

Death Toll A Fantasy Game

Scale: 1 space = 30 feet

Forces: 1 hero + 6 others

Heroic Traits (pick 3)

Archery (a): Level extra shots

Fighting (f): Level extra attacks

Leadership (l): Level radius

Magic (m): Level spell points

Retinue (n): Level Knights

Stealth: - Level to sight

Wounds: Survive Level Kills

Encounters: range by sighting

Sight 1d6 Range in Spaces +

Alternate activate highest 1d6

Walk 1, Run 2, Ride 3 spaces

Dragons (kt,pl,6f,6w,fly)

Dwarves (kt,ch,

Elves (co,le,a1,nocturnal)

Goblins (co,le,nocturnal)

Orcs (ma,ml,nocturnal)

Skeletons (ma,le,no morale)

Trolls (ma,le,3f,3w,nocturnal)

Melee To Hit: 1d6 per Attack

Commoners (co) 5 +

Men At Arms (ma) 4 +

Knights (kt) 3 +

Target: Co + 1, Kt - 1

Missile To Hit: 1d6 per shot

Range In Spaces +, co+1, kn-1

To Kill: 1d6 verses Armour

None (no)2+ Leather (le) 3+

Maile (ml) 4+ Plate (pl) 5+

Shield + 1, Small -1, 2-h +1

Sneak, Climb, Swim

None 3+ Leather 4+

Maile 5+ Plate 6+

Morale: co 5+, ma 4+, kt 3+

In Leadership Radius +1

Spells cost Level spell points

Blast Level missile attacks

Fly Level spaces

Heal Level wounds

Shield Level hits

Summon Level skeletons