

## Giants and giantesses

The word “giant” applies to different sorts of characters and creatures in historical adventures, half-historical legends, and fantasy. A “giant” may be a tall human or a very big humanoid, it allows more suspense: when villagers say there is one in the area it could mean almost anything...

### I am a human!

Some tall and strong male or female humans (of any class and clothing or armour, warriors or civilians) have strength **=H** as any average human beings but add a positive modifier to strike in melee: **1D6+1** when they fight on foot.

(Generic rules 2020, page 27).

Characters somewhat stronger, called **+H** in the rules, are probably not human or have a parent or ancestor of a stronger species. Such **+H** creatures strike with **1D8** in melee and have a better physical resistance than humans (their skin and fat is equivalent to armour 4 when in light clothing, or adds +1 to their actual armour) and have one, or 1D2, life points.

*Base dimensions are not really compulsory in the rules; if 2 cm bases are used for most humans, basing these strong characters on 2.5 cm bases allows easier recognition during the game.*



*Above: this heated argument between two “giants” (human or nearly human) may scare visitors but does not seem unusual to other villagers.*

### Legendary or fantasy giants or giantesses

Larger giants appear in legends and in fantasy worlds, most of them in light clothing. Their strength is **++H** or **H2**, their skin or lard thickness is equivalent to armour 5 ou 6 (see next page). Their actual class depends on their combativity as everyone else. *These figures have larger bases.*

*Below: a very big giant, probably H2 in strength, faces Pictish warriors. Painting, terrain, and picture: E. A.*



These large giants do not seem very intelligent and are not rapid thinkers: probably no more than 2 in perception and in intelligence. Their magic resistance could be equal to what protects them best, probably their total skin + armour if any.

Very rare mountain giants can be **H3** in strength, difficult to face without very strong fighters or artillery! It is often wise to take another path and just avoid them.

## Movement, shooting, melee...

**++H** and **++H** giants move as humans do, 20 cm in light clothing. **H2** giants who walk with longer paces and move 24 cm. Low walls or low fences do not slow **++H** and **H2** giants (but still count for tactical modifiers in defence). Garden walls of approximate human height slow them as a difficult terrain.

## Strength, hit die or dice in melee, armour equivalent, wounds (life points)

strength	<b>++H</b>	<b>++H</b>	<b>H2</b>	<b>H3</b> <i>exceptional</i>
strikes with	<b>1D8</b>	<b>1D10</b>	<b>2D6 or 1D12</b>	<b>3D6 or 1D20</b>
class equivalent	<i>most giants in light clothing are class 3; noble giants, or in chainmail, are class 4</i>			
armour equivalent	actual +1 (minimum 4)	actual +2 (minimum 5)	equivalent 5 or 6	equivalent 7 or 8
life points	<b>1D2</b>	<b>1D3</b>	<b>1D4</b>	<b>1D4 or 1D6</b>

**++H** and larger giants have no protection from ranged weapons in bushes or open forest, nor behind a slow wall or a shield wall. Artillery (ballistae, black powder cannons, etc.) shoots at **++H** and larger giants using the same chart than at humans in loose order (even if the giant is alone).

**++H**, **H2**, and **H3** giants are slow to react: they strike in melee after everyone else (*or in the same time than zombies who also "strike last"*). These large creatures ignore any "recoil" melee result inflicted by one or more enemies of very inferior strength ...except charging cavalry.

## Rocks or javelin throwing

These creatures hardly know how to make and maintain missile weapons adapted to their size. Throwing **big stones or rocks** is easier for them, if there can find any; or a large **javelins** made from a young tree with a sharpened point. The result depends on their strength:

	near their feet or at short range	at a longer range
<b>++H</b> one red D6, one white D6	<b>0-10 cm : 6</b>	<b>10-20 cm : 7</b>
<b>H2</b> one red D6, two white D6	<b>0-10 cm : 6</b>	<b>10-30 cm : 7</b>
<b>H3</b> one red D6, three white D6	<b>0-20 cm : 6</b>	<b>20-40 cm : 7</b>

*Add +1 to one die (for a better result after rolling) against a group or against a ++H or bigger target. The throw succeeds if the red die hits. No protection for armour, shield wall, pavise or wall of pavises, light mantlet or light fence, or for such missiles thrown by another giant of superior or equal strength, -1 to all dice if of inferior strength.*

## Varieties of giants...

There may be individual differences, and evolution may be caused by neighbouring humans: giants facing rather simple weapons of the Antiquity and Dark Ages do not need much strength, but those who survived for generations against late medieval halberds and heavy crossbows are certainly tougher; and later firearms improvements would eliminate the very large giants who cannot hide themselves effectively. Note also that big humanoids as Ogres or Cyclops are sometimes considered to be varieties of giants.

## Wounds

Player characters should not know the exact number of life points of the monsters (*it doesn't exist in real life*) and a lucky blow may always happen. This is why a **random wound die** system is suggested, see the document [humanoids-en.pdf](#) for explanations.

If you prefer to give a precise number of life points to the monsters, it's better to keep it secret.

In melee a triple maximum natural result of the die (or dice) always hits (even with D4 or different dice).

*Adaptation of the melee rule:* If two opponents simultaneously roll a "hit" result (or both a "recoil" result) only the higher class one kills his/her enemy (or forces him/her to recoil). If they are same class, the **highest total thick skin + armour** kills the enemy (or forces the enemy to recoil). If they are same class and same skin+armour total, the highest natural die roll (before adding modifiers) wins; if still equal, the highest total of modifiers.

Embannadurioù

« Argad ! »  
Éditions