

WESNOTH BOARD GAME

CONCEPT

Wesnoth is an open-source high-fantasy combat universe, originally designed as a video game for the Macintosh, and now re-imagined as an Ameritrash-style board game. Each player commands a faction with unique unit types that move, attack, gain experience, level up, and die. Different unit types have different kinds of attacks, and can move or defend more easily in different types of terrain. Players send their units across the hex grid to seize control of villages, which generate gold; gold can be used to recruit additional units back at the player's home castle, which can in turn be used to seize additional villages. Eventually, one player will have enough of an advantage to win by overpowering and killing another player's lead character or by occupying and holding another player's home castle for three turns.

TERRAIN

Wesnoth takes place on a hex grid; each hex falls into one of six different types of terrain: **Water**, **Plains**, **Forest**, **Hills**, **Mountains**, and **Urban**. Urban terrain is further divided into three subtypes, all of which count as Urban: villages, altars, and castles.

Each player begins the game on a 'block' of seven hexes with three Castle hexes, one Village hex, one Altar hex, and two hexes that are relatively favorable for the player's unit types. There is also a central 'block' with six Castle hexes surrounding a central Village hex. Other blocks are face-down, and contain either one Village or one Altar (but not both), with the remaining six hexes divided 3/2/1 among the remaining five terrain types. For example, a typical block might have one Village, three Mountains, two Forests, and one Plains. Within any given block, hexes of the same terrain are always contiguous, which helps create the illusion of distinct regional terrain even though the blocks are randomly distributed.

MOVEMENT

All characters in Wesnoth have five movement points per turn. Each character in Wesnoth pays a different price in movement points for moving into a particular type of terrain. For example, Spearmen can move into a Plains tile by using 2 movement points, and Spearmen can move into a Forest tile by using 3 movement points, so on any given turn a Spearman could move through two Plains tiles or one Plains tile and one Forest tile. A Spearman could not move through two Forest tiles in the same turn, because that would require $3 + 3 = 6$ movement points, and all characters only have 5 movement points. Movement points are imaginary, and cannot be saved or borrowed from turn to turn. In practice, most infantry units will be able to move one or two hexes per turn, and most cavalry units will be able to move two or three hexes per turn. However, if there is a long streak of favorable terrain, some units can cover up to 5 hexes in a turn.

Occasionally, a unit will have an "X" next to a terrain type instead of a number; this means that the unit cannot deliberately move into the terrain type at all. The terrain that a unit is currently sitting in has no effect on its movement abilities. Similarly, attacking and defending have no movement point cost, although you cannot move a unit on your turn after it has already attacked.

Moving into a new, previously undiscovered 'block' of hexes **does** affect movement. If your unit has any movement points remaining, it may enter an adjacent face-down block of hexes; this will flip the block face-up and end the unit's movement for the turn (the unit may still attack). The player who flips the block may choose how to orient it; any choice is valid so long as the unit that entered the block does not wind up parked on terrain for which it has an "X" as its movement rate.

Ordinarily, you may move **through** friendly units, but you may not **double-stack** your units, i.e., you cannot end a unit's movement in a hex where you already have a unit. You may, however, move one unit directly into a hex that already contains another player's unit (subject to movement rates and zones of control).

Enemy units exert a "Zone of Control" for one hex in every direction. If you move your unit even one hex **into, out of, or across** an enemy zone of control, that ends its movement for the turn, even if the movement rate for the terrain would allow a lengthier movement. This means that if you are trying to chase after an enemy unit, you cannot close the distance from 2 hexes to 1 hex to 0 hexes all in the same turn, because moving to a hex within one hex of the enemy will end your unit's movement. This also allows pairs or trios of units to cordon off a slower or weaker enemy so that you can catch up to it, prevent it from escaping, lock it into unfavorable terrain, and/or prevent it from breaking through your front lines. Units with the *skirmisher* ability ignore all zone-of-control restrictions.

DEFENSE

In addition to ease of movement, terrain also affects a unit's ability to defend itself. When attacking, units roll six-sided dice. If a unit is in more favorable terrain, the attacker will need a higher result on each die in order to score a hit.

For this purpose, a unit is said to be either **Secure, Comfortable, Exposed, or Helpless** in a particular type of terrain. For example, Dwarfish Axemen are Secure in Mountain terrain but Helpless in Forest terrain. If a unit is Secure, an attacker must roll a 5 or 6 in order to hit it. If a unit is Comfortable, an attacker must roll a 4, 5 or 6 in order to hit it. If a unit is Exposed, it can be hit with a 3, 4, 5, or 6. If a unit is Helpless, it can be hit with a 2, 3, 4, 5, or 6.

ATTACKS

Each unit can make exactly one type of attack per turn against exactly one target. There are four primary types of attacks: **grapple, armed, ranged, and magical**. Grapple attacks can only be used when the combatants are in exactly the same hex, e.g., at a distance of 0. Melee attacks can only be used when the combatants are in adjacent hexes, e.g., at a distance of 1. Ranged attacks can only be used when the combatants are separated by one empty hex, e.g., at a distance of 2. Finally, magical attacks can be used at a distance of either 1 or 2 hexes, and magical hexes also get a bonus of +1 to their hit dice. For example, when targeting a unit in Comfortable terrain with a magical attack, you would hit on a 3, 4, 5, or 6, because you need to wind up with a 4 or better, and you get +1 to your roll. However, every time you choose to make a magical attack, you must pay 1 Mana to the bank. If you have no Mana, you cannot use a magical attack.

A unit's statistics tell you **which kinds of attacks** you have available, **how many strikes** you can make as part of each attack, and **how much damage** each strike will inflict if it hits. Once you have found a valid target for the kind of attack you have chosen, roll one die for each strike in that attack. For example, a Pikeman can make 3 strikes on a melee attack, each of which will do 2 damage if it hits. If the Pikeman is attacking a unit that is defending in Comfortable terrain, and rolls [5, 6, 3], then the 5 will hit, the 6 will hit, and the 3 will miss. Of the three strikes, two were hits, and each hit does 2 damage, so the Pikeman does a total of 2 hits * 2 damage = 4 damage. Note that the Pikeman cannot choose to make a grapple, magical, or ranged attack - the Pikeman simply does not know how to do these kinds of attacks, so the Pikeman can only target units that are at a distance of exactly 1 hex away.

If you target a unit with a grapple, melee, or ranged attack, and that unit has access to the matching type of attack, and the targeted unit survives your attack, then the unit will **counter-attack**, inflicting damage on your attacker as if your attacker were the defender. For example, if your Elvish Archer launches a ranged attack against a Dwarven Thunderer, then both units would attack each other, because they both have ranged attacks. On the other hand, if your Human Spearman launches a ranged attack against an Orcish Grunt, the Grunt does not get to retaliate, because the Grunt does not have any ranged attacks. If you have more than one matching attack available, you can choose which attack to use. Both players roll dice at the same time, then the attack dice are applied, then (if the defender survives) the counter-attack dice are applied. Magical attacks do not trigger counter-attacks, even if the target has access to magical attacks.

RECRUITING / ECONOMY

To a recruit a new unit, your lead character must be on a castle hex, and there must be at least one contiguous empty castle hex, i.e., another castle hex connected with the castle that your leader is standing on which is currently free of other units (friendly or otherwise). Choose the unit type you want to recruit from your deck, flip its card face-up in front of you, pay the appropriate amount of Gold to the

bank (usually between 2 and 5 Gold per unit), and place the unit's marker on one of the available castle hexes. Note that you may choose to place a unit across a gap, e.g., with your leader on the leftmost castle hex, an empty castle hex in the center of the castle zone, and the new recruit on the rightmost castle hex in the castle zone. However, you may not recruit into a different castle zone altogether, e.g., you cannot leave your leader at your home castle and have him recruit units into the castle hexes in the center block.

If you do not have enough Gold to pay for a unit, you cannot recruit that unit. Also, if all of your unit cards for a certain type are already deployed, you cannot recruit additional units of that type. Otherwise, if you meet the conditions, you may go on recruiting units until your castle zone is full. If you are on your starting castle, this means a maximum of 2 recruits per turn; in the center castle block, this means a maximum of 5 recruits per turn, although usually that is not a sustainable pace because of the high cost in Gold.

The only way to get more Gold is to occupy Village hexes. At the start of your turn, collect 1 Gold for each Village you control. Similarly, at the start of your turn, collect 1 Mana for each Altar you control.

In a game with 3 or more players, think about what kinds of resource(s) you are winning with the units you send into battle. If you suffer casualties in a skirmish that would cost, e.g., 10 Gold to replace with new recruits, and as a result you are able to protect 2 of your Villages for 3 additional turns, you probably would have been better off simply letting the Villages go and retreating your units, since you are spending 10 Gold to protect an income of only $2 * 3 = 6$ Gold. Similarly, when deciding whether to cast spells, consider whether you are likely to acquire and hold enough Altars (or other resources) to justify the expenditure of Mana.

DAMAGE, HEALING, AND DEATH

Each unit has a fixed number of **hit points**. If the unit accumulates at least as many damage markers as it has hit points, it is immediately killed; the card is returned to your deck and the marker is removed from the board.

Units can **heal** by starting their turn in Village hexes or by starting their turn adjacent to a friendly unit with the *healing* special ability. In either case, the unit removes one damage marker. You can remove two damage markers per turn if the unit starts out in a Village and adjacent to a healer. A unit with Regenerate (like the Elvish Wose) can remove three damage per turn in a Village adjacent to a healer. It is not possible to accumulate 'bonus' hit points; once you have removed all of a unit's damage markers, it is simply at full health, and cannot improve further.

EXPERIENCE POINTS AND LEVELLING UP

All units require 3 **experience points** in order to 'level up'. A unit gains an experience point whenever it participates in a battle and inflicts at least 1 damage on the enemy. Units can gain XP for attacking and for counter-attacking. There is no need to keep track of more than 3 XP per unit; additional XP are not useful. Once per turn, at the end of your turn, you may choose to 'level up' one unit that (a) has at least 3 XP on it, and (b) is currently in an Urban hex. Remove all of the XP from the unit, and put a Level 2 or Level 3 marker on it to show its new status. There is no way to level up more than one unit per turn, and you cannot level up the same unit twice in one turn. Sometimes, a unit will reach the end of its 'tech tree'. For example, you cannot level up a Great Mage or a Javelineer; they are already maxed out. You do not need to keep track of XP on a maxed out unit; it does not do you any good.

Leveling up a unit gives it additional hit points, which may help it survive the next battle. These hit points are available as soon as your turn ends. However, leveling up cannot save a unit that has already sustained lethal damage, and leveling up does not remove any damage tokens from a unit - it simply increases an already viable unit's total hit points.

SETUP, TAKING TURNS, and WINNING

All players **choose a faction** and take the starting block of 7 hexes for that faction, **placing it 2 blocks away from the central castle block** (i.e., with one intervening face-down block). Fill in the space between the face-up blocks with face-down blocks, using **3 face-down blocks per player**. Then, choose any Level 2 unit from that faction as their lead character, and place it on one of their castle hexes in their starting block. Finally, **collect 20 Gold and 3 Mana from the bank**.

The youngest player goes first; they heal, suffer poison damage, recruit, move, attack, remove dead characters, assign XP, and level up. After the youngest player has completed all of their moves, the next player in **clockwise** order performs all of their moves, and so on until someone has won by executing a leader or occupying at least one hex of the same enemy castle for three consecutive turns. The occupation does not need to be of the exact same hex, nor with the exact same unit, as long as at the end of three of your turns, you have at least one unit in a particular enemy's home castle zone.

To ensure that the game ends, after the end of the turn when the last face-down block is flipped face-up, Villages no longer generate any Gold income, meaning that players will slowly run out of Gold and lose the ability to recruit new units.

SPECIAL ABILITIES

Some units have special abilities that affect the way they attack or defend. Special abilities typically cluster within a particular faction. For example, the *charge* ability is mostly found among the Rebel Humans.

Ambush - When making this kind of attack, this unit is not subject to counter-attacks.

Backstab - This attack deals double damage if the target has an enemy 180 degrees from the attacker.

Berzerk - After resolving attacks and counterattacks, repeat until somebody dies.

Charge - When attacking, both the attacker and the defender do double damage on each hit.

Drains - If your unit hits at least once with this attack, you may remove one damage token from it.

First Strike - This unit's dice are always resolved first, even when counter-attacking.

Heals - Your adjacent units remove one additional damage token each at the start of your turn.

Hollow - Total damage received is doubled for magical attacks and halved for ranged attacks (round down).

Keen - Add +1 to all of the dice rolled on this attack.

Inspires - Your adjacent Level 1 units do one additional damage for each successful strike.

Plague - If this attack kills the enemy, replace the enemy with a Lesser Zombie under your control.

Poison - Units hit by this attack take 1 damage at the start of their turn until they heal any damage.

Rawhide - Ignore the first damage this unit suffers during each attack.

Regenerates - This unit removes one additional damage token at the start of your turn.

Shielded - Subtract -2 from all dice used on a ranged attack against this unit.

Skirmisher - This unit ignores Zone-of-Control restrictions.

Slows - A unit that is hit by this unit loses 2 movement points and 1 strike on its next turn.

Tactician - Your adjacent Level 1 units get one additional strike for each of their attacks.

Warded - Subtract -2 from all dice used on a magical attack against this unit.

HUMAN LOYALISTS

Spearman (4 HP, 3 Gold)

Melee: 3 stk, 1 dam

Ranged: 1 stk, 1 dam

	DEF	MOVE
W	Help	4
P	Expo	2
F	Comf	3
H	Comf	3
M	Expo	5
U	Secu	1

Bowman (3 HP, 4 Gold)

Melee: 1 stk, 1 dam

Range: 2 stk, 2 dam

	DEF	MOVE
W	Help	4
P	Expo	2
F	Comf	3
H	Comf	3
M	Expo	5
U	Secu	1

Cavalry (5 HP, 5 Gold)

Melee: 4 stk, 1 dam

	DEF	MOVE
W	Help	4
P	Comf	1
F	Expo	3
H	Expo	2
M	Help	5
U	Comf	1

Pikeman (8 HP, Level 2)

Melee: 3 stk, 2 dam

[first strike]

Swordsman (9 HP, Level 2)

Grapple: 2 stk, 1 dam

Melee: 5 stk, 1 dam

Javelineer (7 HP, Level 2)

Melee: 2 stk, 3 dam

Range: 2 stk, 2 dam

Longbowman (6 HP, Level 2)

Melee: 1 stk, 2 dam

Range: 2 stk, 3 dam

Cavalier (10 HP, Level 2)

Melee: 4 stk, 2 dam

Range: 1 stk, 1 dam

General (12 HP, Level 3)

Melee: 5 stk, 2 dam

[Tactician]

Master Bowman (9 HP, Level 3)

Melee: 2 stk, 2 dam

Range: 3 stk, 4 dam

Cataphract (14 HP, Level 3)

Melee: 4 stk, 3 dam

Range: 1 stk, 2 dam

Apprentice Mage (2 HP, 5 Gold)

Grapple: 1 stk, 1 dam

Magic: 3 stk, 2 dam

	DEF	MOVE
W	Help	5
P	Comf	2
F	Expo	4
H	Comf	3
M	Comf	4
U	Secu	1

White Mage (4 HP, Level 2)

Grapple: 2 stk, 1 dam

Magic: 3 stk, 3 dam
[Heals]**Red Mage** (5 HP, Level 2)

Melee: 2 stk, 2 dam

Magic: 4 stk, 3 dam

Mage of Light (7 HP, Level 3)

Grapple: 3 stk, 1 dam

Magic: 3 stk, 4 dam
[Heals]**Great Mage** (8 HP, Level 3)

Melee: 2 stk, 3 dam

Magic: 5 stk, 3 dam

HUMAN REBELS**Ruffian** (3 HP, 2 Gold)

Grapple: 2 stk, 1 dam

Range: 2 stk, 1 dam

	DEF	MOVE
W	Expo	3
P	Expo	2
F	Secu	2
H	Secu	2
M	Secu	3
U	Comf	3

Woodsman (3 HP, 3 Gold)

Melee: 1 stk, 1 dam

Range: 3 stk, 1 dam

	DEF	MOVE
W	Comf	3
P	Expo	2
F	Secu	1
H	Secu	2
M	Secu	4
U	Expo	3

Thug (7 HP, Level 2)

Melee: 4 stk, 2 dam

Bandit (6 HP, Level 2)

Grapple: 3 stk, 1 dam

Range: 3 stk, 1 dam

Outlaw (9 HP, Level 3)

Grapple: 4 stk, 1 dam

Range: 4 stk, 1 dam
[Ambush]**Thief** (8 HP, Level 3)

Melee: 3 stk, 1 dam [backstab]

Range: 4 stk, 1 dam

Poacher (6 HP, Level 2)

Melee: 1 stk, 2 dam

Range: 3 stk, 2 dam

Spy (5 HP, Level 2)

Grapple: 2 stk, 2 dam

Range: 2 stk, 1 dam
[Skirmisher]

Horseman (4 HP, 4 Gold)
Grapple: 1 stk, 3 dam
[Charge]

	DEF	MOVE
W	Help	4
P	Comf	1
F	Expo	3
H	Comf	2
M	Help	4
U	Expo	2

Shadow Pupil (4 HP, 5 Gold)
Melee: 2 stk, 2 dam
Magic: 1 stk, 4 dam

	DEF	MOVE
W	Expo	4
P	Expo	X
F	Secu	2
H	Secu	2
M	Secu	3
U	Comf	2

Knight (10 HP, Level 2)
Grapple: 1 stk, 5 dam
[Charge]
Melee: 2 stk, 3 dam

Shadow Master (8 HP, Level 2)
Melee: 2 stk, 2 dam
Magic: 2 stk, 5 dam

Grand Knight (13 HP, Level 3)
Grapple: 2 stk, 4 dam
[Charge]
Melee: 3 stk, 3 dam

Paladin (11 HP, Level 3)
Grapple: 1 stk, 6 dam
[Charge]
Melee: 2 stk, 4 dam
Magic: 2 stk, 3 dam
[Heals]

DWARVES

Axeman (5 HP, 3 Gold)
Melee: 2 stk, 2 dam

	DEF	MOVE
W	Help	4
P	Expo	2
F	Help	5
H	Comf	2
M	Secu	1
U	Comf	2

Steelclad (10 HP, Level 2)
Melee: 2 stk, 3 dam

Runesmith (8 HP, Level 2)
Melee: 2 stk, 2 dam
Magic: 2 stk, 2 dam
[Warded]

Battlelord (15 HP, Level 3)
Melee: 3 stk, 3 dam
Range: 1 stk, 3 dam

Runemaster (11 HP, Level 3)
Melee: 2 stk, 3 dam
Magic: 2 stk, 3 dam
[Warded]

Ballista (3 HP, 4 Gold)
Grapple: 1 stk, 1 dam
Range: 1 stk, 5 dam

	DEF	MOVE
W	Help	4
P	Expo	3
F	Help	X
H	Comf	2
M	Secu	1
U	Comf	3

Guardsmen (4 HP, 4 Gold)
Grapple: 1 stk, 1 dam
Melee: 2 stk, 2 dam
Range: 1 stk, 1 dam

	DEF	MOVE
W	Expo	5
P	Comf	2
F	Expo	5
H	Secu	2
M	Secu	2
U	Secu	1

Ulfserker (4 HP, 5 Gold)
Melee: 2 stk, 2 dam
[Berserk]

	DEF	MOVE
W	Help	4
P	Expo	2
F	Help	4
H	Comf	2
M	Secu	1
U	Comf	2

Artillery (6 HP, Level 2)
Grapple: 1 stk, 2 dam
Range: 1 stk, 8 dam

Zeppelin (5 HP, Level 2)
Grapple: 1 stk, 1 dam
Range: 5 stk, 1 dam

Stalwart (8 HP, Level 2)
Grapple: 2 stk, 1 dam
Melee: 2 stk, 3 dam
Range: 1 stk, 2 dam

Berserker (7 HP, Level 2)
Melee: 2 stk, 4 dam
[Berserk]

Doomblast (10 HP, Level 3)
Grapple: 1 stk, 3 dam
Range: 1 stk, 12 dam

Bannerman (12 HP, Level 3)
Grapple: 1 stk, 2 dam
Melee: 2 stk, 4 dam
[Inspires]

Phalanx (13 HP, Level 3)
Melee: 2 stk, 3 dam
Range: 2 stk, 2 dam
[Shielded]

ELVES

Fighter (3 HP, 3 Gold)

Melee: 3 stk, 1 dam

Range: 2 stk, 1 dam

	DEF	MOVE
W	Expo	4
P	Expo	2
F	Secu	1
H	Expo	2
M	Help	4
U	Comf	2

Archer (2 HP, 4 Gold)

Melee: 2 stk, 1 dam

Range: 3 stk, 2 dam

	DEF	MOVE
W	Help	4
P	Expo	2
F	Secu	1
H	Comf	2
M	Expo	4
U	Comf	2

Shaman (2 HP, 5 Gold)

Melee: 1 stk, 1 dam

Magic: 1 stk, 2 dam

[Slows]

	DEF	MOVE
W	Expo	4
P	Exp	3
F	Sec	2
H	Comf	3
M	Expo	4
U	Expo	3

Captain (6 HP, Level 2)

Melee: 3 stk, 2 dam

Range: 3 stk, 1 dam

[Tactician]

Hero (7 HP, Level 2)

Melee: 4 stk, 2 dam

Range: 4 stk, 1 dam

Sharpshooter (4 HP, Level 2)

Melee: 2 stk, 1 dam

Range: 4 stk, 2 dam

[Keen]

Ranger (5 HP, Level 2)

Melee: 3 stk, 3 dam

Range: 3 stk, 3 dam

[Ambush]

Enchantress (4 HP, Level 2)

Melee: 2 stk, 1 dam

Magic: 2 stk, 2 dam

[Slows]

Druid (6 HP, Level 2)

Grapple: 3 stk, 1 dam

Magic: 4 stk, 1 dam

[Heals]

Marshal (10 HP, Level 3)

Melee: 3 stk, 3 dam

Range: 3 stk, 2 dam

[Tactician]

Champion (12 HP, Level 3)

Melee: 5 stk, 2 dam

Range: 4 stk, 2 dam

Marksman (6 HP, Level 3)

Melee: 2 stk, 1 dam

Range: 5 stk, 3 dam

[Keen]

Faerie (7 HP, Level 3)

Melee: 2 stk, 2 dam

Magic: 3 stk, 3 dam

[Slows]

Wose (12 HP, Level 3)

Grapple: 2 stk, 6 dam

Melee: 2 stk, 4 dam

[Regenerates]

Scout (4 HP, 5 Gold)
Melee: 4 stk, 1 dam
Range: 2 stk, 1 dam

	DEF	MOVE
W	Expo	4
P	Exp	1
F	Comf	1
H	Comf	2
M	Expo	4
U	Expo	2

Outrider (8 HP, Level 2)
Melee: 4 stk, 1 dam
Range: 3 stk, 1 dam

Whisperer (7 HP, Level 2)
Melee: 3 stk, 1 dam
Range: 3 stk, 1 dam
[Skirmisher]

Wanderer (11 HP, Level 3)
Melee: 5 stk, 1 dam
Range: 3 stk, 1 dam

UNDEAD

Skeleton (3 HP, 3 Gold)
[Hollow]
Melee: 3 stk, 2 dam

	DEF	MOVE
W	Secu	3
P	Comf	2
F	Expo	2
H	Comf	3
M	Expo	4
U	Help	2

Baneblade (7 HP, Level 2)
[Hollow]
Melee: 5 stk, 2 dam

Skeleton Archer (6 HP, Level 2)
[Hollow]
Melee: 1 stk, 1 dam
Range: 3 stk, 2 dam

Ghost (3 HP, 4 Gold)
[Hollow]
Grapple: 3 stk, 1 dam
[Drains]
Range: 2 stk, 1 dam

	DEF	MOVE
W	Expo	3
P	Secu	2
F	Secu	2
H	Secu	2
M	Secu	1
U	Help	2

Lesser Zombie (2 Gold, 2 HP)
Grapple: 3 stk, 1 dam
[Plague]

	DEF	MOVE
W	Comf	1
P	Expo	3
F	Comf	3
H	Comf	3
M	Comf	3
U	Comf	3

Dark Cultist (5 Gold, 4 HP)
Magic: 2 stk, 4 dam

	DEF	MOVE
W	Help	5
P	Expo	2
F	Expo	3
H	Comf	3
M	Secu	4
U	Expo	2

Spectre (6 HP, Level 2)
Grapple: 3 stk, 2 dam
[Drains]
Range: 3 stk, 1 dam

Shadow (5 HP, Level 2)
[Hollow]
Melee: 4 stk, 2 dam
[Backstab]

Greater Zombie (5 HP, Level 2)
Grapple: 4 stk, 2 dam
[Plague]

Death Mage (6 HP, Level 2)
Range: 1 stk, 2 dam
Magic: 2 stk, 6 dam

Nightmare (9 HP, Level 3)
Grapple: 4 stk, 3 dam
[Drains]
Range: 3 stk, 2 dam

Necromancer (10 HP, Level 3)
Melee: 2 stk, 2 dam
[Plague]
Magic: 2 stk, 8 dam

Lich (9 HP, Level 3)
Grapple: 3 stk, 2 dam
[Drains]
Magic: 2 stk, 7 dam

ORCS

Grunt (4 HP, 2 Gold)
Grapple: 2 stk, 1 dam
Melee: 2 stk, 2 dam

	DEF	MOVE
W	Help	4
P	Expo	2
F	Comf	3
H	Secu	2
M	Comf	4
U	Expo	2

Wolf Rider (5 HP, 4 Gold)
Grapple: 3 stk, 2 dam
Melee: 1 stk, 2 dam

	DEF	MOVE
W	Help	5
P	Help	1
F	Expo	2
H	Comf	2
M	Expo	3
U	Help	4

Sneak (2 HP, 3 Gold)
[Skirmisher]
Melee: 2 stk, 1 dam

	DEF	MOVE
W	Help	5
P	Help	2
F	Comf	3
H	Secu	1
M	Comf	3
U	Expo	2

Soldier (8 HP, Level 2)
Melee: 2 stk, 4 dam

Crossbowman (7 HP, Level 2)
Melee: 2 stk, 1 dam
Range: 1 stk, 7 dam

Warg Rider (10 HP, Level 2)
Grapple: 3 stk, 4 dam
Melee: 1 stk, 4 dam

Assassin (5 HP, Level 2)
[Skirmisher]
Melee: 3 stk, 1 dam
Range: 2 stk, 1 dam
[Poison]

Commander (12 HP, Level 3)
[Inspires]
Melee: 3 stk, 4 dam
Range: 2 stk, 2 dam

Ninja (8 HP, Level 3)
[Skirmisher]
Melee: 4 stk, 1 dam
Range: 3 stk, 1 dam
[Poison]

Thickskin (4 HP, 4 Gold)

[Rawhide]

Grapple: 2 stk, 3 dam

Melee: 2 stk, 2 dam

DEF MOVE

W Help X

P Help 3

F Help 5

H Comf 2

M Expo 3

U Help 5

Trollshank (8 HP, Level 2)

[Rawhide]

Grapple: 2 stk, 5 dam

Melee: 2 stk, 4 dam

Bashhammer (12 HP, Level 3)

[Rawhide]

Melee: 3 stk, 6 dam

Rocklobber (14 HP, Level 3)

[Rawhide]

Grapple: 2 stk, 4 dam

Melee: 2 stk, 3 dam

Range: 1 stk, 10 dam