks, make "block check" if anything covering or obscuring target.
4. Roll to-hit: Roll one die.
 - Miss if equal to or less than target's Armor.
 - Miss if greater than the attacker's Fight.
 - Any remaining result is a hit. Make a number of to-wound rolls equal to attack's Damage.

Circumstance	Combat effect
Ranged	
Something blocks target	Make a block check
Shooter is threatened by an enemy	Shoot to-hit is with disadvantage
Target is long range to shooter	Shooter gets -1 Fight
Shooter has no line of sight	Cannot shoot target
Shooter moved > ½ Speed	Cannot shoot
Melee	
Target is flanked	Flanker gets +1 Fight
Spear Mastery	One attack at -1 Fight goes 1 st
Blade Mastery	One attack at -1 Fight makes target vexed on hit
Bludgeon Mastery	Lose sapped; one attack ignores Armor but -2 Str on hit
Exotic Mastery	One attack is -1 Fight but knocks prone on hit
Dual Wielding Mastery	One attack is -1 Fight; make 2 nd attack at -1 Fight and -1 Str
Shield Mastery	One enemy sapped, but user is -1 Fight for whole phase

Block check for ranged attacks

Before rolling to-hit, count "blockers":

- cover, concealment, any other character between attacker and target
- +1 if creatures are in target's threatened space
- +1 if target has a shield (and no bow)
- +1 if the target is mounted

Shooters ignore adjacent terrain and characters.

Roll a die. If it equals a blocker, the blocker is at risk of being hit instead (no effect if it hits a shield). Roll to-hit, compared to the new target's Armor.

Otherwise, the attack makes it to the target.

Advantage and disadvantage

Rolling with advantage: Reroll any failures once.

Rolling with disadvantage: Reroll any successes once.

Each disadvantage cancels out an advantage.

Each die can only ever be rerolled once.

Damage and wounds

Make a number of to-wound checks equal to the attack's Damage (1 unless otherwise mentioned.)

Compare attacker's Strength to target's Toughness. The table below gives the target number: this number or less on a to-wound roll means the target takes 1 wound.

A character with wounds equal to or exceeding their Health is eliminated and removed from play.

Resist: Reroll successful to-wound rolls from dmg of that type.

Weak: Reroll failed to-wound rolls from damage of that type.

Tou	Strength									
	1	2	3	4	5	6	7	8	9	10
1	3	4	4	5	5	6	6	6	6	6
2	2	3	4	4	5	5	6	6	6	6
3	2	2	3	4	4	5	5	6	6	6
4	1	2	2	3	4	4	5	5	6	6
5	1	1	2	2	3	4	4	5	5	6
6	1/3	1	1	2	2	3	4	4	5	5
7	1/3	1/3	1	1	2	2	3	4	4	5
8	1/2	1/3	1/3	1	1	2	2	3	4	4
9	1/2	1/2	1/3	1/3	1	1	2	2	3	4
10	1/1	1/2	1/2	1/3	1/3	1	1	2	2	3

Morale

Roll 2d6, add them up. If total is less than or equal to the target's morale, morale check succeeds.

Humanoid allies within 6" of a character with the Leader special feature may use the leader's Morale.

Conditions

A condition is a temporary game state.

Blinded*: No line of sight. To-hit rolls against the target have advantage and to-hit rolls by the target have disadvantage.

Charmed*: Cannot attack the charmer or target with damaging abilities or magical effects.

Frightened: Disadvantage on to-hit rolls and saving throws while source of fear is within sight. Can't willingly move closer to source. At the end of each round, test Morale, lose condition on success.

Grappled: Speed 0. Disadvantage on to-hit rolls against any target other than the grappler. Grappler can drag or carry the target when the grappler moves, but every 1" costs it 1 extra inch unless the target is two or more sizes smaller than it.

Grappled creature can Escape to end grapple. Ends automatically grappler incapacitated or if grappled creature is moved away from grappler by forced movement.

Hidden*: Invisible against enemies that are more than 6" away, if there is cover obscuring at least part of them.

Invisible*: Cannot be seen. Attacks against target have disadvantage, and target's to-hit rolls have advantage.

Poisoned: Disadvantage on to-hit rolls and saving throws until end of next full round.

Prone: Place figure on side, face up. Cannot move willingly. Spend half its Speed to stand up.

Sapped: Disadvantage on next to-hit roll, then lose condition.

Stunned: Place on side, face down. Cannot move, use features, take an action; loses concentration. When character could next take a combat action, loses stunned instead.

Vexed: Next to-hit roll against this creature is with advantage, then lose condition.

* = condition lasts until user finishes taking an action

Terrain

Difficult terrain: Movement costs double.

Slippery terrain: Upon entering or starting movement in it, fall prone on failed Reflex save.

Barriers: Ignore barriers < ½ character's height. Vault those up to character's height, cost 1". Climb those higher. Climbing costs 1" per inch of vertical. *When climbing*, make a Fortitude save (Potency +1 if wearing heavy armor) or fall prone and take a hit (Strength = inches fallen).

Gaps: Ignore gaps < ½ base diameter. Jump gaps that are no wider than base diameter. Fortitude save (Potency +1 if the character is wearing heavy armor) or fall through gap.

Tight spaces: Cannot move through if narrower than half base.

Saves

1. Target rolls one die. Fails if:

- result equal to or less than the user's Potency
 - result is greater than the target's Save value.
2. Any remaining result is a successful save.
3. See the power description for what happens.

Save values are listed in order: Fort / Ref / Will

Spells

- **Incantations** require concentration to maintain
- **Quick spells** can be cast without an action
- **Standard spells** an action to cast.

Areas

Cone: A cone is a triangle that extends from the edge of the user's base. A cone's maximum width is equal to its length

Line: A line extends straight from the edge of the user's base.

Sphere: A sphere's point of origin is its center. The sphere's radius is the distance from its point of origin to any edge.

Affected if any part of base is in the area.

Blocks: Ranged and area of effect powers can be blocked by cover and other characters.

Concealment only blocks ranged powers.

Concentration

A caster can concentrate on only one incantation.

The first time each round that a caster is hit by an attack, they make a Fortitude save, and on a failure they lose concentration and the incantation ends.

Gear

Gear	Details
Hand Weapon	Blade, Bludgeon, Spear or Exotic
Great Weapon	+1 Str; Blade, Bludgeon, Spear or Exotic
Throwing Weapon	Ranged 4"/8"; if used in melee, -1 Strength
Bow	Ranged 12"/24"
Light Armor	+1 Armor
Heavy Armor	+2 Armor, -1 Speed
Shield	Blocker for ranged attacks; Shield Mastery in melee
Mount	-2 Speed when mounted
+ Light Barding	Mount gets +1 Armor
+ Heavy Barding	Mount gets +2 Armor, -1 Speed

Playing the game

Each battle in *d6s with Dragons* is an “encounter”.

The specific rules for the encounter (like the win condition and how you set up) are the “scenario”.

Each player chooses characters for their side for that encounter, based on the miniatures they own.

Each character has a points cost assigned to them, to make sure that each side is relatively balanced.

Rounds and phases

An encounter is divided into rounds, and each round has three phases in this order:

1. Movement Phase,
2. Combat Phase and
3. Cleanup Phase.

During each round, each character will have a chance to move and a chance to attack.

Once the Cleanup Phase is complete, the round ends and a new one begins.

Keep playing until one player or another wins the encounter.

Rolling dice

d6s with Dragons uses six-sided dice, also called “d6s”. If the game says to “roll a die”, it means to roll a six-sided die. The “result” of such a roll is the number on the die, plus or minus any modifiers.

Advantage and disadvantage

Sometimes characters roll “with advantage” or “with disadvantage”.

Rolling with advantage means rerolling any failures once and taking the second result.

Rolling with disadvantage means rerolling any successes once and taking the second result.

For example, a halfling assassin with 3 Attacks is in melee with an orc.

She rolls 3 dice (one for each attack) and one attack hits.

The halfling is invisible, which gives her advantage. She rerolls the two dice that missed, and one of them hits.

Her total is now two successful hits.

Disadvantage and advantage from different sources cancel each other out, so for example if you have advantage from two sources and disadvantage from one, you roll with advantage.

Even if you have multiple sources of advantage or disadvantage, you only ever reroll once.

When a character has advantage or disadvantage on an attack, the reroll applies to the to-hit roll, *not* to the to-wound roll.

Measuring

d6s with Dragons uses measurements to determine how far a character can move or shoot.

Either player can measure anything on the battlefield whenever they like.

Talk to your opponent

Since location can matter greatly, it is common practice to confirm your interpretation with the other player before committing.

For example, you may say “I’m moving my centaur here because I believe it’s out of shooting range of your elves”. The other player can measure at this point. If they agree with your interpretation, they can confirm it. If they disagree, they can suggest you move your centaur somewhere else.

Starting a game

Find a friend to play with.

You can play with more than two players, but there will only ever be two sides in a standard game of *d6s with Dragons*, and all characters on a side act as if they are on the same team.

1. Choose a scenario

Each scenario represents a different kind of encounter – a pitched battle, a hunt for resources, a sabotage mission, and so on. You can also design your own scenarios.

There is a standard scenario called “Sacred Objects” which is recommended for your first game.

The instructions below assume you are playing Sacred Objects; if you are playing a different scenario, follow the instructions on that scenario.

2. Select your team

Agree on a “points value” for each team. For Sacred Objects, aim for 150 points per side.

Each character costs a number of “points”, which represents their power and usefulness as a combatant. An orc warrior with blade and bow costs 7 points, while an elf warrior with heavy armor, blade and shield costs 13 points, and a hero or giant monster could cost tens or hundreds of points.

Skirmishes are about 100 to 350 points per side, and larger battles beyond that point.

3. Decide the “Lead Player”

The Lead Player lays out the terrain on the battlefield.

In the first round, some characters on the Lead Player's team get to act before some on the other team.

Flip a coin to decide who is the Lead Player.

4. Lay out the battlefield

The scenario will describe what size the battlefield is and what terrain should be used.

Sacred Objects is played on a 2-by-2 foot battlefield.

The Lead Player should cover about one-third of the battlefield with terrain including some that slows movement (called “difficult terrain”), some that blocks movement and attacks (called “obstacles”) and some that makes ranged attacks harder (called “cover”).

The Lead Player should also indicate the two “starting edges”, which must be opposite one another. One side will start near one edge and the other side near the other.

In Sacred Objects, the Lead Player also places three Light Objects called treasures, which are represented with 20mm bases. Place all three in the middle of the board, between the two starting edges. Distribute them equidistant along that central line.

5. Deployment

Deployment means placing your characters on the battlefield.

In the Sacred Objects scenario, the non-Lead Player gets to choose which starting edge to deploy from. Their deployment zone is between that edge and 6” from that edge.

The Lead Player's deployment zone is up to 6” from the opposite edge.

Divide each deployment zone into three sectors: left, right and centre. Players each pick a sector and deploy as many characters as they like, alternating between non-Lead Player and Lead Player. They cannot pick a sector they have already picked.

6. Play the game

The rules for playing *d6s with Dragons* are given below.

7. Ending the game

The scenario indicates when the game ends.

In Sacred Objects, it is when one side controls two of three treasures.

Reading character profiles

The rules for a character are called their profile.

Sometimes, many characters on your team may use the same profile – for example, if you have six orc warriors armed with bows.

Other times, a profile is unique to a particular hero or monster. You are unlikely to ever have more than one archmage on your team, for example.

A profile consists of two things: the character's stats and their features.

Stats are a character's numbers, like how many attacks they get and how many points they cost.

Features are the special rules that apply to a character: things that the character can do outside the normal rules, their weapons, resistances, weaknesses, magic spells they can cast, and so on.

Stats

At the bottom of this page is the profile for a standard human warrior.

Speed is the number of inches a character can move each round.

Fight is how accurate the character's attacks are – how likely they are to hit. When a character makes an attack they roll a die: if it is equal to or lower than their Fight, the attack hits. A Fight of 4 means a 66% chance to hit (1, 2, 3 or 4 on a six-sided die).

Attacks is how many attacks a character makes each round. Most warriors only make one attack.

Strength is how likely a character's hit is to become a wound.

Armor is how hard it is to hit the character. To-hit rolls equal to or less than the target's Armor are

discarded. For example, a character with Armor 1 is not hit by a roll of "1" and a character with Armor 2 is not hit by rolls of "1" or "2".

Toughness is how likely a character is to be wounded (to suffer lasting harm) once they have been hit. The attacker's Strength is compared to the target's Toughness to determine the odds of a hit becoming a wound.

Health is how many wounds a character can take before they are eliminated and removed from the encounter. Most warriors are eliminated after the first wound.

Saves are how a character avoids enemy spells, dragonfire, traps, pitfalls and so on.

The three values represent "Fortitude" (to endure a negative physical effect), "Reflex" (to dodge a negative physical effect) and "Will" (to resist mental effects), in that order.

Morale is the character's willingness to follow orders and stay in the fight despite terrifying foes.

Other warriors

Also provided are two other example profiles.

Both dwarf warriors and elf warriors cost 8 points to the 4 points for a human warrior; in other words, they are twice as powerful as a human.

Dwarf warriors are a little slower than humans and elves, but much tougher – they are much less likely to take a wound when hit by an attack.

Elves make two attacks instead of one.

Human Warrior [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	4	1x	3	0	4	1	3/3/3	8

HUMAN HUMANOID

Hand Weapon

Dwarf Warrior [8 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
5"	4	1x	3	0	7	1	3/3/3	8

DWARF HUMANOID

STURDY No Speed penalty for heavy armor

Hand Weapon

Elf Warrior [8 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	4	2x	3	0	4	1	3/3/3	8

ELF HUMANOID

WILDERNESS STRIDE The character can move through difficult terrain caused by vegetation without penalty to its movement.

Hand Weapon

Features

Passive features, masteries and features that do not take an action are listed in *italics*.

Actions and attacks are listed in **bold**. If it has “[action]” listed after it, then it takes an action (either a combat action or a movement action, or either if not specified).

If it does not have [action] after it, it is an attack (if you spend an action attacking, you can perform as many attacks as your Attacks stat).

Dwarves and elves have their own features.

Dwarves are Sturdy. They do not take a Speed penalty when they wear heavy armor (everyone else suffers a -1” penalty to Speed).

Elves have Wilderness Stride. They take no penalty moving through difficult terrain caused by vegetation (others move at half speed through difficult terrain).

Limited use

Some features can only be used a limited number of times per encounter. These will have one checkbox for each use (“☐”). Mark them off during the encounter, and erase the boxes after the encounter is over.

Gear

One of the most common features is gear, like a hand weapon or a shield.

By default, each warrior starts with one hand weapon.

A player chooses for each warrior which type their hand weapon it is: blade, bludgeon, spear or exotic.

Size

By default, characters are Medium size with a circular base that is 25mm in diameter (or a square base 25mm on each side).

Creatures of sizes other than Medium will have their size listed. It is okay for a creature's base to be a bit bigger or smaller than suggested.

Regardless of base size, all characters of a particular size have the same Height – which is listed in the table below. Height is used to determine what obstacles a character can vault or see over.

Size	Base size options	Height
Tiny / Small	20mm	20mm
Medium	25mm	25mm
Large	32mm, 40mm, 50mm, 25x50mm (rectangular), 35x60mm (oval)	40mm
Huge	50mm, 60mm, 75mm, 35x60mm (oval)	60mm
Gargantuan	80mm, 50x92mm (oval)	80mm

Types

A character's type is listed after their size. By default, most types do not have any effect.

Types without special rules include: Aberration, Dragon, Elemental, Fey, Fiend, Monstrosity, Ooze and Plant, as well as humanoid sub-types like Elf, Giant, Orc, and so on.

Types with special rules are:

BEAST Beasts cannot claim objectives or interact with Objects.

CELESTIAL The character is immune to radiant damage.

CONSTRUCT The character is immune to poison and psychic damage and to the charmed, frightened and poisoned conditions.

HUMANOID The “Leader” feature only affects Humanoids (like humans, elves, dwarves and orcs).

UNDEAD The character is immune to necrotic damage.

Movement Phase

During the Movement Phase, players move characters. Shooting and spellcasting also takes place in the Movement Phase.

Movement order

Characters take their turns to move in order of their Speed – starting with those with the highest Speed, then the next highest Speed, and so on until all characters have had the chance to move.

This means that faster characters on both sides will have moved before any slower characters do so.

If a creature is adjacent to an ally with a lower Speed, they can choose to act at that lower Speed.

When characters from different sides have the same Speed, the Lead Player's move first.

Players can move characters they control with the same Speed in any order, but must complete one character's movement before starting the next.

For example, Bob has two Speed 6 elves and a Speed 5 dwarf. Anne has a Speed 5 dwarf. Bob is the Lead Player. Bob moves his dwarf first. Then Anne moves her dwarf. Then Bob moves his two elves, moving whichever he likes first.

Movement rules

Characters can move up to their Speed in inches. They do not have to move their full Speed, or at all.

Characters can move through allies, but cannot end their turn with their base overlapping an ally's.

Characters cannot move through enemies.

If a character has had their Speed stat changed (such as by a spell), then they act according to their new Speed. But if they merely have things consuming their movement (such as being in difficult terrain or standing up from prone), these do not affect their Speed stat and therefore do not affect when they take their movement.

Threatened spaces and opportunity attacks

A character threatens the space within 1" of the rim of its base.

If there is exactly one enemy in a character's threatened space, and the enemy moves out of that space, then the character can immediately make an opportunity attack against the moving character. This is a single melee attack, made with a melee weapon of the attacker's choice.

Forced movement and teleportation do not trigger an opportunity attack.

Because opportunity attacks can only be made if there is exactly one enemy in a creature's threatened space, a player can move another character in to allow a character already in the threatened space to leave without provoking an attack. This is called "tying up" the enemy.

Other uses for movement

Preparing to shoot or cast

A character that wants to make a ranged attack or cast a standard spell must spend half its Speed in movement preparing.

Standing up from prone

A prone character must spend half their Speed in movement to stand up before they can move.

Movement actions

A character can take one action per round, either a movement action in the Movement Phase or a combat action in the Combat Phase.

Any character can take any of the movement actions listed below:

- **Dash:** The character may move an additional distance in inches up to its Speed.
- **Dodge:** Until the end of the round, attacks against the character are made with disadvantage and the character has advantage on Reflex saves.
- **Hide:** The character gains the hidden condition.

A character's profile may have other actions, which are indicated in **bold** and with the "action" tag.

If a character is entitled to a "free action", it means that once per round it may use the action specified without giving up their one action for the round.

For example, a halfling warrior can Disengage or Hide as a free action. After they attack (using their action), they Disengage as a free action.

Shooting and spellcasting

A creature with a ranged attack can an action at some point during their movement to make a number of ranged attacks equal to their Attacks stat.

A spellcaster can take an action at some point during their movement to cast a standard spell.

In either case, they must spend half their Speed in movement preparing to cast or to shoot.

Combat Phase

The combat phase is where hand-to-hand (called “melee”) fighting takes place.

Enemies that threaten one another (are within 1” of each other) are split into melees, where they may attack each other if they have not already used their action for the round.

Melees are resolved one by one, but if a character eliminates all enemies in a melee, they can “follow up” into a nearby melee.

Splitting into melees

At the start of the combat phase, the Lead Player splits characters into melees when characters are adjacent to enemy characters.

If characters are in a melee with an enemy, move their bases to touch the enemy's, and move any characters not in melee with them slightly apart.

Aim for melees that are one-versus-one match ups where possible. Where this is not possible, there should only ever be one side in a given melee whose numbers are greater than 1.

For example, four dwarves are adjacent to two orcs. The Lead Player could split them into two melees, either:

- 1 orc vs 2 dwarves and 1 orc vs 2 dwarves, or
- 1 orc vs 1 dwarf and 1 orc vs 3 dwarves.

This splitting of melees only occurs at the start of the phase. If the numbers change afterwards (for example, due to following up), melees do not split.

Resolving melees

The Lead Player chooses what order to resolve melees in.

1. Each character declares any Weapon Mastery uses, starting with the Lead Player's.
2. Each character in the melee can take a combat action if it hasn't already, starting with the highest Fight value (Lead Player first when Fight values tied).
Most common action is to attack; can make melee attacks equal to Attacks stat.
3. Characters concentrating on incantations test Fortitude if they were hit by one or more attacks.
4. If only one side is left in the melee, they can follow up by moving 1” (including into another melee, where they can use any leftover attacks.)

Weapon Masteries

During a melee, characters can use the Weapon Mastery of a weapon (or shield) that they are equipped with.

Spear, blade, bludgeon or exotic weapons each have an associated Weapon Mastery.

Characters with a shield can use Shield Mastery.

Characters wielding two hand weapons of the same type (two blades for example) can use Dual Wielding Mastery or the mastery of their hand weapons.

A character can only use one Mastery per round.

Unless otherwise mentioned, a Mastery applies to a single attack, even if the user has multiple attacks.

Some characters have special Masteries. For example, the shield guardian has Protection Mastery. The use of these Masteries also counts against the limit of one Mastery per round.

In each melee, the Lead Player declares any Mastery uses first. Then the other player does so.

Masteries

SPEAR MASTERY The character makes this attack first, regardless of Fight value, but suffers a -1 penalty to Fight during the to-hit roll.

BLADE MASTERY The character suffers a -1 penalty to Fight during the to-hit rolls for this attack, but if it hits the target is vexed.

BLUDGEON MASTERY The character loses the sapped condition and ignores Armor for this attack, but if it hits they do damage at Strength -2 (minimum Strength 0).

EXOTIC MASTERY The character suffers a -1 penalty to Fight during the to-hit roll for this attack. If the attack hits, the target falls prone.

DUAL WIELDING MASTERY The character suffers a -1 penalty to Fight during the to-hit roll for this attack, but may make an additional attack at -1 Fight and -1 Strength using the same type of hand weapon.

SHIELD MASTERY The character suffers a -1 penalty to Fight on all to-hit rolls this combat phase, but may choose one adjacent enemy to be sapped.
Characters with great weapons may not use Shield Mastery. A character must have their action remaining in order to use Shield Mastery (it does not use up their action).

Combat actions

Characters take combat actions, starting with those with the highest Fight, then the next highest Fight, and so on until all characters have had the chance to act.

The main combat action is to make one or more attacks, but there are other options.

When characters from different sides have the same Fight, the Lead Player's characters act first.

Players can act with characters they control with the same Fight in any order, but must complete one character's action before starting the next.

Characters who already took an action in this round's Movement Phase do not get an action in the Combat Phase.

Combat maneuvers

As their combat action, instead of attacking, a character can choose to perform a combat maneuver.

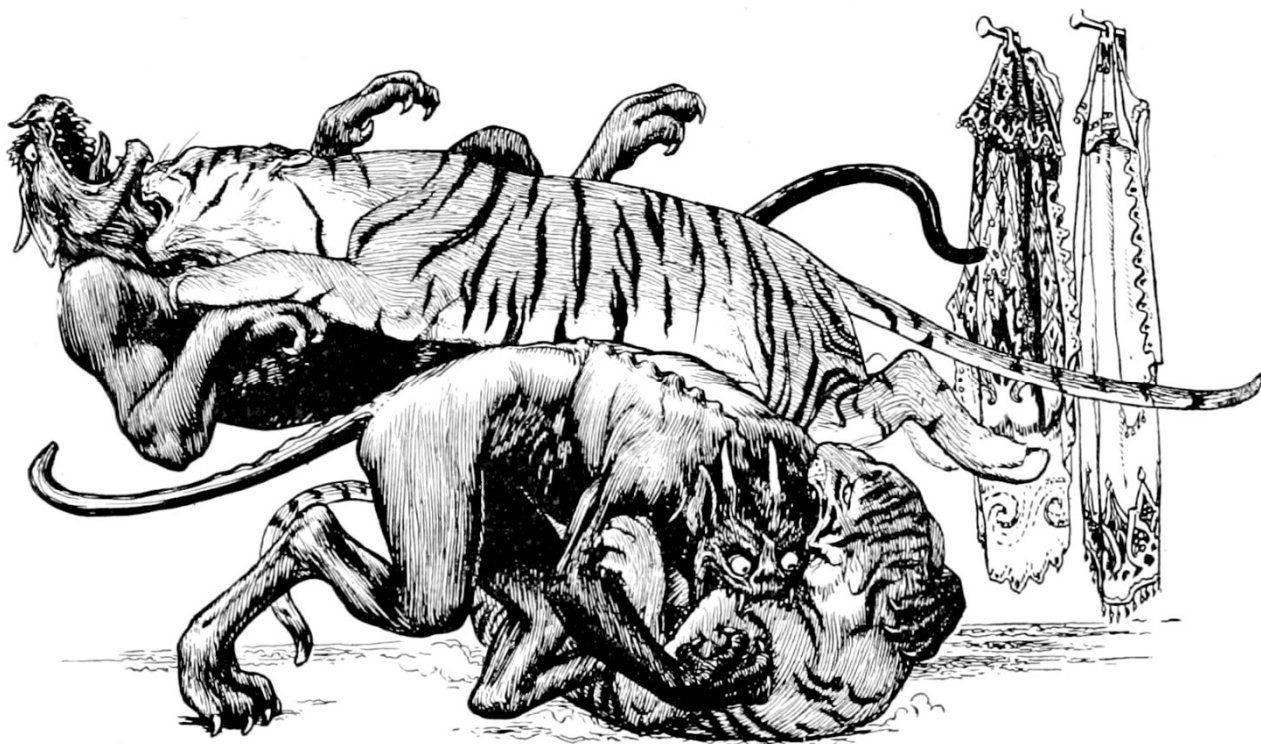
Disengage: After melee is resolved, the user may move 1". This movement does not provoke opportunity attacks.

Escape: A creature that is grappled makes a Fortitude or Reflex save (whichever is better). On a success, the creature escapes the grapple.

Grapple: A target within 1" that is smaller than the user makes a Fortitude or Reflex save (their choice). On a failure, they gain the grappled condition. A creature cannot grapple more than one target at once.

Shove: A target within 1" that is smaller than the user makes a Fortitude save. On a failure, they are pushed 1".

Trip: A target within 1" that is smaller than the user makes a Reflex save. On a failure, they fall prone.



Following up

If a character remains while all enemies in their melee have been eliminated, they can move up to 1" without provoking opportunity attacks.

If they have attacks remaining, they can then continue making attacks if that has brought them into a new melee. This is true even if it brings them into a melee that has already been resolved; they make the remaining attacks.

If the melee has not yet resolved, they must wait for their Fight value to come around before making the remaining attack(s), just as if they had been in that melee from the start.

A character can only follow-up once per round, even if they eliminate all enemies in a second melee.

Attacks

As an action, a creature can make a number of attacks equal to their **Attacks** stat. Ranged attacks consume a movement action and melee attacks a combat action.

Weapon choice and targeting

Each attack can be with the same or a different weapon, among those the character is equipped with.

However, if acting in the Movement Phase a creature can only make ranged attacks and if acting in the Combat Phase a creature can only make melee attacks.

For each attack, choose a target within range (ranged weapon) or within 1" (melee weapon).

Range and reach are measured from any point on the edge of attacker's base to any point on the edge of the target's base.

Rolling to-hit

Procedure for the to-hit roll:

1. Roll one die per attack.
2. Any results equal to or less than the target's Armor miss.
3. Any results greater than the attacker's Fight score miss.
4. Any remaining result is a hit.
5. See the "Damage" chapter for the next step, the "to-wound" roll.

For example, a hobgoblin with Fight 5 makes one attack against a guard with Armor 1.

If the result of the die roll is 2, 3, 4 or 5, the attack hits. If the result is 1, the attack misses (bounces off the target's armor). If the result is 6, the attack misses (the hobgoblin isn't a good enough fighter).

Order of attacks: If a player wishes, they can go through each of their character's attacks one after the other, resolving one before beginning the next.

This allows players to adjust tactics, for example choosing a different target for their second attack if the first attack kills the original target.

Table 1: Ranged modifiers

Circumstance	Combat effect
Something blocks target	Make a block check
Shooter is threatened by an enemy	Shoot to-hit is with disadvantage
Target is long range to shooter	Shooter gets -1 Fight
Shooter has no line of sight	Cannot shoot target
Shooter moved more than half Speed this round	Cannot shoot

Ranged attacks

Targets must be within range and line of sight.

Line of sight

Imagine the attacker is looking at the target.

If any part of the target's body is visible, the attacker has line of sight.

However, if any part of the target is covered (for example, by fence palings) or obscured (for example, by smoke), then there is a chance that the attack is "blocked".

Block check

Before rolling to-hit, count "blockers":

- each piece of cover, any concealment and any other character between attacker and target
- plus one if one or more creatures are in the target's threatened space (not including those counted above as being between attacker and target).
- plus one if the target has a shield (Characters with bows cannot use a shield in this way.)
- plus one if the target is on a mount

A shooter never considers terrain or characters in the way if they are adjacent to the shooter (the shooter is assumed to duck around this cover/the adjacent character to make their shot).

Roll a die.

If the result is equal to or lower than the number of blockers, the attack endangers a blocker instead. If a 1, the closest thing in the way. If a 2, the second closest thing in the way, and so on.

If there are multiple creatures in the target's threatened space, and it hits something in the target's threatened space, roll a die to randomise which creature in the threatened space is hit.

Roll to-hit, compared to the new target's Armor.

If a ranged attack hits a shield, it has no effect.

Otherwise, the attack makes it to the target. Make the to-hit roll as normal.

Close combat ranged attacks

An attacker that is in the threatened space of an enemy suffers disadvantage on their ranged attack.

Long range attacks

Ranged attacks have a short and long range listed (in the form 6"/12", where up to 6" is short range and up to 12" is long range).

Attacks at long range are at -1 Fight (Fight 5 becomes 4, for example).

Melee attacks

Targets must be within 1”.

Flanking

When the target of a melee attack is flanked (the attacker and an ally are both in melee with the target and are on opposite sides), treat the attacker’s Fight score as one higher (Fight 5 becomes 6, for example) for the purpose of calculating the target number for attacks.

To determine if attackers are truly on “opposite sides”, draw a line from the center of one attacker's base to the center of the other's. If it passes through the target's base, the target is flanked.

Table 2: Melee modifiers

Circumstance	Combat effect
Target is flanked	Flanker gets +1 Fight
Attacker used Spear, Blade, Exotic or Dual Wielding Mastery	Attacker -1 Fight for that attack
Attacker used Shield Mastery	Attacker -1 Fight for whole phase

Damage

Each time a character is hit, they risk taking a wound.

The number of wounds they risk is equal to the attack's Damage.

Normally an attack does 1 Damage; the attacker's profile will say if some of their attacks do more Damage.

To-wound roll

The attacker rolls one die per point of Damage per hit.

Compare the Strength of the attack to the Toughness of the target to find the target number.

Every result that is equal to or below this number is a wound.

When a value says X then Y, like “1 then 3”, it means if the target rolls a 1, they reroll the die. Only if the result of the reroll is the second number is there a wound.

For example, Bob's orc is hit with an attack that does 2 Damage. The attacker has Str 2 and the orc has Tough 7, in other words the target number is “1 then 3”. Bob rolls 2 dice. One is a “1”, so he rerolls it. The reroll is a 3, so the orc takes 1 wound.

Wounds

Once a character has taken wounds equal to or exceeding their Health, they are eliminated and removed from play.

Resistances, weaknesses and immunities

When a character has resistance to a particular type of damage (like “resists fire”), the attacker rerolls any successful to-wound rolls caused by damage of that type, and takes the second result.

When a character is weak to a particular type of damage (like “weak cold”), the attacker rerolls any failed to-wound rolls caused by damage of that type, and takes the second result.

When a character is immune to a particular type of damage, they ignore all damage of that type.

Temporary Health

Some spells and other effects give a character one or more Temporary Health.

Each time a character would take a wound, they can instead lose one Temporary Health.

This cannot remove wounds that have already been taken before the Temporary Health is gained.

Temporary Health does not stack; if a character with 1 Temporary Health gains 2 Temporary Health, they have a total of 2 Temporary Health.

Toughness	Strength									
	1	2	3	4	5	6	7	8	9	10
1	3	4	4	5	5	6	6	6	6	6
2	2	3	4	4	5	5	6	6	6	6
3	2	2	3	4	4	5	5	6	6	6
4	1	2	2	3	4	4	5	5	6	6
5	1	1	2	2	3	4	4	5	5	6
6	1 then 3	1	1	2	2	3	4	4	5	5
7	1 then 3	1 then 3	1	1	2	2	3	4	4	5
8	1 then 2	1 then 3	1 then 3	1	1	2	2	3	4	4
9	1 then 2	1 then 2	1 then 3	1 then 3	1	1	2	2	3	4
10	1 then 1	1 then 2	1 then 2	1 then 3	1 then 3	1	1	2	2	3

Cleanup Phase

Morale

Morale measures whether characters follow orders and act bravely and with discipline, or whether they retreat or refuse to advance.

While a character might have to make a morale check at any time, the most common time for a morale check is at the end of the round, and the most common cause is that their side has been “Broken”.

Morale check when Broken

At the end of every round in which its side is reduced to half its starting characters or fewer (“Broken”), every character on that side makes a morale check.

If a character’s morale check fails, the character is removed from play.

Morale check to charge a Frightful enemy

If a character wants to move into the threatened space of an enemy character with the Frightful Presence power, it must make a morale check.

If the morale check fails, the character remains in place; it cannot move willingly during this round.

Making a morale check

To make a morale check, roll 2d6 and add up the two numbers.

If the result is equal to or less than the creature’s Morale score, it succeeds.

Humanoid allies within 6” of a character with the Leader special feature may use the leader’s Morale stat.

Conditions and other “end of round” effects

If a condition ends at the end of the round, it ends during the cleanup phase.

Switching Lead Player

After the first round, the Lead Player role passes to the other side. It alternates from round to round, so each player gets the same number of opportunities to be Lead Player.

Spells and effects

Spells, special powers and other effects can take place. A power will say which phase it takes place in, and whether it requires an action.

Spells come in three varieties:

- **Incantations**, which require concentration to maintain
- **Quick spells**, which can be cast without spending an action; and
- **Standard spells**, which take an action to cast.

Saves

When a power says that the target makes a save or saving throw, the target rolls a die and compares it to one of their saving throws: Fortitude, Reflex or Will save (the spell or power will specify which) and the power-user's Potency.

Procedure for the save:

1. Roll one die.
2. Any results equal to or less than the user's Potency is a failed save.
3. Any results greater than the target's Save value is a failed save.
4. Any remaining result is a successful save.
5. See the power description for what happens.

For example, a druid whose spells are at Potency 1 casts a spell on a guard with Fortitude 4.

If the result of the die roll is 2, 3 or 4, the guard "saves" and is not affected by the spell.

Saving throw values are listed in the order: "Fortitude, Reflex, Will".

For example, the Saves entry for orc warriors is "4/3/2". They have a Fortitude save of 4, a Reflex save of 3 and a Will save of 2.

Areas

Some powers have areas of effect.

- **Cone:** A cone is a triangle that extends from the edge of the user's base in a direction of the user's choice. A cone's maximum width is equal to its length
- **Line:** A line extends straight from the edge of the user's base in a direction of the user's choice.
- **Sphere:** A sphere's point of origin is its center. The sphere's radius is the distance from its point of origin to any edge.

A character is affected by a power if any of its base is within the area of effect.

Where an area is listed as "within" a certain distance (for example, 4" sphere within 12"), it means the origin point of the area effect can be anywhere within that distance.

The user must have line of sight to that origin point. Determine cover, concealment, etc., from the origin point rather than from the user.

Blocks: Ranged and area of effect powers can be blocked by cover and other characters just as ranged attacks can. Concealment only blocks ranged powers, not area ones.

Concentration

Some spells, called "incantations", require concentration.

A caster can only concentrate on one incantation at a time. The caster does not need to do anything special to maintain concentration.

If a caster is hit by an attack, they may lose concentration and the incantation end.

The first time each round that a caster is hit by an attack, they make a Fortitude save (Potency +0), and on a failure they lose concentration and the incantation ends. Otherwise, they maintain concentration.

Casters hit in melee wait till the end of the melee before making the concentration save.

Generally, a caster will start the encounter with an incantation already active. The *Spell Concentration* feature will list which incantations a caster can begin the encounter concentrating on.

During their movement a caster may spend 1 spellcasting slot to do one of the following:

- shift concentration to a new incantation (choosing from any they know)
- renew concentration on the same incantation (for example, to pick a new location for a wall)
- cast a new incantation.

They do not need to spend an action to do so.

Spell descriptions

Incantations

These spells require concentration to maintain.

Spell	Range	Effect
Abjure Foes	Self	The caster gains Frightful Presence
Bane	3" aura (all enemies), add +1" to aura for each point of Potency	Targets suffer -1 to Fight and to saving throws.
Beacon of Hope	6" aura (self and all allies)	Targets gain +1 to Toughness and to Will saves.
Bless	3" aura (self and all allies), add +1" to aura for each point of Potency	Targets gain +1 to Fight and to saving throws.
Calm Emotions	12" aura (self and all allies)	Targets are immune to charmed and frightened.
Fly	Target self or 1 ally within 1", plus 1 ally per point of Potency	The target gains the Fly 12" feature.
Fog Cloud	4" radius within 24"	The target area is obscured terrain.
Haste	6" (self or 1 ally)	The target gets +1 Speed, +1 Armor and +1 Attacks. When the spell ends, the target is stunned.
Hold Person	12" (one enemy, plus one for each point of Potency)	The target is stunned until the end of the encounter unless it succeeds on a Will saving throw. It makes one save when first targeted and one more at the end of each round.
Hunter's Mark	48" (one enemy)	You get +1 Strength on attacks against the target. If the target is eliminated, you may name another target.
Invisibility	Target self or 1 ally within 1", plus 1 ally per point of Potency	The target gains the invisible condition.
Protection from Energy	Target self or 1 ally within 1"	The target gains resistance to one your choice: acid, cold, fire, lightning or thunder.
Protection from Evil and Good	Target self or 1 ally within 1"	Attacks from aberrations, celestials, fiends, elementals and undead are disadvantaged against the target; the target is also immune to charmed, dominated and frightened conditions imposed by those creatures.
Spiritual Weapon	Target unoccupied space within 8"	Summons a Medium size spiritual weapon that takes the attack action each Combat Phase and attacks with the caster's Fight. If it hits, it does 1 Damage (Strength equal to caster's Strength + caster's Potency). The weapon flies 4" during the caster's turn to move.

Quick Spells

Spell	Range	Effect
Counterspell	Range 12" (an enemy that just cast a spell)	The target makes a Fortitude save. On a failure, the spell fails. If that spell was cast with a spell slot, the slot isn't expended.
Healing Word	One ally within 12" would be wounded by an attack	Reroll a to-wound roll that would cause the target a wound. For each point of Potency, add +1 to the result of the re-roll.
Lesser Restoration	Target self or 1 ally within 1"	Target loses 1 condition of their choice
Misty Step	Self	At the start of the movement phase, you teleport up to 6".
Shield	Self	You gain Shield Mastery and resist force damage for a single attack. This counts as your mastery use for the round.
Shining Smite	One enemy you hit with an attack	Cast this spell when you hit with a melee attack. Add +1 to the Strength of the attack, change the damage to radiant, the target loses the hidden and invisible conditions and the target is vexed.

Standard Spells

Standard spells require a movement action to cast.

Spell	Range	Effect
Cone of Cold	Cone 8" (closest 2d6 characters)	1 cold Damage at Strength 8 (on a successful Fortitude save, they take it at Strength 5 instead). A creature eliminated by this spell becomes an obstacle until the end of the encounter. Add your Potency to the Damage each target takes.
Cure Wounds	Target self or 1 ally within 1"	Heal 1 Wound
Dispel Magic	6" (one ongoing spell effect)	The target spell ends.
Guiding Bolt	24" (one enemy)	Make a to-hit roll, on hit the target takes 1 radiant Damage at Strength 7 and is sapped. Add your Potency to the Strength of the hit.
Lightning Bolt	Line 10" long (closest 2d6 characters)	1 lightning Damage at Strength 7 (on a successful Reflex save, they take it at Strength 4 instead). Add your Potency to the Damage each target takes.
Preserve Life	Target self or 1 ally within 6"	Heal 1 wound. Heal 1 additional target per point of Potency.
Sacred Weapon	Self	Your Strength increases by 1 until the end of the encounter.
Teleport	Radius 2" (you and all allies)	choose a point you can see on the battlefield. Place those affected in the closest unoccupied spaces to that point.
Turn Undead	6" (closest 2d6 undead)	The target is frightened and incapacitated for 1 minute, must move away from you (Will negates). Ends if they are hit, take Damage, or if you are eliminated. Any undead that fail their save also take 1 Damage per point of Potency (Strength 5).

Terrain

Terrain describes the condition of the battlefield other than flat, even ground. A fence, a marsh, a copse of trees, a pile of rocks, a valley and a cliff are all examples of terrain. Terrain affects how characters move and whether they can see enemies for the purpose of ranged attacks.

Difficult terrain

Common varieties of difficult terrain are: vegetation, shallow water, snow and slurry, rocky ground (including rubble) and mud and marshes.

Every inch of movement through difficult terrain costs 1 extra inch.

Slippery terrain

Slippery terrain includes oil slicks and ice.

Upon entering slippery terrain or starting the Movement Phase in it, a creature must succeed on a Reflex save (Potency +0) or fall prone.

Obscured terrain

Obscured terrain includes mist and smoke. It can overlap other terrain (e.g., mist over deep water).

Obscured terrain conceals creatures within or between it, potentially blocking ranged attacks.

Deep water

Deep water includes rivers and lakes.

While a character is moving through deep water, each inch of movement costs 1 extra inch.

Upon entering deep water or starting the Movement Phase in it, make a Fortitude save (Potency +0, or +1 if the character is in heavy armor). On a failure, the character loses all remaining movement for the phase.

Barriers

Barriers include fences, walls and natural obstacles like rocks and trees.

For the purpose of movement, **characters ignore barriers that are less than half their height.**

Barriers that are less than or equal to the character's height (like a fence) must be vaulted. Vaulting costs an additional inch of movement, regardless of the height of the barrier.

Barriers that are greater than the character's height (like a cliff) must be climbed. When climbing, every inch of vertical height gained costs 1 inch of movement.

When climbing, make a Fortitude save (Potency +1 if the character is in heavy armor). On a failure the character falls prone and takes a hit (Strength equal to the number of inches fallen).

Dropping straight down from a height costs no movement, but requires a climb check.

Gaps

Gaps are holes in the ground, pitfalls, gaps between buildings and any other void between solid ground.

Characters ignore gaps that are less than half their base diameter.

Gaps that are no wider than the character's base diameter can be jumped. Make a Fortitude save (Potency +0, +1 if the character is in heavy armor). On a failure, the character falls through the gap.

Tight spaces

Tight spaces include narrow alleys between buildings, ditches and cave tunnels.

Characters cannot move through tight spaces that narrower than half their base width.

Characters can move through tight spaces that are at least as wide as half their base width, but must end their turn in open space.

Combat at height

Whether two characters threaten one another, and whether they can fight in melee, is measured horizontally. In other words, two enemies at different levels of elevation can fight one another.

However, if the higher character is standing on something that is taller than the Height of the lower character, the two cannot fight in melee.

For example, a Medium elf is 25mm in Height. If the ground an enemy is standing on is more than 25mm higher than the ground the elf is standing on, the two are not in melee and do not threaten one another.

Troops

Warriors

Characters that cost 16 points or less are called “warriors”, and they pay a lower points cost for equipment.

Human Levy [2 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	3	1x	2	0	3	1	3/3/3	7

HUMAN HUMANOID

Hand Weapon

Human Warrior [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	4	1x	3	0	4	1	3/3/3	8

HUMAN HUMANOID

Hand Weapon

Dwarf Warrior [8 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
5"	4	1x	3	0	7	1	3/3/3	8

DWARF HUMANOID

STURDY No Speed penalty for heavy armor

Hand Weapon

Elf Warrior [8 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	4	2x	3	0	4	1	3/3/3	8

ELF HUMANOID

WILDERNESS STRIDE The character can move through difficult terrain caused by vegetation without penalty to its movement.

Hand Weapon

Gnome Warrior [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
5"	4	1x	3	0	3	1	3/3/3	8

SMALL GNOME HUMANOID

MAGIC RESISTANCE

CAMOUFLAGE While hidden, the gnome gains the benefits of that condition even if not behind cover.

Hand Weapon

Goblin Warrior [2 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	4	1x	2	0	2	1	3/3/3	7

SMALL GOBLIN HUMANOID

CLIMB

PACK TACTICS

Hand Weapon

Halfling Warrior [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
5"	4	1x	3	0	3	1	3/3/3	8

SMALL HALFLING HUMANOID

SNEAK ATTACK Weapon attacks with advantage or against flanked target get +1 Str

NIMBLE ESCAPE Once per round, the character may Disengage or Hide as a free action

Hand Weapon

Orc Warrior [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	4	1x	5	0	3	1	4/3/2	7

ORC HUMANOID

AGGRESSIVE When the orc follows up, it can move up to half its Speed instead of 1".

Hand Weapon

Heroes

Heroes are creatures that cost 16 or more points. Gear is more expensive for heroes.

Captain is a template that can be applied to any warrior to turn them into a low-level hero.

Captain [points cost x5]

Spd	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
			+1		+1	+1	+1/+1/+1	+2

□ SECOND WIND Reroll a to-wound roll that would cause you a wound.

□ ACTION SURGE Take an additional movement action in the Movement Phase or combat action in the Combat Phase

Mounts

Some characters can be mounted.

The Speeds given below are before being mounted; remember to reduce Speed by 2 while mounted.

Mounts of 16 points or lower (before adding gear) cost double when purchased for a hero.

Mounts of more than 16 points (before adding gear) are “monstrous mounts”, and do not cost extra points.

Axe Beak [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
10"	4	1x	3	0	5	1	3/3/3	7

LARGE BEAST

Beak

Elk [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
10"	4	1x	4	0	3	1	4/3/3	7

LARGE BEAST

TRAMPLE If elk moved at least 4" this turn, on a hit it also knocks a Large or smaller target prone.

Horn

Giant Lizard [4 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
8"	4	1x	3	0	5	1	3/4/3	7

LARGE BEAST

SPIDER CLIMB

Bite

Worg [8 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
10"	4	1x	4	0	6	1	4/3/3	8

LARGE FEY

Bite On a hit, the target is also vexed

Warhorse [8 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
12"	5	1x	5	0	5	1	4/3/4	7

LARGE BEAST

TRAMPLE If warhorse moved at least 4" this turn, on a hit it also knocks a Large or smaller target prone.

Hooves

Griffon [32 points]

Speed	Fight	Attacks	Str	Armor	Tough	Health	Saves	Morale
6"	5	2x	4	0	6	2	4/3/3	8

LARGE MONSTROSITY

FLIGHT 12"

Rend On a hit, if the target is Medium or smaller they are also grappled

Owlbear [48 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Saves	Morale
8"	5	2x	7	0	5	3	4/3/3	8

LARGE MONSTROSITY

CLIMB

Rend

Gear

In general, a character's gear should be represented on its miniature. If the miniature has a shield and axe, it is natural to assume that the character's profile includes a blade hand weapon and a shield.

Weapons

Hand weapons

By default, warriors begin with a hand weapon (costing no points).

Each hand weapon has a type, based on what type of weapon it is:

- **Blades** include swords, axes and daggers.
- **Bludgeons** include maces, blackjacks, flails and morningstars.
- **Spears** include spears, halberds and pikes.
- **Exotic Weapons** include nets, whips and spiked chains.

A character with two hand weapons of different types can choose between their special effects (called "masteries").

A character with two hand weapons of the same type can use Dual Wielding Mastery.

Throwing weapons

Throwing weapons include javelins and throwing axes, or even thrown stones at a pinch.

Throwing weapons do not run out of ammunition. Being equipped with a single "throwing weapon" represents having several on hand.

Throwing weapons have a short range of 4" and a long range of 8".

A throwing weapon can be used in melee, but it has -1 Strength when used this way.

Great weapons

Great weapons are two-handed melee weapons, like claymores, greatswords, greatclubs and greataxes, as well as polearms needing two hands like larger halberds and longer spears and pikes.

Great weapons treat the user as having +1 Strength.

Unarmed

On rare occasions, a character will have no melee weapons. They can still fight, but suffer a -1 Strength penalty if they hit.

Adding new weapons

A character that is equipped with a hand weapon by default can change it to a great weapon at a cheaper points cost.

If a character's hand weapon does 2 or more Damage, then great weapons and other hand weapons that the character is equipped with also do that much Damage.

Bows and throwing weapons do not do more Damage unless specifically mentioned.

Defensive gear

Armor

Armor makes a character harder to hit with attacks.

Light armor increases the character's Armor stat by 1.

Heavy armor increases the character's Armor stat by 2 but reduces their Speed by 1.

It is a value judgement what qualifies as light armor and what qualifies as heavy armor. Chainmail can be either light or heavy, but full-plate armor is almost always heavy armor.

Shield

A shield can block ranged attacks and can be used in melee to make it harder for an opponent to make a successful attack.

A shield has a 1 in 6 chance of blocking a ranged attack.

When in melee combat, a character can use Shield Mastery to make an enemy less likely to hit on an attack.

A character with a bow or other two-handed ranged weapon cannot benefit from a shield when outside of melee combat. (It is assumed that both of their hands are occupied with the bow.)

A character with a great weapon cannot benefit from a shield when in melee combat. (It is assumed that both of their hands are occupied with the great weapon.)

Barding

Mounts and some other animals can be equipped with barding, which is armor for animals.

Light barding behaves like light armor.

Heavy barding behaves like heavy armor.

Points costs for gear

Warriors

Weapon	Points	Details
Hand Weapon	1	Blade, Bludgeon, Spear or Exotic
Great Weapon	2 If replacing hand weapon, 1	Blade, Bludgeon, Spear or Exotic +1 Strength
Throwing Weapon	1	Ranged 4"/8" Can be used in melee at -1 Strength
Bow	3	Ranged 12"/24"

Defensive	Points	Details
Light Armor	2	+1 Armor
Heavy Armor	4 If replacing light armor, 1	+2 Armor, -1 Speed
Shield	1	Harder to hit with ranged attacks; can use Shield Mastery in melee

Mount	Points	Details
Mount	[Mount's point cost]	-2 Speed when mounted
+ Light Barding	2	Mount gets +1 Armor
+ Heavy Barding	4	Mount gets +2 Armor, -1 Speed

Heroes

Weapon	Points	Details
Hand Weapon	5	Blade, Bludgeon, Spear or Exotic
Great Weapon	10 If replacing hand weapon, 5	Blade, Bludgeon, Spear or Exotic +1 Strength
Throwing Weapon	5	Ranged 4"/8" Can be used in melee at -1 Strength
Bow	15	Ranged 12"/24"

Defensive	Points	Details
Light Armor	10	+1 Armor
Heavy Armor	20 If replacing light armor, 5	+2 Armor, -1 Speed
Shield	5	Harder to hit with ranged attacks; can use Shield Mastery in melee

Mount	Points	Details
Mount	[Mount's point cost] x 2	Mounts of 16 points or lower -2 Speed when mounted
+ Light Barding	4	Mount gets +1 Armor
+ Heavy Barding	8	Mount gets +2 Armor, -1 Speed
Monstrous mount	[Mount's point cost]	Mounts of over 16 points -2 Speed when mounted
+ Light Barding	10	Monstrous mount gets +1 Armor
+ Heavy Barding	20	Monstrous mount gets +2 Armor, -1 Speed

Special rules

Injuries

If players want to play a long-term campaign, with several battles between the same characters, they could choose to add injury rules.

At the end of every encounter, roll a die for each character that was eliminated.

Roll	Result
1	The character dies, deserts, or is otherwise removed from the campaign for good.
2-3	The character is recovering, and cannot participate in the next encounter – but after that, is fine to participate.
4-6	The character makes a full recovery and can participate in any future encounter.

You could have other outcomes like a character being kidnapped or lost and needing rescue, or injuries like a leg wound giving a penalty to Speed, an arm wound giving a penalty to Fight, and so on.

Objects

Some scenarios will involve the discovery or transportation of objects.

A Light Object can be carried by any non-Beast character, and picked up or passed to another creature as a combat action. While they are on the ground, Light Objects sit on 20mm bases and Heavy Objects have the dimensions that make sense (very long for a siege ladder; the character's standard base size in the case of a dead body or wounded ally).

An Object can be dropped as a free action, and is dropped automatically if the carrier is eliminated. Place the Object on the ground adjacent to the carrier.

A character within 1" of a dropped Object can attempt to pick it up as a combat action. Make a Reflex save (Potency = to the number of the characters' enemies who are within 1" of the Light Object). On a success, the character picks up the Object.

Carrying a Heavy Object consumes the carrier's action for that round.

Objects (Light and Heavy) do not block movement, and a character can stand on top of an Object.

Riding mounts

Some characters can take a mount. They begin the encounter riding the mount. The rider does not have a separate movement; they use the mount's movement.

The mount gets an action each turn just like any other creature.

A mount's speed is reduced by 2 while it is being ridden.

A mount can spend half its movement to have its rider willingly dismount. The rider then has half its movement to use that round.

A would-be rider can spend half its movement to mount a mount that does not already have a rider (or has room for multiple riders.) Unless otherwise specified in the scenario, the mount has to be one that appears in the rider's gear options.

Mounted creatures do not make morale checks; they act according to their rider's morale check.

If a rider's mount is eliminated, the rider falls prone somewhere in the space left by the mount.

If a rider would be knocked prone, they can choose either to be knocked off their mount or for their mount to be knocked prone.

If a mount is knocked prone, the rider remains riding them – they cannot move until the mount stands up from prone.

Passengers

In rare cases, usually in narrative scenarios, a player may want a passenger to join the rider of a mount. They follow the same rules as the rider except that they do not get an action for any round that they are a passenger.

Conditions

A condition is a temporary game state.

A condition doesn't stack with itself; a recipient either has a condition or doesn't.

Blinded

The target does not have line of sight to any target, which generally limits them to melee attacks. To-hit rolls against the target have advantage and to-hit rolls by the target have disadvantage. The condition lasts until it next finishes taking an action.

Charmed

The target cannot attack the charmer or target the charmer with damaging abilities or magical effects. The condition lasts until it next finishes taking an action.

Dominated

The other side gets to control this character until it next finishes taking an action.

Frightened

The target has disadvantage on to-hit rolls and saving throws while the source of fear is within line of sight. The target can't willingly move closer to the source of fear. At the end of each round, test Morale. On success, lose the frightened condition.

Grappled

The target's Speed is 0 and can't increase. The target has disadvantage on to-hit rolls against any target other than the grappler. The grappler can drag or carry the target when the grappler moves, but every 1" costs it 1 extra inch unless the target is two or more sizes smaller than it.

A grappled creature can use the Escape combat maneuver to end the grapple. The grapple ends automatically if the grappler has the incapacitated condition or if the grappled creature is moved away from the grappler by forced movement. A grappler may choose to end a grapple at any time.

Hidden

The target counts as invisible against enemies that are more than 6" away, if there is cover obscuring at least part of them from the enemy. The condition lasts until it next finishes taking an action.

Invisible

The target cannot be seen. Attacks against the target have disadvantage, and the target's to-hit rolls have advantage. The condition lasts until it next finishes taking an action.

Poisoned

The target has disadvantage on to-hit rolls and saving throws until the end of the next full round.

Prone

Place the character on its side, face up, to indicate that it is prone. A creature that is prone cannot move willingly. When it would next be able to move, a prone creature can spend half its Speed in movement to stand up.

For example, Bob's elf has Speed 6 so he would normally be able to move it up to 6 inches. But the elf is prone. The elf spends 3" worth of movement standing up from prone. Bob could move the elf 3", but he wants the elf to shoot her bow later. So instead of moving the elf at all, he spends the movement preparing the elf to shoot.

Sapped

The target has disadvantage on its next to-hit roll, then it loses this condition.

Stunned

Place the character on its side, face down, to indicate that it is stunned. A creature that is stunned cannot move, use features other than passive features, make an opportunity attack or take an action, and it loses concentration on incantations. When the character could next take a combat action, it loses stunned instead.

Vexed

The next to-hit roll against this creature is with advantage, then it loses this condition.

Encounters

Standard Battlefield and Deployment

The three encounters described here – Confrontation, Raid and Sacred Objects – all follow the same battlefield and deployment rules.

Battlefield: 2 by 2 foot. The Lead Player should cover about one-third of the battlefield with terrain.

Deployment: The Lead Player should indicate the two “starting edges”, which must be opposite one another. One side will start on one edge and the other side on the other.

The non-Lead Player chooses which edge of the battlefield to deploy from. They can place their miniatures up to 6” from that side of the edge.

The Lead Player's side deploy up to 6” from the opposite edge.

Confrontation

Points: 100 to 350 points per side.

Game end: The game ends when one side has been reduced to one-quarter of their number or less. The other side wins the encounter.

Raid

Points: 100 to 350 points per side.

Objectives: The Lead Player should also place six Supplies, which are represented with 25mm bases. Place three along the far edge of the Lead Player's deployment zone, equidistant from one another, and the remaining three on the far edge of the non-Lead Player's deployment zone, equidistant from one another. The far edge means the edge closest to the middle of the board.

A character within 1” of a Supply that is on their opponent's side of the table can spend a combat action to destroy the Supply. They must not be within the engagement zone of any enemy in order to do so.

Game end: The game ends when one side has destroyed all three Supplies on their opponent's side of the board, or has destroyed two supplies and the other has destroyed no supplies. They win the encounter.

Sacred Objects

Points: 100 to 350 points per side.

Objectives: The Lead Player should also place three Light Objects called treasures, which are represented with 20mm bases. Place all three in the middle of the board, between the two starting edges. Distribute them equidistant along that central line.

Game end: The game ends when one side controls two of the three treasures at the end of a round. They win the encounter.

Common features

Where the following features appear in a creature's description, they are usually not described in detail.

FLYBY During the movement phase, the character can sacrifice movement equal to half its flying Speed. If it does so, at the end of the round the character can move up to half its flying Speed. This does not provoke opportunity attacks.

FRIGHTFUL PRESCENCE Creatures without Immune Fear must make a morale check to move into the threatened space of a creature with Frightful Prescence.

INVISIBILITY This creature permanently has the invisible condition

LEGENDARY RESISTANCE For each use of legendary resistance, the creature can choose to succeed on a failed saving throw.

MAGIC RESISTANCE The character has advantage on saving throws against spells.

MIND BLANK The character is immune to psychic damage and the charmed and controlled conditions.

PACK TACTICS Any time two allies with Pack Tactics are in melee with an enemy, all creatures with Pack Tactics treat that enemy as flanked.

SIEGE MONSTER Deal double the Damage on each hit to structures and siege engines.

TRUESIGHT This creature ignores the hidden and invisible conditions of any other creature.

Leadership

A sub-set of features are Leader and those like it. They allow allies to use the character's Morale stat.

ADVANCED LEADER As Leader, but at a range of 12”.

LEADER Humanoid allies within 6” use the leader's Morale if better than their own. Allies of other types are not affected by Leader.

LEADER OF BEASTS As Leader, but it only applies to Beasts. Equivalent features exist for Leaders of Fiends, Leaders of Undead, etc.

Special Movements

A sub-set of features are special movements.

If the creature can use its special movement, and it has a higher Speed than its land Speed, then it acts on its special movement's Speed instead.

For example, a creature with Speed 2” and Swim 12” would act on Speed 12 if it is in water or within 2” of water (in which case, it must enter the water).

BURROW The character can move below ground at the same speed it moves on land, including moving beneath enemy characters. The character must end its movement in an unoccupied space.

CLIMB The character can move vertically at the same speed it moves on land. If the character ends its move still climbing, it cannot act during the Combat Phase.

CLIMB (SPIDER CLIMB) The character can move vertically at the same speed it moves on land and it can move up, down, and across vertical surfaces and along ceilings. The character can act during the Combat Phase even if it is mid-climb.

FLIGHT The character can move in any direction provided it is free of obstacles, but must end its movement in an unoccupied space. The character can move over enemy and allied characters alike.

PHASING The character can move through any terrain without penalty. It can move through enemy characters and solid obstacles provided it ends its movement in an unoccupied space.

SPIDER WALK The character moves through webs without penalty.

SWIM The character can move through shallow and deep water without penalty (does not lose movement or need to make a Fortitude save to keep moving).

Converting from 5e

d6s with Dragons converts 5e into a miniatures game.

Follow the rules below to convert any creature:

Attacks and Saves

Attack/Save	Fight/Save
+0 to +2	3
+3 to +5	4
+6 to +8	5
+9 to +11	6
+12 and higher	7

Armor and Potency

AC/DC	Armor/ Potency	Armor
6 to 10	Attacks auto-hit	
11 to 13	0	None
14 to 16	1	Light
17 to 19	2	Heavy
20 to 22	3	

Toughness and Health

HP turns into Toughness *and* Health. Decide how much Health you want the character to have, divide HP by that amount and use the new total to calculate Toughness.

For example, an aboleth has 171 HP. I assign it 4 Health; 171 divided by 4 is 43: so I give it Toughness 8.

HP	Toughness
4	1
9	2
12	3
15	4
20	5
26	6
33	7
43	8
56	9
73	10

Damage

Decide how much Damage you want the attack to do (normally 1). Divide the average damage in 5e by that much, then compare to the table below.

For example, an aboleth does 19 damage with its tentacle. So it has Strength 8.

Damage	Strength
3	1
4	2
5	3
7	4
9	5
11	6
14	7
19	8
24	9
32	10

Morale

Take from an older edition of the game that used morale of between 2 and 12, or choose a number that makes sense.



The Great Kingdom

Champions

Archmage [203 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	2x	3	2	4	1	3/3/3	10

HUMAN HUMANOID

MAGIC RESISTANCE; MIND BLANK; LEADER

☐☐☐ QUICK CAST Misty Step

☐☐☐ QUICK CAST Counterspell or Cast Shield

SPELL CONCENTRATION Fly or Invisibility

Hand Weapon

Arcane Burst Melee or 30", Damage 2

☐☐☐ **Spellcasting** [action] (Potency +2) Cone of Cold, Teleport or Lightning Bolt

Gear

Warhorse	16 points / 20 with barding
Griffon	32 points / 42 with barding

Once and Future King [100 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	5	2	6	2	6	4	4/3/5	11

HUMAN HUMANOID

ADVANCED LEADER 12"

AVENGER The first time each round that the king hits a creature with an opportunity attack: The king may move up to half its Speed, without provoking opportunity attacks.

☐ **RELENTLESS ENDURANCE** If the king would be eliminated due to wounds: Roll 1d6. On a 4 to 6, the figure falls prone with 1 Health remaining and does not take any more wounds this round.

☐ **ENMITY 2"** (one enemy); for the rest of the encounter, the king's to-hit rolls against the target have advantage.

DIVINE SMITE MASTERY The king does +1 Damage when the figure hits with a melee weapon attack. If the hit is against an undead or a fiend, the attack is also at +1 Strength.

SPELL CONCENTRATION Abjure Foes, Bane, Hunter's Mark, Hold Person, Haste or Protection from Energy

Hand Weapon

Great Weapon

Throwing Weapon

☐☐☐☐ **Spellcasting** [action] (Potency +2) Cure Wounds

Gear

Hand weapon, great weapon, throwing weapon, heavy armor

Hand Weapon	Additional, 5 points
Bow	15 points
Shield	5 points
Warhorse	16 points / 20 w barding / 24 w heavy barding
Griffon	32 points / 42 with barding
Owlbear	48 points / 58 w barding / 68 w heavy barding

Warrior Prince [80 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	5	3	6	2	8	3	5/4/4	10

HUMAN HUMANOID

LEADER

Hand Weapon

Throwing Weapon

Gear

Hand weapon, throwing weapon, heavy armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Bow	15 points
Shield	5 points
Warhorse	16 points / 20 w barding / 24 w heavy barding
Griffon	32 points / 42 with barding
Owlbear	48 points / 58 w barding / 68 w heavy barding

Knight [48 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	2x	5	2	5	3	4/3/4	9

HUMAN HUMANOID

LEADER

SHIELD MASTERY

Hand Weapon

Gear

Hand weapon, shield, heavy armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Bow	15 points
Warhorse	16 points / 20 w barding / 24 w heavy barding
Owlbear	48 points / 58 w barding / 68 w heavy barding

Ranger Captain [40 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	4	0	5	2	4/4/4	10

HUMAN HUMANOID

LEADER

WILDERNESS STRIDE

Hand Weapon

Gear

Hand weapon, bow

Hand Weapon	Additional, 5 points
Shield	5 points
Light Armor	10 points
Warhorse	16 points / 20 w barding / 24 w heavy barding
Owlbear	48 points / 58 w barding / 68 w heavy barding

Guard Captain [40 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	4	2	5	2	4/4/4	10

HUMAN HUMANOID

LEADER

- ☐ SECOND WIND Reroll a to-wound roll that would cause you a wound
- ☐ ACTION SURGE Take an additional movement action in the movement phase or combat action in the combat phase

Hand Weapon

Gear

Hand weapon, heavy armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Shield	5 points
Bow	15 points
Warhorse	16 points / 20 w barding / 24 w heavy barding

Troops

Faerie Warrior [10 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	2x	3	1	4	1	3/3/3	8

ELF HUMANOID

WILDERNESS STRIDE

Hand Weapon

Gear

Hand weapon, light armor

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Shield	1 point
Bow	3 points
Heavy Armor	2 points
Warhorse	8 points / 10 w barding / 12 w heavy barding

Man-at-Arms [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	3	2	4	1	3/3/3	8

HUMAN HUMANOID

Hand Weapon

Gear

Hand weapon, heavy armor

Great Weapon	1 point (replaces hand weapon)
Bow	3 points
Shield	1 point
Warhorse	8 points / 10 w barding / 12 w heavy barding

Archer [7 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	3	0	4	1	3/3/3	8

HUMAN HUMANOID

Hand Weapon

Scout [+1 point]

WILDERNESS STRIDE

Gear

Hand weapon, bow

Hand Weapon	Additional, 1 point
Light Armor	2 points
Warhorse	8 points / 10 w barding / 12 w heavy barding

Peasant Levy [2 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	3	1x	2	0	3	1	3/3/3	7

HUMAN HUMANOID

Hand Weapon

Gear

Hand weapon

Great Weapon	1 point (replaces hand weapon)
Throwing Weapon	1 point
Bow	3 points
Shield	1 point
Light Armor	2 points

Mountain Dwarves and Tinker Gnomes

Champions

Dwarf Thane [117 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	5	2x	5	2	6	3	4/3/4	11

DWARF HUMANOID

ADVANCED LEADER 12"

AURA OF PROTECTION AND DEVOTION Thane and allies within 2" have +1 to all saves and are immune to the charmed condition

DIVINE SENSE Truesight for fiends, celestials and undead

SPELL CONCENTRATION Bless, Protection from Evil and Good, Heroism or Beacon of Hope.

PROTECTION MASTERY If an ally would be hit by an attack while adjacent to the thane: Add +2 to the ally's Armor for resolving that attack.

DIVINE SMITE MASTERY Do +1 Damage when thane hits with a melee weapon attack. If the hit is against an undead or a fiend, also add +1 Strength for the attack

Hand Weapon

Throwing Weapon

☐☐☐☐ **Spellcasting** [action] (Potency +1) Sacred Weapon, Turn Undead, Shining Smite, Dispel Magic, Cure Wounds

Gear

Hand weapon, throwing weapon, heavy armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Bow	15 points
Shield	5 points
Giant Lizard	8 points / 12 w barding / 16 w heavy barding
Warhorse	16 points / 20 w barding / 24 w heavy barding

Dwarf Cleric [64 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	4	2	5	2	3/3/4	10

DWARF HUMANOID

LEADER

SHIELD MASTERY

DISCIPLE OF LIFE When you cast Healing Word or Cure Wounds, roll 1d6. On a 5 or 6, you do not lose the spell slot you used to cast that spell.

SPELL CONCENTRATION Bless, Protection from Evil and Good, Spiritual Weapon or Beacon of Hope

☐☐☐ **QUICK CAST** Healing Word or Lesser Restoration

Hand Weapon

Throwing Weapon

☐☐☐ **Spellcasting** [action] (Potency +1) Cure Wounds, Guiding Bolt, Dispel Magic, Revivify, Turn Undead, Preserve Life

Gear

Hand weapon, throwing weapon, shield, heavy armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Throwing Weapon	5 points
Bow	15 points
Giant Lizard	8 points / 12 w barding / 16 w heavy barding
Warhorse	16 points / 20 w barding / 24 w heavy barding

Dwarf Captain [50 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	4	1	8	2	4/4/4	10

LEADER

STURDY No Speed penalty for heavy armor

☐ **SECOND WIND** Reroll a to-wound roll that would cause you a wound

☐ **ACTION SURGE** Take an additional movement action in the movement phase or combat action in the combat phase

Hand Weapon

Gear

Hand weapon, light armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Throwing Weapon	5 points
Bow	15 points
Heavy Armor	10 points
Giant Lizard	8 points / 12 w barding / 16 w heavy barding
Warhorse	16 points / 20 w barding / 24 w heavy barding

Dwarf Ranger [45 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	5	1x	5	1	5	2	3/4/4	8

DWARF HUMANOID

STURDY No Speed penalty for heavy armor

NATURAL EXPLORER Ignore difficult terrain

COLOSSUS SLAYER MASTERY +1 Strength if target already wounded

SPELL CONCENTRATION Hunter's Mark

Hand Weapon

Gear

Hand weapon, light armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Throwing Weapon	5 points
Bow	15 points
Heavy Armor	10 points
Giant Lizard	8 points / 12 w barding / 16 w heavy barding
Warhorse	16 points / 20 w barding / 24 w heavy barding

Gnome Captain [20 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	4	0	4	2	4/4/4	10

SMALL GNOME HUMANOID

MAGIC RESISTANCE

CAMOUFLAGE

LEADER

☐ **SECOND WIND** Reroll a to-wound roll that would cause you a wound

☐ **ACTION SURGE** Take an additional movement action in the movement phase or combat action in the combat phase

Hand Weapon

Gear

Hand weapon

Hand Weapon	Additional, 5 points
Throwing Weapon	5 points
Bow	15 points
Light Armor	10 points
Giant Lizard	8 points / 12 w barding / 16 w heavy barding

Troops

Dwarf [10 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	3	1	7	1	3/3/3	8

DWARF HUMANOID

STURDY

Hand Weapon

Gear

Hand weapon, light armor

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Throwing Weapon	1 point
Bow	3 points
Heavy Armor	2 points
Giant Lizard	4 points / 6 w barding / 8 w heavy barding
Warhorse	8 points / 10 w barding / 12 w heavy barding

Gnome [4 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	3	0	3	1	3/3/3	8

SMALL GNOME HUMANOID

MAGIC RESISTANCE

CAMOUFLAGE

Hand Weapon

Gear

Hand weapon

Hand Weapon	Additional, 1 point
Throwing Weapon	1 point
Bow	3 points
Light Armor	2 points
Giant Lizard	4 points / 6 w barding / 8 w heavy barding

Constructs and Vehicles

Shield Guardian [144 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	5	2x	8	2	5	7	4/2/3	12

LARGE CONSTRUCT

BOUND At the start of the encounter, identify an allied creature to become the shield guardian's bound ally. The first time each round that the bound ally is hit by an attack, if the guardian is within 12" then the shield guardian takes the hit instead (using their Toughness for the to-wound roll).

REGENERATION At the start of each round, roll 1d6. On a 4, 5 or 6, the shield guardian heals 1 wound.

PROTECTION MASTERY If the bound ally would be hit by an attack while adjacent to the shield guardian: Add +2 to the bound ally's Armor for resolving that attack.

Fist

Apparatus of the Crab [96 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	6	2x	4	3	9	4	2/2/2	12

LARGE CONSTRUCT

VEHICLE Passengers: 1 Medium creature or 3 Small creatures; creatures can use an action to leave the vehicle

SWIM

Claw

Grab No damage, but on a hit the target is grappled (Potency +1 to escape)

Animated Armor [16 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	2x	3	2	7	1	3/3/2	12

CONSTRUCT

Fist

Steadings of the Giants

Champions

Beastmaster [+5 points]

Any champion can be a beastmaster.

RECRUIT DIRE WOLVES, GIANT LIZARDS, APES, MANTICORES

LEADER OF BEASTS; LEADER OF MONSTROSITIES

Giant Thegn [+15 points]

Any Giant champion can be a giant thegn.

+1 Morale

LEADER

☐ ☐ WAR CRY The user or an ally in sight gains 1 Temporary Health and has advantage on attack rolls in the next combat phase.

Gear (Giants Only)

All Giant champions begin with a hand weapon and can purchase the below gear.

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Throwing Weapon	5 points
Bow	15 points
Shield	5 points

Cloud Giant [144 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	7	2x	7	1	8	5	6/3/5	10

HUGE GIANT HUMANOID

THUNDERCLOUD Cloud giants equipped with throwing weapons do thunder damage and cause targets to be incapacitated on a hit.

Hand Weapon 2 Damage

Cloud Giant Mage [+15 points]

CASTER MASTERY Fog Cloud (may cast that spell in lieu of an attack)

☐ ☐ ☐ QUICK CAST Misty Step

☐ ☐ Spellcasting [action] (Potency 1) *Control Weather*, *Gaseous Form*, *Telekinesis*

Fire Giant [144 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	6	2x	7	2	7	5	6/4/4	9

HUGE GIANT HUMANOID

HAMMER THROW Fire giants equipped with throwing weapons do fire damage and cause targets to be pushed 3" and become sapped on a hit.

Hand Weapon 2 fire Damage

Frost Giant [128 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	6	2x	7	1	7	4	5/3/4	9

HUGE GIANT HUMANOID

ICICLE ARROW Frost giants equipped with bows do cold damage and knock targets prone on a hit.

Hand Weapon 2 Damage

Hill Giant Queen [112 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	5	3x	8	0	6	5	5/3/3	10

HUGE GIANT HUMANOID

LEADER OF BEASTS; LEADER OF MONSTROSITIES

RECRUIT BROWN BEARS, POLAR BEARS

TRASH LOB Hill giants equipped with throwing weapons cause targets to be poisoned on a hit.

Hand Weapon On a hit, if target is Large or smaller it is also knocked prone

Hill Giant [80 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	5	2x	8	0	6	4	4/2/2	8

HUGE GIANT HUMANOID

TRASH LOB Hill giants equipped with throwing weapons cause targets to be poisoned on a hit.

Hand Weapon On a hit, if target is Large or smaller it is also knocked prone

House Orc Officer [30 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	4	1x	6	1	4	2	5/4/2	9

ORC HUMANOID

PACK TACTICS

☐ SECOND WIND Reroll a to-wound roll that would cause you a wound

☐ ACTION SURGE Take an additional movement action in the Movement Phase or combat action in the Combat Phase

Hand Weapon

Gear

Hand Weapon, Light Armor

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Bow	15 points
Shield	5 points
Heavy Armor	10 points

Troops

Merrow [40 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	5	2x	5	0	7	2	4/2/2	9

LARGE GIANT HUMANOID

SWIM

HARPOONS Merrow equipped with throwing weapons pull targets 3" on a hit

Bite On a hit, target is also poisoned

Beastmaster [+5 points]

RECRUIT DIRE WOLVES, GIANT LIZARDS, APES

LEADER OF BEASTS

Gear

Hand Weapon	5 points
Great Weapon	10 points
Throwing Weapon	5 points
Bow	15 points
Shield	5 points
Light Armor	10 points
Heavy Armor	10 points

Ogre [32 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	5	1x	6	0	7	2	4/2/2	9

LARGE GIANT HUMANOID

Hand Weapon

Beastmaster [+5 points]

RECRUIT DIRE WOLVES, GIANT LIZARDS, APES

LEADER OF BEASTS

Rabble Rouser [+10 points]

+1 Reflex, +1 Will, +1 Morale

LEADER OF ORCS AND GOBLINS Leader but only for orcs and goblinoids

Gear

Hand weapon

Hand Weapon	5 points
Great Weapon	10 points
Throwing Weapon	5 points
Bow	15 points
Shield	5 points
Light Armor	10 points
Heavy Armor	10 points

House Orc [6 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	5	1	3	1	4/3/2	7

ORC HUMANOID

PACK TACTICS

Hand Weapon

Gear

Hand Weapon, Light Armor

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Bow	3 points
Shield	1 point
Heavy Armor	2 points

Orc Rabble [4 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	5	0	3	1	4/3/2	7

ORC HUMANOID

PACK TACTICS

Throwing Weapon 4"/8"; or in melee at -1 Strength

Gear

Hand Weapon

Hand Weapon	Additional, 1 point
Bow	3 points
Light Armor	2 points

Recruits

To take these figures, you must have a character with the *Recruit X* feature.

Giant Lizard [4 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	4	1x	3	0	5	1	3/4/3	7

LARGE BEAST

SPIDER CLIMB

Bite

Ape [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	3	0	5	1	4/3/3	7

BEAST

CLIMB

Fist 2 Damage

□ Rock 5", 2 Damage

Brown Bear [16 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	4	2x	4	0	5	1	4/3/3	7

LARGE BEAST

CLIMB

Bite

Claw Str -1, on a hit a Large or smaller creature falls prone

Dire Wolf [16 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
10"	4	1x	4	1	5	1	3/3/3	8

LARGE BEAST

Bite On a hit, also knock Large or smaller target prone

Polar Bear [32 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	5	2x	5	0	5	2	4/3/3	8

LARGE BEAST

SWIM

Rend

Manticore [48 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	5	3x	4	1	5	3	4/4/3	9

LARGE MONSTROSITY

FLY 10"

Rend

Tail Spike 10"/20"

Elemental Acolytes

Pick a Side: Choose an element (Evil Earth, Blackfire, Lesser Air or Wicked Water). No more than 25% of the points value of your force can come from an element other than that one. General units (like bugbears, fanatics and acolytes) do not count as belonging to any element.

Champions

Bugbear Raid Chief [56 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	5	0	4	2	3/3/3	10

GOBLINOID HUMANOID

LEADER

ABDUCT Does not need extra movement to move a creature it is grappling

BLACKJACK Advantage on to-hit rolls against targets the bugbear is grappling

QUICK GRAPPLE Target is grappled (Reflex negates)

Unarmed Strike On a hit, Medium or smaller target is grappled

Hand Weapon

Throwing Weapon 4"/8"

Gear

Hand weapon, throwing weapon

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Bow	15 points
Shield	5 points
Light Armor	10 points
Heavy Armor	20 points
Nightmare	48 points / 58 w barding / 68 w heavy barding

Cultist Fanatic [32 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	7	0	5	2	3/3/4	10

HUMAN HUMANOID

SPELL CONCENTRATION Hold Person, Spiritual Weapon

Hand Weapon

☐ ☐ ☐ **Spellcasting** Command

Gear

Hand weapon

Hand Weapon	Additional, 5 points
Great Weapon	5 points (replaces hand weapon)
Throwing Weapon	5 points
Bow	15 points
Shield	5 points
Light Armor	10 points
Nightmare	48 points / 58 w barding / 68 w heavy barding

Troops

Bugbear Warrior [16 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	5	0	4	2	3/3/3	9

GOBLINOID HUMANOID

ABDUCT Does not need extra movement to move a creature it is grappling

BLACKJACK Advantage on to-hit rolls against targets the bugbear is grappling

Unarmed Strike On a hit, Medium or smaller target is grappled

Throwing Weapon 4"/8"

Gear

Light weapon

Hand Weapon	5 points
Great Weapon	5 points (replaces hand weapon)
Bow	15 points
Shield	5 points
Light Armor	10 points

Fanatic [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	4	0	6	1	3/3/3	10

HUMAN HUMANOID

RAMPAGE On eliminating an enemy, test Morale. On success, move half Speed and make a melee weapon attack

Hand Weapon

Gear

Hand weapon

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Throwing Weapon	1 point
Bow	3 points
Light Armor	2 points

Priest Acolyte [4 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	4	0	3	1	3/3/3	8

HUMAN HUMANOID

☐ **QUICK CAST** Healing Word

Hand Weapon

Initiate of the Flame [2 points]

Radiant Flame 12", Str 4 fire damage

Gear

Hand weapon

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Light Armor	2 points

Cult of Evil Earth

Earth Elemental [80 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	5	2x	7	2	9	3	4/2/3	10

LARGE ELEMENTAL

BURROW

SIEGE MONSTER

Slam 2"

Rock Launch 12", 1 Damage at Str 4 and on a hit Large or smaller target is knocked prone

Gargoyle [32 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	2x	4	1	5	3	4/3/3	11

ELEMENTAL

FLY 12"

FLYBY

Claw

Ghast [32 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	2x	5	0	5	2	4/4/3	10

UNDEAD

LEADER OF UNDEAD

STENCH When a creature first becomes adjacent to a ghast, they are poisoned (Fortitude negates)

Bite

Claw [action] Make one Bite attack. On a hit, the target is also paralyzed (Fortitude negates)

Ghoul [16 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	2x	2	0	4	2	3/3/3	9

Undead

Bite

Claw [action] Make one Bite attack. On a hit, the target is also paralyzed (Fortitude negates)

Cult of Wicked Water

Werewolf [48 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	4	2x	6	1	7	2	4/3/3	8

LARGE LYCANTHROPE MONSTROSITY

PACK TACTICS

SPAWN If the werewolf's Bite eliminates an enemy, that enemy makes a Fortitude save. On a failure, replace them with a werewolf under the command of the original werewolf with all werewolf stats except Toughness 2, Health 1. A team can only have one spawn at a time.

Bite Up to one bite per round

Scratch

Gear

Hand Weapon	5 points
Great Weapon	10 points
Throwing Weapon	5 points
Bow	15 points
Shield	5 points

Merrow [40 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
8"	5	2x	5	0	7	2	4/2/2	9

LARGE GIANT HUMANOID

SWIM

HARPOONS Merrow equipped with throwing weapons pull targets 3" on a hit

Bite On a hit, target is also poisoned

Gear

Hand Weapon	5 points
Great Weapon	10 points
Throwing Weapon	5 points
Bow	15 points
Shield	5 points
Light Armor	10 points
Heavy Armor	10 points

Sahuagin [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	2x	2	0	5	1	3/3/3	7

FIEND

SWIM 8"

AQUATIC CHARGE In water, the sahuagin can swim up to its Speed straight toward an enemy as a free action

BLOOD FRENZY Advantage on all to-hit rolls against creatures that have 1 or more wounds

Hand Weapon

Gear

Hand weapon

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Throwing Weapon	1 point
Shield	1 point
Light Armor	2 points

Merfolk Skirmisher [2 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
5"	3	1x	3	0	3	1	3/3/3	8

MERFOLK HUMANOID

SWIM

OCEAN SPEAR Merfolk equipped with spears or thrown weapons cause targets to be knocked prone on a hit.

Hand Weapon

Gear

Hand weapon

Hand Weapon	Additional, 1 point
Great Weapon	1 point (replaces hand weapon)
Shield	1 point
Bow	3 points
Light Armor	2 points
Heavy Armor	4 points

Cult of Blackfire

Salamander [80 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	5	2x	7	1	6	3	4/3/3	8

LARGE ELEMENTAL

CLIMB

IMMUNE FIRE; VULNERABLE COLD

FIRE AURA At the end of each round, enemies adjacent to the salamander take a Str 4 hit, causing fire damage

Great Weapon Fire damage

Throwing Weapon

Constrict Maximum once per round. Target takes Str 7 hit and is grappled (Reflex vs Potency 1 negates)

Nightmare [48 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
12"	5	1x	6	0	8	2	4/3/3	7

LARGE FIEND

FLY

IMMUNE FIRE

CONFER FIRE RESISTANCE Rider has resistance to fire

Hooves 2 fire Damage

Magma Mephit [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	3	0	4	1	3/3/3	7

SMALL ELEMENTAL

FLY

DEATH BURST On death, creatures within 1" take a Str 4 hit (Reflex save makes it Str 2)

Claw

☐ **Fire Breath [action]** 3" cone, Str 4 fire damage (Fortitude save makes it Str 2)

Steam Mephit [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	3	1x	2	0	4	1	3/3/3	7

SMALL ELEMENTAL

FLY

DEATH BURST On death, creatures within 1" take a Str 3 hit, causing fire damage (Reflex save makes it Str 1)

BLURRED FORM To-hit rolls against the mephit are at disadvantage

Claw

☐ **Steam Breath [action]** 3" cone, Str 3 fire damage and knocked prone (Reflex save makes it Str 1, negates prone)

Cult of Lesser Air

Invisible Stalker [96 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
10"	5	3x	6	1	7	3	4/4/3	12

LARGE ELEMENTAL

FLY

PHASING

INVISIBILITY

Wind Swipe

Vortex Maximum once per round. A Large or smaller creature within 1" takes a Str 4 hit and is grappled. While grappled the target cannot cast spells and takes a Str 4 hit at the start of every Combat Phase

Will-o'-Wisp [32 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
10"	4	1x	6	3	6	1	3/6/3	10

UNDEAD

FLY

PHASING

CONSUME LIFE If a creature is eliminated within 2", it makes a Fortitude save with advantage. On a failure, the wisp gains 1 temporary Health.

Vanish [movement action] The wisp becomes invisible

Shock 1 lightning Damage

Ice Mephit [8 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
6"	4	1x	3	0	5	1	3/3/3	7

SMALL ELEMENTAL

FLY

DEATH BURST On death, creatures within 1" take a Str 3 hit (Fortitude save makes it Str 1)

Claw

☐ **Spellcasting [action]** Fog Cloud

☐ **Frost Breath [action]** 3" cone, Str 4 cold damage (Fortitude save makes it Str 2)

Animated Flying Weapon [4 points]

Spd	Fight	Att	Str	Armor	Tough	Health	Sv	Mor
10"	4	1x	3	2	3	1	3/4/3	12

CONSTRUCT

FLY

Hand Weapon

Gear

Hand weapon

Great Weapon	1 point (replaces hand weapon)
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