

## HUMANOID CREATURES STRENGTH & OTHER CHARACTERISTICS

This document classifies humanoid creatures, according to their strength and other characteristics, in broad categories which have been used since the first versions of the rules. Previous melee modifiers are replaced by different dice, depending on strength, and a new wounds (or life points) system gives more suspense when fighting big monsters.

**Strength =H** means **roughly equal to human strength**. Other abilities of such characters are often similar (there may be some differences). Dwarfs, middle-sized Orcqs, Hobgoblins, medium-sized Lizardmen or Ratmen, etc. all strike in melee with a 6-sided die (**1D6**) as humans do.

Creatures **somewhat weaker** than humans: Goblins, Halflings, small Lizardmen, small Ratmen, human skeletons, etc. are **strength -H** and fight in melee with a 4-sided die (**1D4**).

**Stronger** humanoids: big Orcqs, large Lizardmen, large Ratmen, are **strength +H** and strike with an 8-sided die (**1D8**). Their thick hide, leather and fat, is at least equivalent to armour 4 and/or gives +1 to their real armour against shooting and in melee. Some creatures of this strength, for example half-Ogres, have a strong constitution and a chance to survive their first wound: they can receive **1D2** wounds (they have 1D2 life points).

**Very strong** humanoid of **strength ++H**, as Ogres or large Minotaurs, strike with a 10-sided die (**1D10**). Their thick hide, leather and fat, is equivalent to armour 5 and/or gives +2 to their real armour. These creatures may survive one or two wounds (if they are lucky), they can receive **1D3** wounds (they have 1D3 life points); some of them may even suffer 1D4 wounds (they have 1D4 life points).

**Extremely strong humanoids** such as big Trolls are **strength H2**, strike in melee with a 12-sided die or two six-sided dice (**1D12** or **2D6**) and, with luck, could survive three wounds: they may suffer **1D4** wounds (they have 1D4 life points). Other characteristics may vary.

strength (on foot, compared to humans)		protection (in general)	wounds (life points)	strike in melee	optional size of round or square base
...slightly weaker than humans (Goblin, Halfling, human skeleton, etc.)	<b>-H</b>	depends on species	<b>1</b>	<b>1D4</b>	2 cm
...of strenght similar to humans (Hobgoblin, Orcq moyen, Dwarf, etc.)	<b>=H</b>	class or actual armour	<b>1</b>	<b>1D6</b>	2 cm
...somewhat stronger than humans (big Orcq, half-Ogre, middle-sized Minotaur, etc.)	<b>+H</b>	class or clothing, armour <b>+1</b>	<b>1 or 1D2</b>	<b>1D8</b>	2.5 cm
...much stronger than humans (large Minotaur, Ogre, small Troll, etc.)	<b>++H</b>	class or clothing, armour <b>+2</b>	<b>1D3 or 1D4</b>	<b>1D10</b>	2.5 cm or 4 cm
...very strong (large Troll, etc.)	<b>H2</b>	depends on species	<b>1D4</b>	<b>1D12 or 2D6</b>	4 cm

## A large variety and biodiversity of creature species...

The ruleset is not linked to any peculiar fantasy world, everything suggested in these extensions may be adapted or modified by game organisers. These tables may also help to create random monsters if needed.

There can be variety inside a same species, it depends on the chosen universe (*or on miniature ranges*). Characters of a same tribe or clan can be of different size and strength, for example Lizardmen, or Ratmen, may be -H, =H, or +H, because very young ones take part in the fight, or because of genetical variety, or for other reasons that science still cannot explain or because it's magical. The size of available miniatures may also suggest differences of strength, of wounds survival, and of basing.

## Armour 6 & armour 7

The generic rules mention armour 3 (*optional*), armour 4 (chainmail or breastplate) and armour 5 (full metallic protection). Some large fantasy creatures have a thick layer of hide and fat which, with or without metal protections, equals a total of **armour 6** or **armour 7**.

Armour 6 adds a -1 modifier against all shots, which is added to armour 5 protection but the total cannot be worse than -2.

Armour 7 does not give more, except if the normal protection of armour 5 from some ranged weapons is already -2 it becomes -3.

## Wounds

Very strong creatures can survive one or more wounds... but it is never sure in advance, sometimes the first blow is lethal. Wounds may be symbolised by small chits of red paper stuck under the base.

Creatures which can receive **1D2** wounds roll 1D2 at the end of game turn when a first wound happens.

*Any die may be used as 1D2, odd result =1, even result =2; or toss a coin.*

If the die rolls 1 after this first wound, the creature dies. If not, a second wound would kill the creature anyway.

Creatures which can receive **1D3** or **1D4** wounds roll their die at the end of any game turn when one or more wounds are sustained.

If the die result equals, or is smaller than, the total number of wounds received (including the wound causing the test) the creature is killed.

*A D3 "three-sided die" can be a six-sided die 1-1-2-2-3-3, or a special die with three protruding sides.*

*With 1D3, the creature dies if the die rolls 1 for a first wound; or 1 or 2 after two wounds; if not, the creature will die at the third wound.*

*With 1D4, if the die rolls 1 for a first wound; or 1 or 2 after two wounds; or 1, 2, or 3, after three; the creature cannot survive a fourth wound.*

### Wound localisation (optional rule)

*Wound localisation can be done with a special die, or with a numbered D12:*

**1 head:** *half-stunned till end of next game turn, falls on the ground and cannot move or act in any way and is hit with +1.*

**2, 3, 4, 5, 6, 7 trunk, arm:** *loss of strength, the creature strikes with a lower die (1D10 instead of 1D12 ou 2D6, 1D8 instead of 1D10, or 1D6 instead of D8, etc.) and has no advantage for using a two-handed heavy weapon if any.*

**8, 9, 10, 11, 12 stomach, underbelly, leg:** *movement reduced 4 cm (cumulative if more than one wounds).*

*All effects are cumulative and added if more than one wound. It can be written under blood stains. Magical cure may be possible (depending on context).*

## Often encountered humanoid species

A list of often encountered humanoid species. The 2020 generic rules is the reference for everyone; movement, terrain, and shooting tables are the same than for historical humans ...except when otherwise mentioned for a considered species (*see next pages some peculiarities for movement\**, *ranged weapons\*\**, *melee\*\*\**).

All these suggestions could be better detailed and updated later. *Fairy folk (Elves, Gnomes, Dryads...)* will be treated separately.

<i>humanoid species</i> (on foot)	<i>movement</i> in light clothing / in armour 4 / in armour 5	<i>movement</i> in difficult terrains	<i>strength</i>	<i>protection</i>	<i>maximum</i> <i>wounds</i> (life points)	<i>ranged</i> <i>weapons die</i>	<i>melee</i> <i>weapons die</i>	<i>optional size</i> <i>of round or</i> <i>square base</i>
<b>Goblin</b>	16 / 16 / 12 cm	<i>special *</i>	<b>-H</b>	equivalent to class 3, armour 3 for most Goblin warriors	<b>1</b>	<b>1D6</b>	<b>1D4</b>	2 cm
<b>Halfling</b>	16 / 16 / 12 cm	<i>special *</i>	<b>-H</b>	class or actual armour	<b>1</b>	<b>1D6</b>	<b>1D4</b>	2 cm
<b>Dwarf</b>	16 / 16 / 12 cm	<b>normal</b>	<b>=H</b>	class or actual armour	<b>1</b>	<b>1D6</b>	<b>1D6 ***</b>	2 cm
<b>Human</b>	20 / 16 / 12 cm	<b>normal</b>	<b>=H</b>	class or actual armour	<b>1</b>	<b>1D6</b>	<b>1D6</b>	2 cm
<b>Hobgoblin</b>	20 / 16 / 12 cm	<i>special *</i>	<b>=H</b>	class or actual armour	<b>1</b>	<b>1D6</b>	<b>1D6</b>	2 cm
<b>Orcq</b>	20 / 16 / 12 cm	<i>special *</i>	<b>=H</b>	class or actual armour	<b>1</b>	<b>1D4 / 1D6 **</b>	<b>1D6</b>	2 cm
<b>Big Orcq</b>	20 / 16 / 12 cm	<i>special *</i>	<b>+H</b>	class or clothing, armour <b>+1</b>	<b>1</b>	<b>1D4 / 1D6 **</b>	<b>1D8</b>	2.5 cm
<b>Half-Ogre</b>	20 / 16 / 12 cm	<i>ascendancy *</i>	<b>+H</b>	class or clothing, armour <b>+1</b>	<b>1D2</b>	<i>ascendancy **</i>	<b>1D8</b>	2.5 cm
<b>Ogre</b>	20 / 16 / 12 cm	<b>normal</b>	<b>++H</b>	class or clothing, armour <b>+2</b>	<b>1D3</b>	1D6 ( <i>rare</i> )	<b>1D10</b>	2.5 cm
<b>Troll (medium)</b>	20 cm	<b>normal</b>	<b>++H</b>	equal to <b>armour 6</b>	<b>1D3</b>	<i>rare</i>	<b>1D10</b>	4 cm
<b>Troll (large)</b>	20 cm	<b>normal</b>	<b>H2</b>	equal to <b>armour 7</b>	<b>1D4</b>	<i>rare</i>	<b>1D12 or 2D6</b>	4 cm

### \* Movement : *some peculiarities*

Creatures smaller than humans: **Goblins**, **Halflings**, **Dwarfs**, do not walk fast in light clothing (16 cm). We suppose they are not slowed down by the weight of a chainmail or breastplate (*armour 4*, 16 cm) and walk as fast; in complete armour they also walk as fast as humans (*armour 5*, 12 cm).

Creatures well accustomed to some terrains, or with goblinoid agility, have an advantage on their usual grounds: they roll two slowing dice but only suffer the worse result (on foot) because they find the best path by instinct. It is the case for **Goblins**, **Hobgoblins**, middle-sized and big **Orcqs**, **Half-Ogres** of Orcqish ascendancy, **Ratmen**, **Halflings** etc. in bushes, forest, on slopes and earthen banks, in underground caves; for **Dwarfs** in underground caves; of all **-H** creatures going through a narrow passage (small window, etc.) and for **Lizardmen** and other reptilian creatures on sandy ground, rocky ground, mud, flooded ground (ditch, marsh). *Human rangers or tribal warriors used to natural ground may a a similar advantage.*

Magically animated skeletons walk at same speed than in their lifetime. Zombies walk slowly (12 cm, there could be exceptions).

## Natural dice maximum rule

In the generic rules, rolling two natural 6s with D6s equals 6 and 7; three natural 6s equals 6, 7, 8, etc. This system adapts to all dice sizes in fantasy.

– **A single natural maximum** of the di(c)e rolled for shooting, or in melee, at a same target (lone character, couple, or group), which is not sufficient to hit, **can be rerolled**: a new natural maximum adds 1 to the result (for example, a natural 4 becomes a natural 5). If still not sufficient, this result can be rerolled again: another natural maximum of the die adds 1 again, etc.

*Striking with D4s as Goblins or Halflings in melee, or shooting with D4s as Orcish bows, may have a small chance of success.*

– When characters shoot at a same target (lone enemy, couple, or group) or fight a same enemy in melee in a same game turn, **two dice which each roll their natural maximum add +1 to one of them** (if the dice are of different size this +1 applies as wished, the characters help one another as much as possible; for example, if a human female warrior fighting a wight in melee rolls a natural 6 with her D6, and if a Halfling rolls a 4 with his D4 against this same wight in the same melee turn, we can say the female human rolled a 7). Three dice rolling their maximum count one more, etc. (for example, three Halflings rolling a natural 4 against a same enemy in melee count as 4, 5, 6). If it is still not enough to hit, the last die may be rerolled as above...

*Optional rule: simple characters not within earshot (20 cm) of one of their chiefs, NCOs, or officers, able to command them, or who are in disorder, do not benefit from this rule and do not have any positive modifier to shoot or in melee, but suffer any negative modifiers (there can be exceptions for class 4 and elite troops, sharpshooters, ambushes, etc.)*

## \*\* Ranged weapons (shooting): some peculiarities

Creatures somewhat weaker and smaller than humans: **Goblins**, **Halflings**, **small Lizardmen**, **small Ratmen**, etc. cannot use large bows or late medieval longbows, nor medieval crossbows or heavy matchlock muskets, nor long flintlock muskets or long rifles. **Dwarfs** strength is similar to humans, they can use a late medieval crossbow or a heavy musket, but not a large bow, a longbow, nor a long musket or long rifle.

**Orcs** shoot very badly, with D4s (except hand-thrown missiles) but can shoot mounted on wolves or boars. Those whose strength is equal to humans are nevertheless unable to use a late medieval longbow. **Big Orcs** (strength +H) can use a longbow, immobile on foot; they can use a longbow mounted, and in movement mounted, in which case with the negative modifiers for movement and armour of the slightly inferior composite bow / large bow shooting table.

**Half-Ogres** of Orcish ascendancy shoot as Orcs do; those of human ascendancy shoot as humans.

**Lizardmen** and other amphibians living in wet or sandy lairs may only have very simple bows of feeble range, and light crossbows. It is difficult for these reptilians to see immobile targets, they have –1 to shoot at idle enemies who do not move at all and do not do anything.

Very large humanoids: **Ogres**, **Trolls**, **Giants**, etc. do not use ranged weapons much, or not at all (there can be individual exceptions).

"**Elite shooter**" ability is restricted to some species (Humans, Dwarfs, Ratmen...) All Halflings (and Elves) have it by birth.

**Zombies** (animated corpses) do not usually use ranged weapons. **Skeletons** can shoot as in their lifetime, but lack muscles: they cannot use a late medieval longbow; and they use D4s to throw projectiles by hand (javelins, etc.) .

**At 0-10 cm maximal range**, small humanoids (Goblins, Halflings, etc.) can shoot at human-sized or taller enemies standing amongst other small creatures, even in a melee; and human-sized or +H humanoids can shoot at ++H or larger monsters or humanoids standing amongst a human-sized crowd. If these target creatures are closed to each other they are considered a target group per usual rules. Every **double 1 natural** result hits one of the small friends of the shooter, if any are close to the target in the same melee.

### \*\*\* Melee : *some peculiarities*

**Dwarfs** can ignore "recoil" results in melee when standing on solid mineral ground (massive rock, pavement, tiled floor, cement...)

If there is a large **technological gap** between opponents (iron / bronze / stone weapons) the melee rule is adapted: *If two opponents roll a kill result (or recoil result) at the same time, the higher class kills opponent (or forces opponent to recoil); if same class, the highest armour; if same class and armour, iron is superior to bronze, bronze is better than stone; if this is all equal, it's the highest natural die. This does not apply to H2 creatures, who strike last (see below).*

**Large Trolls** and creature of similar strength: **Cyclops**, **Giants**, etc. can choose to strike in melee with 1D12 against one enemy, or with 2D6 against two enemies at the same time (1D6 against each of them, these dice cannot be added). Ignore what weapon they use they all have the same effect. These creatures do not think fast and always strike last.

Bills, juzarms, halberds, bardiches, naginatas, and equivalent weapons, wielded by foot warriors have +1 in melee to strike ++H et H2 creatures.

**Skeletons** strike with a die inferior to the usual die of their species (*1D4 for human skeletons*). **Zombies** use the die of their species and always strike last.

Some strong humans add +1 to their D6 in melee (*page 27 of the 2020 generic rules*). This may also apply to rare humanoids slightly stronger than their species, who add +1 to the result of their usual die in melee. It is rare, it's a special ability, and these characters must be easy to recognise. *Strong individuals of =H species (humans or others) may have a 2.5cm base.*

### Mounted creatures

Different ideas of rules have been suggested for mounted creatures. The most simple is that non-human humanoids mounted on wolves, boars, billygoats, boars, etc. are not cavalry and not foot either: the usual melee modifiers for cavalry vs foot, and for infantry vs cavalry, do not apply.

Mounted humanoids fight in melee according to their strength as they do on foot (D4, D6, D8). Their mounts do not strike separately but may give an advantage (jump at enemy's throat, bite, charge modifier, etc.) If opponent rolls a kill result the creature and mount are both eliminated. Generic rules for mounted in melee apply: bills and halberds have +1 against them as vs other mounted; staff weapons (*bill, naginata, halberd*) wielded by a mounted creature has no more effect than a thrusting spear. Other details may be suggested for these creatures.

Dwarfs or Halflings mounted on ponies follow the usual rules for cavalry (*or for mounted infantry, depending on their training and on the pony's training*) but ponies being much smaller than horses these riders strike with 1D4 in melee.

### Budget

Budget calculation (figures value in points) is optional, as the rules openly discourage the building of hyper-effective army lists. However some suggestions may be adapted from the original 1996 ruleset.

-H humanoids often cost one point less than equivalent humans (deduce 1 point from cost of an =H, see below). Halflings cost as humans.

=H humanoids (generic rules) cost = class; cavalry costs twice the class; chainmail +1 pt, complete armour +2 pts (*1 pt more for chainmail or complete armour if the area is not rich in metallurgy*), weapons at usual cost depending on context (same as historical).

+H humanoids, 1 wounds: cost = class + total armour; weapons as above.

+H humanoids, 1D2 wounds: cost = (class + total armour) x2; weapons as above.

++H humanoids, 1D3 wounds: cost = (class + total armour) x3; weapons cost x2.

++H humanoids, 1D4 wounds: cost = (class + total armour) x4; weapons cost x2.

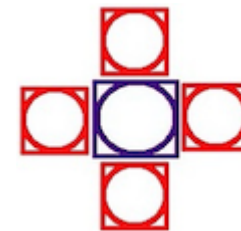
H2 humanoids: cost = (class + total armour) x 6 (and weapons cost x2, if considered).



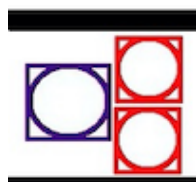
## Bases of different sizes in melee

Placing figures in melee is simple and intuitive. **However, if needed, some suggestions to help refereeing:**

*The position of figures shows a very short instant in a fight where everyone moves all the time and where too many warriors or soldiers pressed together could hamper each other's actions. The precise placing of figures helps to resolve situations, but the metal, plastic, or resin figures actually never do anything: the actual fight is between living (or undead) characters, not between pawns in a boardgame.*

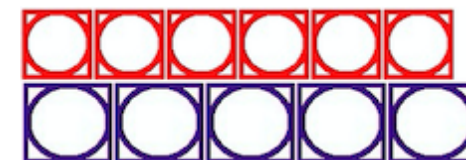


Generic rules (page 25): "bases of opponents in melee should be placed edge to edge. Contact by an angle does not count, or counts as a second rank. Round bases are placed as if they were square, it is easier to visualise. Fighting at two or more versus one needs enough room on the sides" This helps to understand precisely what is going on. It also applies to 2 cm bases vs 2.5 cm bases (upper right drawing). This means that no more than four characters can be in close contact with a same foe, and only if they manage to surround this foe.



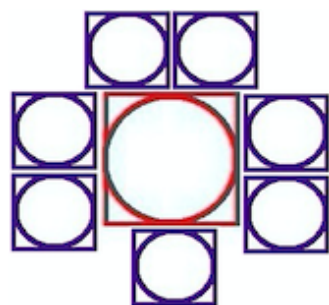
In narrow places however (bridge, corridor) it may be accepted that two 2 cm bases can be in contact with one 2.5 cm base (left). This also applies, in historical and in fantasy games, to mounted characters whose mount base is 2.5 cm wide.

When 2 cm width bases and 2.5 cm width bases stand in two opposite lines, a 2.5 cm-based character can be hit by two smaller enemies whose half of base, at least, is in contact with him or her (for round bases it can be roughly estimated).



(Right: a line of six 2 cm bases is in contact with a line of five 2,5 cm bases; the third 2 cm-based character can hit one or the other of the big enemies in front of him; this enemy will also be attacked by another 2 cm-based character).

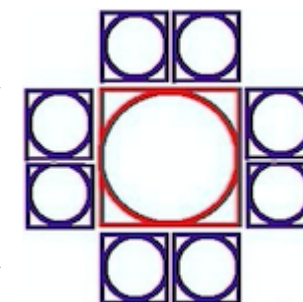
When 2 cm bases and 4 cm bases are opposed there is no difficulty (right: two 2 cm bases can contact each side of a 4 cm base). The answer of the question "who can strike whom?" is the same with round bases than with square bases (but characters on round bases must have enough movement to come in contact).



Two 2.5 cm bases may be placed to one side of a 4 cm base ...so, if surrounded, up to seven, +H characters may fight a larger enemy (left).

In dubious cases, consider that at least half of base width must be in contact with an equal-sized or larger enemy to strike this enemy (this does not apply if a more normal, face-to-face positioning is possible). Larger creatures can choose to hit any of their enemies in this situation against them.

Spear-armed characters on foot standing in a second rank can strike above the shoulder of their first-rank friends (page 28 of generic rules) except if these friends want the benefit of two-handed weapons. This also applies to long and half-long staff weapons if characters have reasons to be well trained to use them together. A third rank with long staff weapons, and more rear ranks with pikes, can fight also if the unit is in close order.



*If the players decide to use other sizes of bases (for example, 2.5 cm bases for human-sized creatures) these drawings may be modified as simply as possible, even if it changes a few things. The purpose of the ruleset is to resolve gaming situations, not to study geometry.*