

## HUMANOID CREATURES STRENGTH & OTHER CHARACTERISTICS

This document classifies humanoid creatures, according to their strength and other characteristics, in broad categories: **-H**, **=H**, **+H**, **++H**, **H2**, used since the first version of the rules (1996). Different strengths often use different dice: D4, D6, D8, D10, D12. The wounds (or life points) system gives suspense against big monsters. The gaming system and most tactical modifiers are the same than in the generic (historical) rules.

Strength **=H** means strength of character **roughly equal to human**, other characteristics are often similar (there may be some differences). Dwarves, middle-sized Orcs, Hobgoblins, medium-sized Lizardmen or Ratmen, etc. 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 Orcs, large Lizardmen, large Ratmen, Bugbears, half-Ogres, are **strength +H** and strike with an 8-sided die (**1D8**). Their thick hide, leather and fat, is at least equivalent to armour 4 or gives +1 to their real armour against shooting and in melee. Some creatures of this strength, as 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 or gives +2 to their real armour. These creatures may survive one or two wounds (if lucky): they can receive **1D3** wounds (they have “1D3 life points”). Some may even suffer 1D4 wounds (they have 1D4 life points).

**Extremely strong humanoids** such as big Trolls, **strength H2**, strike in melee with a 12-sided die or two six-sided dice (**1D12** or **2D6**) and, with luck, may survive three wounds: they can receive **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
...strenght similar to humans (human-sized Hobgoblin, middle-sized Orcq, 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, Bugbear, middle-sized Minotaur, etc.)	<b>+H</b>	class, or actual armour <b>+1</b>	<b>1 or 1D2</b>	<b>1D8</b>	2.5 cm
...much stronger than humans (large Minotaur, Ogre, middle-sized Troll, etc.)	<b>++H</b>	class, or actual 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 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 charts may also help to create random monsters if needed.

There can be variety inside a same species, it depends on the universe (*or on miniature ranges*). A same tribe or clan can include characters of different sizes and strengths, 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 call **armour 4** a chainmail or breastplate, and **armour 5** a 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**, or more.

**Armour 6** adds a -1 modifier against all shots, added to the usual (historical) armour 5 protection on the shooting table. **Armour 7** adds another -1 modifier, **armour 8** another one, etc. If this total is more protective than -2, terrain and shield wall or pavise protections do not apply.

## 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. If a creature is wounded in melee before it could strike its opponent(s) **the wound prevents it to strike in the same game turn.**

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 **D12** 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 or 2D6, 1D8 instead of 1D10, or 1D6 instead of D8, or malus -1 if using 1D6 or 1D4) and has no advantages 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 the blood stains. Magical cure may be possible (depending on context).*

## Often encountered humanoid species

A list of often encountered humanoid species. The generic ruleset is the reference for everyone; movement, terrain, and shooting tables are the same than for historical humans, except when otherwise decided 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> (light clothing +1 = armour 4, light clothing +2 = armour 5)	<i>maximum wounds</i> (life points)	<i>ranged weapons die</i>	<i>melee weapons die</i>	<i>optional size</i> of round or square base
<b>Goblin</b>	– 16 – / 12 cm	<i>special *</i>	<b>–H</b>	armour 4 from shooting, class 3 armour 3 in melee, 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 actual 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 actual 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 actual armour <b>+2</b>	<b>1D3</b>	<i>1D6 (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**, and also **Dwarves**, 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 best 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, **Bugbears**, **Ratmen**, **Halflings** etc. in bushes, forest, on slopes and earthen banks, in underground caves; **Dwarves** in underground caves; all **–H** creatures going through a narrow passage (small window, etc.) and **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).

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

Creatures somewhat weaker and smaller than humans: **Goblins**, **Halflings**, **small Ratmen**, etc. cannot use large bows or longbows nor medieval war crossbows (they may use bows of feeble range and light crossbows) nor heavy matchlock muskets, long flintlock muskets, long rifles. **Dwarves** strength is similar to humans, they can use short composite bows and war crossbow or heavy muskets, but not larger bows, long muskets or long rifles.

**Orcqs** shoot badly, with **D4** (except hand-thrown missiles, with **D6**). Those whose strength is quite similar to humans can shoot mounted on wolves or boars but are nevertheless unable to use a late medieval longbow. **Big Orcqs** (strength +H) can use a longbow immobile on foot. **Half-Ogres** of Orcqish ascendancy shoot as Orcqs; 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 often, or not at all, use ranged weapons (there can be individual exceptions).

The rare “**elite shooter**” ability is restricted to some species (Humans, Dwarfs, Ratmen...) **Elves**, and **Halflings**, shoot with **1D8** (with special details).

**Zombies** (animated corpses) do not usually use ranged weapons. **Skeletons** lack muscles: their bows have a feeble range, their crossbows are light, with the same die than in their lifetime (**D6** for human skeletons) except for hand-thrown missiles (javelins, etc.) with **D4**. By lack of vital organs it is often accepted that zombies and skeletons have -1 protection from shots (except artillery).

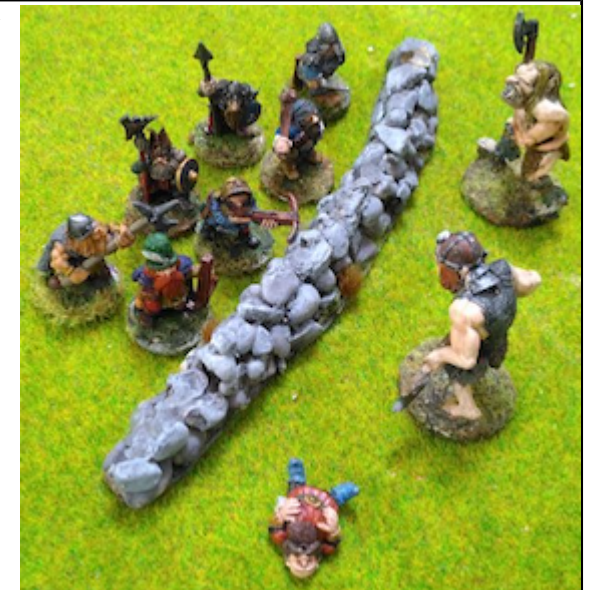
**At 0-10 cm maximal range**, small humanoids (Goblins, Halflings, etc. and also Dwarves) can shoot at human-sized or taller enemies standing amongst other small creatures, even in a melee; and human-sized or +H humanoids can shoot at ++H or larger monsters or humanoids standing amongst a human-sized crowd (if these larger creatures are close to each other they are a target group per usual rules). Every **natural double 1** (more than one, or reroll of a single 1) hits a small friend of the shooter if any are close to the target in the same melee. When such shooting happens in a melee a natural maximum of the die may give a better result in melee against a same opponent (*with the “Rules of many 6es” or natural die maximum*).

*A small group of Dwarves defend a low wall against two Ogres of ++H strength. One is almost naked, this ++H creature “in light clothing” (class 3) is equal to **armour 5**. The chainmail of the other one (actual armour 4, class 4) equals an **armour 6**. The two Ogres are not close to each other and can be shot at separately.*

*Three Dwarves shoot with war crossbows (and will not strike in melee). If the Ogres are close to each other the Dwarves shoot at their couple, successful hits will be distributed at random; if they are not, each Dwarf picks his target. Look at the crossbow shooting table. No modifier at armour 5, a roll 5 or 6 is needed to kill the naked Ogre. -1 modifier at armour 6, a 6 is needed to kill the other one.*

*War crossbows shoot immobile, but these Dwarves may move two paces sideways or recoil (a base length) immediately after shooting to be replaced by their friends holding a halberd or spear. The staff weapons of Dwarves are half-long, as the two-handed axes wielded by the Ogres. The opponents come in contact on each side of the low wall. Dwarves roll D6, +1 modifier at an enemy who crosses an obstacle, +1 modifier for halberd vs large creatures (++H or stronger). The Ogre in chainmail, equivalent armour 6, is hit on a total result of 7. The Ogre in light clothing, equivalent armour 5, is hit on a total result of 6. Each Ogre strikes with 1D10, +1 modifier for two-handed axe! (The Dwarves with crossbows could have accepted contact to let their friends with pole arms strike above their shoulders, but that would be suicide without reason, having shot they cannot strike in melee).*

*If two opponents fighting one vs one both roll a kill (or recoil) result, the priority for class, armour, etc. applies.*



## Class

In the generic, historical, rules the class of characters often equals their armour: human fighters in light clothing are class 3, those in armour 4 (mail shirt or breastplate) are class 4, those in armour 5 (full armour) are class 5; except in countries where metalwork is not easily available and noble class 4 warriors are in light clothing. The same principle may apply to many humanoid species depending on their **true armour** and training.

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

Bills, juzarms, halberds, bardiches, and such weapons, wielded by weaker foot warriors have +1 in melee to strike ++H or H2 creatures (and mounted foes). Spears and other staff weapons (bills, halberds) wielded by **Dwarves** or by small **-H** creatures are semi-long weapons, *their pikes are long weapons*.

The **largest Trolls**, and other creature of **H2** strength: **Cyclops**, **Giants**, etc. do not think fast and always strike last. They 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 D6 cannot be added). Ignore their weapon length and weapon strength modifier if any, all weapons (or bare hands) of these H2 creatures have the same effect.

**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.

*If there is a large technological gap between opponents (iron / bronze / stone weapons) the optional melee rule when fighting 1x1 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 equal too, it's the highest natural die; if all this is equal, it's the highest tactical modifiers. This does not apply to zombies and to H2 creatures, who 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.*

**Recoil in melee** Large creatures may choose not to "recoil in melee" if this result is caused by enemies on foot much weaker than them: H2 because of +H or weaker; ++H because of =H or weaker; +H because of -H. **Dwarves** can ignore "recoil" results in melee when standing on solid mineral ground (massive rock, pavement, tiled floor, cement...) *...but the recoil result still forbids the creature to strike even if it's ignored, if the enemy did strike first*



*A mounted human knight charges a Troll! A fearful enemy whose thick skin equals armour 6 or armour 7. The human knight strikes with 1D6, +1 modifier for cavalry vs foot, +1 modifier for cavalry charge, +1 modifier for charging with heavy couched lance (usual cavalry rules) which strikes first, total is 1D6+3. If wounded by the knight, the Troll may survive (?) but will not be able to strike in the same game turn. The human bowman standing near the mountain may shoot at the Troll while the knight is moving, before their contact, but a lone bowman with a simple bow has -3 modifier at armour 6 and should roll a natural 8 (at short range) to hit, that means a triple 6 with only 1D6. However an "elite shooter" can have a +1 modifier so if using a longbow a roll of 6 would be effective (and a double 6 would be needed at armour 7). If the Troll is not just wounded or recoiling, he strikes with 1D10 or 1D12 (depending on his strength, which perhaps the knight's player did not know before attacking). No other character can strike a same enemy in the same game turn as charging cavalry (except other charging cavalry) this is an obvious point mentioned in the cavalry supplement of the generic rules.*

## Natural dice maximum rule

In the generic rules two natural 6s rolled with D6s equal 6 and 7; three natural 6s equal 6, 7, 8; etc. This system is adapted to all dice sizes in fantasy.

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

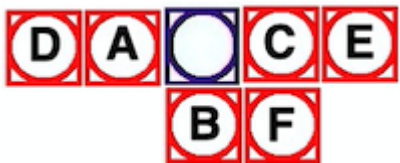
*Striking with D4 as Goblins or Halflings in melee, or shooting with D4 as Orcquish bows, may have a small chance of success.*

– 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, a human female warrior fighting a wight in melee rolls a natural 6 with her D6, and a Halfling rolls a 4 with his D4 against this same wight in the same melee turn, we can say that the female human rolled a natural 7.

– **Rules update for triple natural maximum**. A triple natural max of the di(c)e (at first roll, or when rerolling) against a same opponent **in melee** always hits automatically (except some magical protections). Dice may be of different sizes.

– *Optional rule (as usual): 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 may be exceptions for class 4 and elite troops, aggressive humanoids, sharpshooters, ambushes, etc.)*

A (probably human?) warrior, strength =H, **class 4 armour 4**, holding a **two-handed axe** (half-long heavy weapon) is fighting six red Goblins, strength –H. Goblin warriors have armour 4 protection from shooting, but are **class 3 armour 3** in melee. The picture, and the drawing below, shows how they are placed to understand clearly what everyone is doing (with round or square bases it's the same).



Three Goblins (A, B, C) with swords (short weapons) are in contact of this enemy. Three other Gobs with thrusting spears (half-long weapons for Gobs) can strike above the shoulders of this first line (D et E) or sideways (F).

The Goblins spears and the human two-handed axe strike at the same time. Goblins are –H strength and strike with **1D4**. There is no difference between the lancers, their **3D4** (three four-sided dice) can be rolled together against a same enemy. If they roll a single 4 the human will recoil with no wound. If they roll two 4s with D4 it equals 4 and 5, which is superior to the enemy's class and armor so it's a hit.

The human warrior says which Goblin he or she wants to strike, and rolls **1D6**, +1 modifier for two-handed axe: on a total result of 4 or more (die roll of 3 or more +1) he kills that Gob, on a total result of 3 (die roll of 2 or more +1) the Gob recoils.

Then the three Gobs with short weapons (or two of them if one has been killed or recoils) strike with as many **D4**. Same calculation as above. If they roll one or more natural 4 it counts with those of the lancers to make 5 or 6 etc. If the Gobs all together have rolled only one natural 4 it can be rerolled, another natural 4 equals 5 and kills the human (it exceeds his/her class and armour) even if the human was recoiling.

*Two or more very similar strikes vs a single opponent rolling their dice together ignore the priority for class, armour, etc. if a kill result (or recoil result) is obtained (it's all blended together). Optional rule: the PJs, and some heroes and very good swordpersons, can designate a peculiar opponent so this priority still applies.*



## Mounted creatures

Humanoids mounted on wolves, boars, rams, billygoats, yaks, etc. broadly follow the same rules as human cavalry (if well used to ride their mount and if the mounts are trained for war) for movement, shooting, and melee, with their own characteristics and peculiarities; *or the rules for “mounted foot” if the beast or the rider is not well trained to such fighting.*

Some mounts may be at ease on terrain difficult for cavalry, and ignore it or roll three “slowing dice” but only suffer the two best results.

Mounted humanoids fight in melee according to their strength, with 1D4 or 1D6 (larger humanoids are rarely mounted). Most mounts do not strike separately but may give an advantage (jump at enemy’s throat, bite, charge modifier, etc.) If an opponent rolls a “kill” result the creature and its mount are both eliminated. The generic rules for mounted do apply: bills and halberds have +1 against them as vs other mounted; staff weapons (*bill, naginata, halberd*) wielded by a mounted creature have no more effect than a thrusting spear; etc. Other details may be suggested depending on species.

Dwarves mounted on ponies are not good riders, they are “mounted infantry”. Halflings skill to ride ponies may depend on individual characters.



*A Dwarf mounted on a hairy bull, and an Orcq mounted on a boar, fight in a deep valley. Both of them are **class 4 armour 4** and good riders. The Dwarf has a thrusting spear (a half-long weapon for Dwarves). The Orcq wields a two-handed axe (a half-long, heavy two-handed weapon ...which has no length and weight advantages when used mounted, per usual generic rules).*

*Both the Dwarf and the Orcq strike with **1D6**. Both mounts have “charge” ability which gives +1 modifier when arriving in a straight line. The Dwarf strikes first with his spear, and kills the enemy (mount included) on a result of 4+1=5 or more, or forces him to recoil on a result of 3+1=4. If the Orcq is not killed or in recoil, he strikes, and eliminates the Dwarf (mount included) on a result of 4+1=5 or more; or forces him to recoil on a result of 3+1=4.*

*A mounted Orcq archer wants to shoot the Dwarf before this contact ...but needs a result of 6 to hit a target in chainmail at short range. With 1D4 that means a triple 4 : roll 4, and reroll 4 twice! He would have done better to charge the Dwarf alongside his friend (it is permitted to strike sideways in a charge).*

*Optional rule: good riders “charging” continue their move (if not killed) 2D6 cm in straight line after shock, crossing the enemy (except enemies in close order). A “recoil” result prevents them to strike but does not stop them.*

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

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

=H humanoids (generic rules) cost = class; cavalry costs twice the class; chainmail +1 pt, complete armour +2 pts (*or +2 pts for chainmail, +5 pts for complete armour, if the area has no much 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.

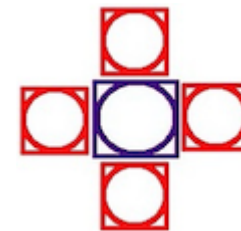
++H humanoids, 1D4 wounds: cost = (class + total armour) x4; weapons cost x2.

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

## Bases of different sizes in melee

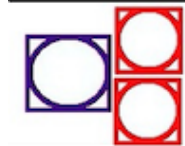
Placing figures in melee is simple and intuitive. **However, if needed, some suggestions to help refereeing:**

*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 our metal, plastic, or resin figures cannot actually do anything, the fight is between living (or undead) characters not between boardgame pawns.*

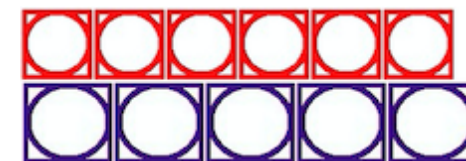


Generic rules (page 25): “bases of opponents in melee should be placed edge to edge. Contact by an angle does not count, or counts as a second rank. Round bases are placed as if they were square, it is easier to visualise. Fighting at two or more versus one needs enough room on the sides.” This helps 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 on foot (or six around a mounted foe of similar size) and only if they manage to surround this enemy.

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.

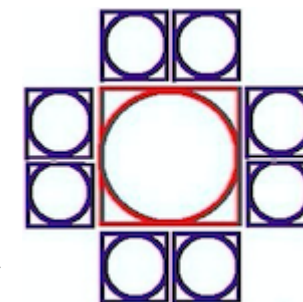


When 2 cm wide bases and 2.5 cm wide bases stand in two opposite lines, a 2.5 cm-based character can be hit by two smaller enemies whose half of base, at least, is in contact with him or her (for round bases it can be roughly estimated).

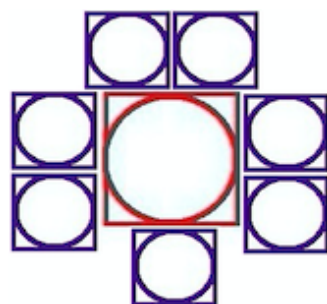


(Right: a line of six 2 cm bases is in contact with a line of five 2,5 cm bases; the third 2 cm-based character can hit one or the other of the big enemies in front of him; this enemy will also be attacked by another 2 cm-based character).

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 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, and characters armed with other long and half-long staff weapons, 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 to use two-handed weapons (or inside a building). A third rank with spears or other long staff weapons, and more rear ranks with pikes, can also fight if the unit is in close order and well trained to do this.

*If all players decide to use other base sizes (for example 2.5 cm bases for humans) these drawings may be modified as simply as possible, even if it changes a few things. The purpose of the rules is to resolve gaming, narrative RPG situations, not to decide which player is best at geometry.*