



Militia & Mercenaries



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The third in Ray Turney's on-going series of computer-generated RUNEQUEST character books, MILITIA & MERCENARIES is broken into nine sections: a page of unattached officers at the front, a page of random warhorses at the back, and seven squads of soldiers laid out on facing pages in between. The squad leader (usually mounted on a warhorse) is always the first character at the top of the even-numbered page, while the second-in-command is at the top of the facing odd-numbered page. As will become apparent, the squads vary in capacity and function. They have been named merely for color, though the name sometimes reflects the quality of the squad.

These soldiers have been presented in this manner as a convenience; as a matter of course Referees should use the book as needed. Individual soldiers can make beginning characters for newcomers or latecomers, for instance. Weaponry can be changed, as can armor (but there should be some realistic restraint). Basically the book allows quick use of the variety inherent in the RUNEQUEST FRP system, and Referees should use it at their convenience.

IMPORTANT: THESE CHARACTERS WILL BE USELESS WITHOUT THE RUNEQUEST RULES.

Below is a sample Foot Archer, explained line-by-line:

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                                FOOT ARCHER
STR 10 INT 11 POW 9 CON 7 DEX 12 SIZ 7           01-04, Right Leg: 3/2
Self Bow(1D6+1) 30% Short Sword(1D6+1+---) 25% 05-08, Left Leg: 3/2
Small Shield(8Pts) 30%                          09-11, Abdomen: 4/2
Bow SR 3 Short Sword SR 8                       12, Chest: 4/3
Defence 0% Move: 7 T. F. 7                       13-15, Right Arm: 3/1
Healing 3, Countermagic 1, SpeedDart 1          16-18, Left Arm: 3/1
Farming 70%                                     19-20, Head: 4/2
                                TOTAL HIT POINTS 6
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LEFT COLUMN

- Line 1 - Troop type, followed by an ID number: substitute names as wished.
- Line 2 - STR, INT, POW, CON, DEX, SIZ are explained in RUNEQUEST.
- Line 3, 4 - The Attack or Parry percentage with the given weapon, along with the damage roll that the weapon does.
- Line 5 - The Strike Rank of the given weapons.
- Line 6 - The character's defence bonus, Movement class, and Treasure Factor, respectively; note that this line comes AFTER Skills & Abilities in the Officer statistics.
- Line 7 - Spells known by the character, if any.
- Line 8 - Skills & Abilities of the character, if any.

RIGHT COLUMN

Hit distribution table by body area, with armor to the left of the slash and hit points to the right. The centered line totals the hit points.

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Lynn Willis series factotum.

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UNATTACHED OFFICERS

OFFICER

STR 17 INT 13 POW 8 CON 15 DEX 6 SIZ 8 CHAR 16 1-4, R. Leg: 6/5
Self Bow(1D6+1)35% 1H Spear(1D6+1+1D4)35% 5-8, L. Leg: 6/5
Broadsword(1D8+1+1D4)45% Medium Shield(12Pts): 35% 9-11, Abdomen: 7/5
Self Bow SR: 4 Spear SR: 7 Broadsword SR: 8 12, Chest: 7/6
Healing 2, Disruption, Countermagic 1, Bladesharp 2 13-15, R. Arm: 6/4
Spot Hidden 35%, Riding 30% 16-18, L. Arm: 6/4
Defence: 0% Move: 6 Treasure Factor: 16 19-20, Head: 6/5
Total HP: 14

OFFICER

STR 9 INT 13 POW 18 CON 14 DEX 9 SIZ 6 CHAR 15 1-4, R. Leg: 5/5
Self Bow(1D6+1)45% 1H Spear(1D6+1+---)40% 5-8, L. Leg: 5/5
Broadsword(1D8+1+---)55% Medium Shield(12Pts): 45% 9-11, Abdomen: 7/5
Self Bow SR: 3 Spear SR: 7 Broadsword SR: 8 12, Chest: 7/6
Healing 2, Demoralize, Countermagic 3, Mobility 13-15, R. Arm: 5/4
Spot Hidden 35%, Ambush 50%, Riding 30% 16-18, L. Arm: 5/4
Defence: 10% Move: 6 Treasure Factor: 15 19-20, Head: 6/5
Total HP: 14

OFFICER

STR 17 INT 6 POW 11 CON 12 DEX 8 SIZ 18 CHAR 12 1-4, R. Leg: 5/5
Self Bow(1D6+1)25% 1H Spear(1D6+1+1D6)25% 5-8, L. Leg: 5/5
Broadsword(1D8+1+1D6)35% Medium Shield(12Pts): 30% 9-11, Abdomen: 7/5
Self Bow SR: 4 Spear SR: 6 Broadsword SR: 7 12, Chest: 7/6
Healing 2, Countermagic 1, Bladesharp 1 13-15, R. Arm: 5/4
Spot Hidden 30%, Sense Ambush 40%, Riding 40% 16-18, L. Arm: 5/4
Defence: 0% Move: 7 Treasure Factor: 14 19-20, Head: 6/5
Total HP: 14

OFFICER

STR 12 INT 17 POW 10 CON 11 DEX 13 SIZ 8 CHAR 16 1-4, R. Leg: 5/4
Self Bow(1D6+1)50% 1H Spear(1D6+1+---)40% 5-8, L. Leg: 5/4
Broadsword(1D8+1+---)55% Medium Shield(12Pts): 40% 9-11, Abdomen: 7/4
Self Bow SR: 2 Spear SR: 5 Broadsword SR: 6 12, Chest: 7/5
Healing 2, Countermagic 3, Bladesharp 1 13-15, R. Arm: 5/3
Spot Hidden 35%, Riding 35%, Camouflage 50% 16-18, L. Arm: 5/3
Defence: 15% Move: 6 Treasure Factor: 14 19-20, Head: 6/4
Total HP: 10

OFFICER

STR 13 INT 14 POW 10 CON 15 DEX 12 SIZ 12 CHAR 15 1-4, R. Leg: 6/5
Self Bow(1D6+1)35% 1H Spear(1D6+1+1D4)30% 5-8, L. Leg: 6/5
Broadsword(1D8+1+1D4)40% Medium Shield(12Pts): 30% 9-11, Abdomen: 7/5
Self Bow SR: 3 Spear SR: 6 Broadsword SR: 7 12, Chest: 7/6
Healing 2, Countermagic 3, Bladesharp 1 13-15, R. Arm: 6/4
Spot Hidden 35%, Sense Ambush 45%, Riding 35% 16-18, L. Arm: 6/4
Defence: 5% Move: 6 Treasure Factor: 16 19-20, Head: 6/5
Total HP: 15

OFFICER

STR 10 INT 18 POW 9 CON 13 DEX 11 SIZ 14 CHAR 16 1-4, R. Leg: 5/5
Self Bow(1D6+1)45% 1H Spear(1D6+1+---)35% 5-8, L. Leg: 5/5
Broadsword(1D8+1+---)45% Medium Shield(12Pts): 30% 9-11, Abdomen: 7/5
Self Bow SR: 3 Spear SR: 6 Broadsword SR: 7 12, Chest: 7/6
Healing 2, Countermagic 3, Bladesharp 1 13-15, R. Arm: 5/4
Spot Hidden 35%, Ambush 50%, Riding 30% 16-18, L. Arm: 5/4
Defence: 10% Move: 6 Treasure Factor: 14 19-20, Head: 6/5
Total HP: 14

Felton's Loyal Farmers

FOOT MERCENARY NUMBER 1

STR 14 INT 10 POW 9 CON 8 DEX 9 SIZ 12
2H Spear(1D10+1D4)35% 1H Spear(1D6+1+1D4)25%
Shortsword(1D6+1+1D4)30% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Bladesharp 1, Countermagic 1
Spot Hidden 50%, Sense Ambush 40%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 14

Total HP: 8

1-4, R. Leg: 6/3
5-8, L. Leg: 6/3
9-11, Abdomen: 7/3
12, Chest: 7/4
13-15, R. Arm: 6/2
16-18, L. Arm: 6/2
19-20, Head: 6/3

MILITIAMAN NUMBER 1

STR 10 INT 9 POW 8 CON 13 DEX 10 SIZ 12
2H Spear(1D10+---) 30% Small Club(1D6+---) 25%
2H Spear Parry(15Pts) 30%
Spear SR 5 Light Mace SR 8
Defence 0% Move: 7 T. F. 8
No Spells
Farming 70%

TOTAL HIT POINTS 13

01-04, Right Leg: 3/5
05-08, Left Leg: 3/5
09-11, Abdomen: 4/5
12, Chest: 4/6
13-15, Right Arm: 3/4
16-18, Left Arm: 3/4
19-20, Head: 4/5

MILITIAMAN NUMBER 2

STR 7 INT 11 POW 17 CON 11 DEX 12 SIZ 8
2H Spear(1D10+---) 35% Small Club(1D6+---) 30%
2H Spear Parry(15Pts) 35%
Spear SR 5 Light Mace SR 8
Defence 5% Move: 7 T. F. 8
Healing 2
Farming 70%

TOTAL HIT POINTS 11

01-04, Right Leg: 3/4
05-08, Left Leg: 3/4
09-11, Abdomen: 4/4
12, Chest: 4/5
13-15, Right Arm: 3/3
16-18, Left Arm: 3/3
19-20, Head: 4/4

MILITIAMAN NUMBER 3

STR 10 INT 12 POW 11 CON 10 DEX 12 SIZ 8
2H Spear(1D10+---) 30% Small Club(1D6+---) 25%
2H Spear Parry(15Pts) 30%
Spear SR 5 Light Mace SR 8
Defence 0% Move: 7 T. F. 7
Glue 1
Farming 70%

TOTAL HIT POINTS 9

01-04, Right Leg: 3/3
05-08, Left Leg: 3/3
09-11, Abdomen: 4/3
12, Chest: 4/4
13-15, Right Arm: 3/2
16-18, Left Arm: 3/2
19-20, Head: 4/3

MILITIAMAN NUMBER 4

STR 10 INT 12 POW 9 CON 10 DEX 11 SIZ 7
2H Spear(1D10+---) 30% Small Club(1D6+---) 25%
2H Spear Parry(15Pts) 30%
Spear SR 5 Light Mace SR 8
Defence 0% Move: 7 T. F. 7
Glue 1
Pick Pockets 70%, Hide in Cover 70%

TOTAL HIT POINTS 9

01-04, Right Leg: 3/3
05-08, Left Leg: 3/3
09-11, Abdomen: 4/3
12, Chest: 4/4
13-15, Right Arm: 3/2
16-18, Left Arm: 3/2
19-20, Head: 4/3

MILITIAMAN NUMBER 5

STR 13 INT 10 POW 10 CON 6 DEX 6 SIZ 8
1H Spear(1D6+1+---) 30% Light Mace(1D6+---) 20%
Large Shield(16Pts):25%
Spear SR: 6 Light Mace SR: 9
Defence 0% Move: 6 T. F. 6
No Spells
Farming 70%

TOTAL HIT POINTS 5

01-04, Right Leg: 3/2
05-08, Left Leg: 3/2
09-11, Abdomen: 4/2
12, Chest: 4/3
13-15, Right Arm: 3/1
16-18, Left Arm: 3/1
19-20, Head: 4/2

FOOT ARCHER NUMBER 1

STR 10 INT 11 POW 8 CON 11 DEX 11 SIZ 9
 Self Bow(1D6+1) 45% Short Sword(1D6+1+---) 35%
 Small Shield(8Pts) 40%
 Bow SR 3 Short Sword SR 8
 Defence 00% Move: 6 T. F. 12
 Healing 2, Countermagic 1
 Camouflage 60%, Spot Hidden 50%, Sense Ambush 65%
 TOTAL HIT POINTS 11

01-04, Right Leg: 5/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 7/5
 13-15, Right Arm: 5/3
 16-18, Left Arm: 5/3
 19-20, Head: 6/4

MILITIAMAN NUMBER 6

STR 11 INT 14 POW 7 CON 6 DEX 11 SIZ 10
 2H Spear(1D10+---) 40% Small Club(1D6+---) 30%
 2H Spear Parry(15Pts) 30%
 Spear SR 5 Light Mace SR 8
 Defence 5% Move: 7 T. F. 7
 No Spells
 Farming 70%
 TOTAL HIT POINTS 6

01-04, Right Leg: 3/2
 05-08, Left Leg: 3/2
 09-11, Abdomen: 4/2
 12, Chest: 4/3
 13-15, Right Arm: 3/1
 16-18, Left Arm: 3/1
 19-20, Head: 4/2

MILITIAMAN NUMBER 7

STR 9 INT 13 POW 12 CON 8 DEX 15 SIZ 11
 2H Spear(1D10+---) 45% Small Club(1D6+---) 35%
 2H Spear Parry(15Pts) 35%
 Spear SR 4 Light Mace SR 7
 Defence 10% Move: 7 T. F. 7
 No Spells
 Read & Write Local Language 70%
 TOTAL HIT POINTS 8

01-04, Right Leg: 3/3
 05-08, Left Leg: 3/3
 09-11, Abdomen: 4/3
 12, Chest: 4/4
 13-15, Right Arm: 3/2
 16-18, Left Arm: 3/2
 19-20, Head: 4/3

MILITIAMAN NUMBER 8

STR 12 INT 8 POW 14 CON 12 DEX 6 SIZ 11
 1H Spear(1D6+1+---) 20% Light Mace(1D6+---) 15%
 Large Shield(16Pts): 25%
 Spear SR: 6 Light Mace SR: 9
 Defence 0% Move: 7 T. F. 7
 No Spells
 Farming 70%
 TOTAL HIT POINTS 12

01-04, Right Leg: 3/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 4/5
 13-15, Right Arm: 3/3
 16-18, Left Arm: 3/3
 19-20, Head: 4/4

MILITIAMAN NUMBER 9

STR 12 INT 13 POW 9 CON 12 DEX 8 SIZ 13
 1H Spear(1D6+1+1D4) 30% Light Mace(1D6+1D4) 25%
 Large Shield(16Pts): 25%
 Spear SR: 6 Light Mace SR: 9
 Defence 0% Move: 7 T. F. 8
 No Spells
 Tracking 50%, Sense Ambush 50%
 TOTAL HIT POINTS 13

01-04, Right Leg: 3/5
 05-08, Left Leg: 3/5
 09-11, Abdomen: 4/5
 12, Chest: 4/6
 13-15, Right Arm: 3/4
 16-18, Left Arm: 3/4
 19-20, Head: 4/5

MILITIAMAN NUMBER 10

STR 10 INT 7 POW 8 CON 9 DEX 18 SIZ 16
 2H Spear(1D10+1D4) 35% Small Club(1D6+1D4) 30%
 2H Spear Parry(15Pts) 40%
 Spear SR 2 Light Mace SR 5
 Defence 5% Move: 7 T. F. 7
 No Spells
 Tracking 50%, Sense Ambush 50%
 TOTAL HIT POINTS 10

01-04, Right Leg: 3/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 4/5
 13-15, Right Arm: 3/3
 16-18, Left Arm: 3/3
 19-20, Head: 4/4

Thorns of Thalba-wak

FOOT MERCENARY NUMBER 2

STR 11 INT 10 POW 11 CON 9 DEX 11 SIZ 11
2H Spear(1D10+---)55% 1H Spear(1D6+1+---)40%
Shortsword(1D6+1+---)50% Large Shield(16Pts):50%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Befuddle, Padding, Dispell Magic 2
Spot Hidden 65%, Sense Ambush 55%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 13
Total HP: 9

1-4, R. Leg: 4/3
5-8, L. Leg: 4/3
9-11, Abdomen: 7/3
12, Chest: 7/4
13-15, R. Arm: 4/2
16-18, L. Arm: 4/2
19-20, Head: 5/3

FOOT MERCENARY NUMBER 3

STR 9 INT 16 POW 13 CON 8 DEX 14 SIZ 3
2H Spear(1D10-1D4)60% 1H Spear(1D6+1-1D4)55%
Shortsword(1D6+1-1D4)55% Large Shield(16Pts):55%
2H Spear SR: 4 1H Spear SR: 5 Shortsword SR: 8
Healing 3, Demoralize, Countermagic 1, Bladesharp 2
Spot Hidden 65%, Camouflage 45%, Riding 25%
Defence: 15% Move: 5 Treasure Factor: 12
Total HP: 6

1-4, R. Leg: 4/2
5-8, L. Leg: 4/2
9-11, Abdomen: 7/2
12, Chest: 7/3
13-15, R. Arm: 4/1
16-18, L. Arm: 4/1
19-20, Head: 5/2

FOOT MERCENARY NUMBER 4

STR 14 INT 8 POW 9 CON 11 DEX 12 SIZ 13
2H Spear(1D10+1D4)40% 1H Spear(1D6+1+1D4)40%
Shortsword(1D6+1+1D4)40% Large Shield(16Pts):45%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 3, Demoralize, Bladesharp 2, Countermagic 1
Spot Hidden 55%, Ambush 65%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 14
Total HP: 12

1-4, R. Leg: 4/4
5-8, L. Leg: 4/4
9-11, Abdomen: 7/4
12, Chest: 7/5
13-15, R. Arm: 4/3
16-18, L. Arm: 4/3
19-20, Head: 5/4

FOOT MERCENARY NUMBER 5

STR 14 INT 16 POW 10 CON 9 DEX 11 SIZ 8
2H Spear(1D10+---)55% 1H Spear(1D6+1+---)50%
Shortsword(1D6+1+---)50% Large Shield(16Pts):45%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Countermagic 3, Bladesharp 1
Spot Hidden 50%, Riding 25%
Defence: 5% Move: 6 Treasure Factor: 13
Total HP: 8

1-4, R. Leg: 4/3
5-8, L. Leg: 4/3
9-11, Abdomen: 7/3
12, Chest: 7/4
13-15, R. Arm: 4/2
16-18, L. Arm: 4/2
19-20, Head: 5/3

FOOT MERCENARY NUMBER 6

STR 12 INT 6 POW 15 CON 11 DEX 9 SIZ 6
2H Spear(1D10+---)50% 1H Spear(1D6+1+---)40%
Shortsword(1D6+1+---)40% Large Shield(16Pts):50%
2H Spear SR: 5 1H Spear SR: 6 Shortsword SR: 9
Healing 2, Bladesharp 1
Spot Hidden 50%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 10
Total HP: 10

1-4, R. Leg: 4/4
5-8, L. Leg: 4/4
9-11, Abdomen: 7/4
12, Chest: 7/5
13-15, R. Arm: 4/3
16-18, L. Arm: 4/3
19-20, Head: 5/4

FOOT MERCENARY NUMBER 7

STR 12 INT 7 POW 13 CON 7 DEX 8 SIZ 6
2H Spear(1D10+---)35% 1H Spear(1D6+1+---)30%
Shortsword(1D6+1+---)40% Large Shield(16Pts):40%
2H Spear SR: 6 1H Spear SR: 7 Shortsword SR: 10
Healing 3, Demoralize, Bladesharp 2, Countermagic 1
Spot Hidden 45%, Sense Ambush 45%, Riding 25%
Defence: 0% Move: 5 Treasure Factor: 12
Total HP: 6

1-4, R. Leg: 4/2
5-8, L. Leg: 4/2
9-11, Abdomen: 7/2
12, Chest: 7/3
13-15, R. Arm: 4/1
16-18, L. Arm: 4/1
19-20, Head: 5/2

FOOT MERCENARY NUMBER 8

STR 9 INT 6 POW 13 CON 11 DEX 9 SIZ 12
 2H Spear(1D10+---)40% 1H Spear(1D6+1+---)40%
 Shortsword(1D6+1+---)40% Large Shield(16Pts):45%
 2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
 Healing 2, Bladesharp 1
 Spot Hidden 50%, Riding 25%, Camouflage 65%
 Defence: 0% Move: 6 Treasure Factor: 11
 Total HP:11

1-4, R. Leg:4/4
 5-8, L. Leg:4/4
 9-11, Abdomen:7/4
 12, Chest:7/5
 13-15, R. Arm:4/3
 16-18, L. Arm:4/3
 19-20, Head:5/4

FOOT MERCENARY NUMBER 9

STR 9 INT 12 POW 13 CON 12 DEX 11 SIZ 12
 2H Spear(1D10+---)45% 1H Spear(1D6+1+---)40%
 Shortsword(1D6+1+---)45% Large Shield(16Pts):45%
 2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
 Healing 2, Countermagic 3, Bladesharp 1
 Spot Hidden 65%, Camouflage 45%, Riding 25%
 Defence: 0% Move: 6 Treasure Factor: 13
 Total HP:12

1-4, R. Leg:4/4
 5-8, L. Leg:4/4
 9-11, Abdomen:7/4
 12, Chest:7/5
 13-15, R. Arm:4/3
 16-18, L. Arm:4/3
 19-20, Head:5/4

FOOT MERCENARY NUMBER 10

STR 13 INT 7 POW 11 CON 5 DEX 11 SIZ 15
 2H Spear(1D10+1D4)50% 1H Spear(1D6+1+1D4)35%
 Shortsword(1D6+1+1D4)45% Large Shield(16Pts):50%
 2H Spear SR: 5 1H Spear SR: 4 Shortsword SR: 7
 Healing 2, Befuddle, Paddina, Dispell Magic 2
 Spot Hidden 45%, Sense Ambush 55%, Riding 25%
 Defence: 0% Move: 5 Treasure Factor: 15
 Total HP: 6

1-4, R. Leg:6/2
 5-8, L. Leg:6/2
 9-11, Abdomen:7/2
 12, Chest:7/3
 13-15, R. Arm:6/1
 16-18, L. Arm:6/1
 19-20, Head:5/2

FOOT MERCENARY NUMBER 11

STR 9 INT 4 POW 11 CON 11 DEX 14 SIZ 12
 2H Spear(1D10+---)50% 1H Spear(1D6+1+---)35%
 Shortsword(1D6+1+---)45% Large Shield(16Pts):55%
 2H Spear SR: 4 1H Spear SR: 4 Shortsword SR: 7
 Healing 2, Demoralize, Countermagic 1
 Riding 25%, Spot Hidden 55%, Sense Ambush 45%
 Defence: 0% Move: 6 Treasure Factor: 13
 Total HP:11

1-4, R. Leg:4/4
 5-8, L. Leg:4/4
 9-11, Abdomen:7/4
 12, Chest:7/5
 13-15, R. Arm:4/3
 16-18, L. Arm:4/3
 19-20, Head:5/4

FOOT MERCENARY NUMBER 12

STR 10 INT 10 POW 9 CON 9 DEX 11 SIZ 4
 2H Spear(1D10+---)50% 1H Spear(1D6+1+---)40%
 Shortsword(1D6+1+---)45% Large Shield(16Pts):50%
 2H Spear SR: 5 1H Spear SR: 6 Shortsword SR: 9
 Healing 2, Countermagic 1, Bladesharp 1
 Spot Hidden 50%, Riding 25%, Camouflage 65%
 Defence: 5% Move: 5 Treasure Factor: 11
 Total HP: 7

1-4, R. Leg:4/3
 5-8, L. Leg:4/3
 9-11, Abdomen:7/3
 12, Chest:7/4
 13-15, R. Arm:4/2
 16-18, L. Arm:4/2
 19-20, Head:5/3

FOOT MERCENARY NUMBER 13

STR 11 INT 12 POW 10 CON 13 DEX 11 SIZ 14
 2H Spear(1D10+1D4)50% 1H Spear(1D6+1+1D4)40%
 Shortsword(1D6+1+1D4)45% Large Shield(16Pts):45%
 2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
 Healing 2, Bladesharp 1, Countermagic 1
 Spot Hidden 45%, Sense Ambush 55%, Riding 25%
 Defence: 0% Move: 6 Treasure Factor: 13
 Total HP:14

1-4, R. Leg:4/5
 5-8, L. Leg:4/5
 9-11, Abdomen:7/5
 12, Chest:7/6
 13-15, R. Arm:4/4
 16-18, L. Arm:4/4
 19-20, Head:5/5

Hygélac's Hotshots

OFFICER NUMBER 1

STR 16 INT 11 POW 14 CON 10 DEX 16 SIZ 9 CHAR 14 1-4, R. Leg: 6/4
Self Bow(1D6+1)40% 1H Spear(1D6+1+1D4)30% 5-8, L. Leg: 6/4
Broadsword(1D8+1+1D4)40% Medium Shield(12Pts): 35% 9-11, Abdomen: 7/4
Self Bow SR: 1 Spear SR: 4 Broadsword SR: 5 12, Chest: 7/5
Healing 3, Demoralize, Bladesharp 2, Countermagic 1 13-15, R. Arm: 6/3
Spot Hidden 50%, Camouflage 30%, Riding 30% 16-18, L. Arm: 6/3
Defence: 5% Move: 6 Treasure Factor: 15 19-20, Head: 6/4
Total HP: 10

WARHORSE NUMBER 1

STR 29 INT 6 POW 11 CON 12 DEX 12 SIZ 27 1-2, R. Hind Leg: 1/5
Kick(1D8) 45% Rear & Plunge(2D10+2D6) 40% 3-4, L. Hind Leg: 1/5
Trample(2D6) 75% Bite(1D10) 35% 5-7, Hindquarters: 1/7
Strike Rank with Any Attack: 7 8-10, Forequarters: 1/7
Defence: 0% Move: 12 Treasure Factor: 10 11-13, R. Fore Leg: 1/5
14-16, L. Fore Leg: 1/5
17-20, Head: 1/6

TOTAL HIT POINTS: 16

FOOT ARCHER NUMBER 2

STR 9 INT 10 POW 16 CON 14 DEX 10 SIZ 8 01-04, Right Leg: 5/5
Self Bow(1D6+1) 45% Short Sword(1D6+1+---) 35% 05-08, Left Leg: 3/5
Small Shield(8Pts) 30% 09-11, Abdomen: 4/5
Bow SR 3 Short Sword SR 8 12, Chest: 7/6
Defence 0% Move: 6 T. F. 13 13-15, Right Arm: 5/4
Healing 2, Countermagic 3, Multimissile 2 16-18, Left Arm: 5/4
Tracking 50%, Spot Hidden 50%, Ambush 60% 19-20, Head: 6/5
TOTAL HIT POINTS 13

FOOT ARCHER NUMBER 3

STR 11 INT 11 POW 10 CON 14 DEX 9 SIZ 12 01-04, Right Leg: 5/5
Self Bow(1D6+1) 45% Short Sword(1D6+1+---) 35% 05-08, Left Leg: 3/5
Small Shield(8Pts) 30% 09-11, Abdomen: 4/5
Bow SR 3 Short Sword SR 8 12, Chest: 7/6
Defence 0% Move: 7 T. F. 13 13-15, Right Arm: 5/4
Healing 2, Countermagic 2, Multimissile 1 16-18, Left Arm: 5/4
Spot Hidden 65%, Sense Ambush 55%, Riding 25% 19-20, Head: 6/5
TOTAL HIT POINTS 14

FOOT ARCHER NUMBER 4

STR 11 INT 13 POW 11 CON 9 DEX 9 SIZ 14 01-04, Right Leg: 5/4
Self Bow(1D6+1) 50% Short Sword(1D6+1+1D4) 40% 05-08, Left Leg: 3/4
Small Shield(8Pts) 30% 09-11, Abdomen: 4/4
Bow SR 3 Short Sword SR 8 12, Chest: 7/5
Defence 5% Move: 6 T. F. 13 13-15, Right Arm: 5/3
Healing 2, Countermagic 1, Multimissile 2 16-18, Left Arm: 5/3
Spot Hidden 65%, Sense Ambush 55%, Riding 25% 19-20, Head: 6/4
TOTAL HIT POINTS 10

FOOT ARCHER NUMBER 5

STR 10 INT 9 POW 10 CON 7 DEX 10 SIZ 11 01-04, Right Leg: 5/3
Self Bow(1D6+1) 45% Short Sword(1D6+1+---) 35% 05-08, Left Leg: 3/3
Small Shield(8Pts) 30% 09-11, Abdomen: 4/3
Bow SR 3 Short Sword SR 8 12, Chest: 7/4
Defence 0% Move: 6 T. F. 12 13-15, Right Arm: 5/2
Healing 2, Countermagic 1, Multimissile 2 16-18, Left Arm: 5/2
Tracking 50%, Sense Ambush 50%, Spot Hidden 55% 19-20, Head: 6/3
TOTAL HIT POINTS 7

FOOT ARCHER NUMBER 6

STR 12 INT 13 POW 6 CON 9 DEX 14 SIZ 15
 Self Bow(1D6+1) 40% Short Sword(1D6+1+1D4) 35%
 Small Shield(8Pts):35%
 Bow SR: 2 Short Sword SR: 6
 Defence 10% Move: 7 T. F. 7
 Healing 3, Countermagic 1, SpeedDart 1
 Camouflage 60%, Spot Hidden 50%

TOTAL HIT POINTS10

01-04, Right Leg: 3/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 4/5
 13-15, Right Arm: 3/3
 16-18, Left Arm: 3/3
 19-20, Head: 4/4

FOOT ARCHER NUMBER 7

STR 11 INT 6 POW 7 CON 10 DEX 8 SIZ 12
 Self Bow(1D6+1) 25% Short Sword(1D6+1+----) 15%
 Small Shield(8Pts) 25%
 Bow SR 4 Short Sword SR 9
 Defence 0% Move: 7 T. F. 6
 Healing 2, Disruption
 Farming 70%

TOTAL HIT POINTS10

01-04, Right Leg: 3/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 4/5
 13-15, Right Arm: 3/3
 16-18, Left Arm: 3/3
 19-20, Head: 4/4

FOOT ARCHER NUMBER 8

STR 9 INT 11 POW 14 CON 9 DEX 13 SIZ 10
 Self Bow(1D6+1) 35% Short Sword(1D6+1+----) 30%
 Small Shield(8Pts) 35%
 Bow SR 2 Short Sword SR 7
 Defence 5% Move: 7 T. F. 7
 Healing 2, Countermagic 2, Multimissile 1
 Farming 70%

TOTAL HIT POINTS 9

01-04, Right Leg: 3/3
 05-08, Left Leg: 3/3
 09-11, Abdomen: 4/3
 12, Chest: 4/4
 13-15, Right Arm: 3/2
 16-18, Left Arm: 3/2
 19-20, Head: 4/3

FOOT ARCHER NUMBER 9

STR 14 INT 6 POW 12 CON 13 DEX 8 SIZ 14
 Self Bow(1D6+1) 25% Short Sword(1D6+1+1D4) 15%
 Small Shield(8Pts):25%
 Bow SR: 4 Short Sword SR: 9
 Defence 0% Move: 7 T. F. 7
 Healing 2, Countermagic 1, SpeedDart 1
 Farming 70%

TOTAL HIT POINTS14

01-04, Right Leg: 3/5
 05-08, Left Leg: 3/5
 09-11, Abdomen: 4/5
 12, Chest: 4/6
 13-15, Right Arm: 3/4
 16-18, Left Arm: 3/4
 19-20, Head: 4/5

FOOT ARCHER NUMBER 10

STR 11 INT 5 POW 9 CON 11 DEX 7 SIZ 8
 Self Bow(1D6+1) 20% Short Sword(1D6+1+----) 15%
 Small Shield(8Pts) 25%
 Bow SR 4 Short Sword SR 9
 Defence 0% Move: 7 T. F. 6
 Healing 2, SpeedDart 1
 Tracking 60%, Spot Hidden 50%

TOTAL HIT POINTS10

01-04, Right Leg: 3/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 4/5
 13-15, Right Arm: 3/3
 16-18, Left Arm: 3/3
 19-20, Head: 4/4

FOOT ARCHER NUMBER 11

STR 16 INT 5 POW 12 CON 4 DEX 13 SIZ 13
 Self Bow(1D6+1) 30% Short Sword(1D6+1+1D4) 25%
 Small Shield(8Pts):35%
 Bow SR: 2 Short Sword SR: 7
 Defence 0% Move: 7 T. F. 6
 Healing 2, Countermagic 1, SpeedDart 1
 Farming 70%

TOTAL HIT POINTS 5

01-04, Right Leg: 3/2
 05-08, Left Leg: 3/2
 09-11, Abdomen: 4/2
 12, Chest: 4/3
 13-15, Right Arm: 3/1
 16-18, Left Arm: 3/1
 19-20, Head: 4/2

Foli's Volleys

OFFICER NUMBER 2

STR 9 INT 15 POW 18 CON 13 DEX 10 SIZ 10 CHAR 12 1-4, R. Leg: 5/5
Self Bow(1D6+1) 40% 1H Spear(1D6+1+---) 35% 5-8, L. Leg: 5/5
Broadsword(1D8+1+---) 45% Medium Shield(12Pts): 35% 9-11, Abdomen: 7/5
Self Bow SR: 3 Spear SR: 6 Broadsword SR: 7 12, Chest: 7/6
Healing 2, Demoralize, Countermagic 3, Mobility 13-15, R. Arm: 5/4
Spot Hidden 35%, Riding 30% 16-18, L. Arm: 5/4
Defence: 10% Move: 6 Treasure Factor: 15 19-20, Head: 6/5
Total HP: 14

WARHORSE NUMBER 2

STR 31 INT 5 POW 12 CON 11 DEX 17 SIZ 30 1-2, R. Hind Leg: 1/5
Kick(1D8) 55% Rear & Plunge(2D10+3D6) 45% 3-4, L. Hind Leg: 1/5
Trample(3D6) 75% Bite(1D10) 45% 5-7, Hindquarters: 1/7
Strike Rank with Any Attack: 5 8-10, Forequarters: 1/7
Defence: 0% Move: 12 Treasure Factor: 11 11-13, R. Fore Leg: 1/5
14-16, L. Fore Leg: 1/5
17-20, Head: 1/6

TOTAL HIT POINTS: 16

FOOT ARCHER NUMBER 12

STR 11 INT 5 POW 8 CON 10 DEX 13 SIZ 9 01-04, Right Leg: 3/4
Self Bow(1D6+1) 30% Short Sword(1D6+1+---) 25% 05-08, Left Leg: 3/4
Small Shield(8Pts) 35% 09-11, Abdomen: 4/4
Bow SR 2 Short Sword SR 7 12, Chest: 4/5
Defence 0% Move: 7 T. F. 7 13-15, Right Arm: 3/3
Healing 2, Disruption 16-18, Left Arm: 3/3
Tracking 60%, Spot Hidden 50% 19-20, Head: 4/4

TOTAL HIT POINTS 10

FOOT ARCHER NUMBER 13

STR 12 INT 11 POW 13 CON 10 DEX 12 SIZ 15 01-04, Right Leg: 3/4
Self Bow(1D6+1) 35% Short Sword(1D6+1+1D4) 25% 05-08, Left Leg: 3/4
Small Shield(8Pts): 30% 09-11, Abdomen: 4/4
Bow SR: 3 Short Sword SR: 7 12, Chest: 4/5
Defence 0% Move: 7 T. F. 8 13-15, Right Arm: 3/3
Healing 2, Speed Dart 1 16-18, Left Arm: 3/3
Tracking 50%, Sense Ambush 50% 19-20, Head: 4/4

TOTAL HIT POINTS 11

FOOT ARCHER NUMBER 14

STR 10 INT 10 POW 11 CON 9 DEX 9 SIZ 10 01-04, Right Leg: 5/3
Self Bow(1D6+1) 50% Short Sword(1D6+1+---) 35% 05-08, Left Leg: 3/3
Small Shield(8Pts) 30% 09-11, Abdomen: 4/3
Bow SR 3 Short Sword SR 8 12, Chest: 7/4
Defence 0% Move: 6 T. F. 12 13-15, Right Arm: 5/2
Healing 2, Countermagic 1, Fire Arrow 16-18, Left Arm: 5/2
Tracking 65%, Spot Hidden 70%, Riding 25% 19-20, Head: 6/3

TOTAL HIT POINTS 9

FOOT ARCHER NUMBER 15

STR 13 INT 6 POW 11 CON 15 DEX 12 SIZ 8 01-04, Right Leg: 3/5
Self Bow(1D6+1) 25% Short Sword(1D6+1+---) 20% 05-08, Left Leg: 3/5
Small Shield(8Pts): 30% 09-11, Abdomen: 4/5
Bow SR: 3 Short Sword SR: 8 12, Chest: 4/6
Defence 0% Move: 7 T. F. 8 13-15, Right Arm: 3/4
Healing 3, Countermagic 1, Speed Dart 1 16-18, Left Arm: 3/4
Tracking 60%, Spot Hidden 50% 19-20, Head: 4/5

TOTAL HIT POINTS 14

FOOT ARCHER NUMBER 16

STR 15 INT 8 POW 11 CON 14 DEX 9 SIZ 10
 Self Bow(1D6+1) 40% Short Sword(1D6+1+1D4) 30%
 Small Shield(8Pts):30%
 Bow SR: 3 Short Sword SR: 8
 Defence 0% Move: 6 T. F. 14
 Healing 2, Countermagic 2, Multimissile 3
 Camouflage 60%, Spot Hidden 50%, Sense Ambush 65%
 TOTAL HIT POINTS14

01-04, Right Leg: 5/5
 05-08, Left Leg: 5/5
 09-11, Abdomen: 7/5
 12, Chest: 7/6
 13-15, Right Arm: 5/4
 16-18, Left Arm: 5/4
 19-20, Head: 6/5

FOOT ARCHER NUMBER 17

STR 9 INT 12 POW 7 CON 14 DEX 11 SIZ 5
 Self Bow(1D6+1) 50% Short Sword(1D6+1+---) 35%
 Small Shield(8Pts) 30%
 Bow SR 3 Short Sword SR 9
 Defence 0% Move: 6 T. F. 12
 Healing 2, Disruption
 Read & Write Local Language 70%, Riding 25%
 TOTAL HIT POINTS13

01-04, Right Leg: 5/5
 05-08, Left Leg: 3/5
 09-11, Abdomen: 4/5
 12, Chest: 7/6
 13-15, Right Arm: 5/4
 16-18, Left Arm: 5/4
 19-20, Head: 6/5

FOOT ARCHER NUMBER 18

STR 12 INT 7 POW 8 CON 9 DEX 7 SIZ 11
 Self Bow(1D6+1) 20% Short Sword(1D6+1+---) 15%
 Small Shield(8Pts):25%
 Bow SR: 4 Short Sword SR: 9
 Defence 0% Move: 7 T. F. 6
 Healing 2, Countermagic 1
 Read & Write Local Language 70%
 TOTAL HIT POINTS 9

01-04, Right Leg: 3/3
 05-08, Left Leg: 3/3
 09-11, Abdomen: 4/3
 12, Chest: 4/4
 13-15, Right Arm: 3/2
 16-18, Left Arm: 3/2
 19-20, Head: 4/3

FOOT ARCHER NUMBER 19

STR 13 INT 11 POW 16 CON 11 DEX 8 SIZ 12
 Self Bow(1D6+1) 25% Short Sword(1D6+1+1D4) 20%
 Small Shield(8Pts):25%
 Bow SR: 4 Short Sword SR: 9
 Defence 0% Move: 7 T. F. 7
 Healing 3, Countermagic 1, SpeedDart 1
 Farming 70%
 TOTAL HIT POINTS11

01-04, Right Leg: 3/4
 05-08, Left Leg: 3/4
 09-11, Abdomen: 4/4
 12, Chest: 4/5
 13-15, Right Arm: 3/3
 16-18, Left Arm: 3/3
 19-20, Head: 4/4

FOOT ARCHER NUMBER 20

STR 11 INT 16 POW 9 CON 6 DEX 13 SIZ 12
 Self Bow(1D6+1) 40% Short Sword(1D6+1+---) 35%
 Small Shield(8Pts) 35%
 Bow SR 2 Short Sword SR 7
 Defence 10% Move: 7 T. F. 7
 Healing 2, Countermagic 1, SpeedDart 1
 Farming 70%
 TOTAL HIT POINTS 6

01-04, Right Leg: 3/2
 05-08, Left Leg: 3/2
 09-11, Abdomen: 4/2
 12, Chest: 4/3
 13-15, Right Arm: 3/1
 16-18, Left Arm: 3/1
 19-20, Head: 4/2

FOOT ARCHER NUMBER 21

STR 12 INT 7 POW 12 CON 15 DEX 13 SIZ 15
 Self Bow(1D6+1) 30% Short Sword(1D6+1+1D4) 25%
 Small Shield(8Pts):35%
 Bow SR: 2 Short Sword SR: 6
 Defence 0% Move: 7 T. F. 9
 Healing 3, Countermagic 1, SpeedDart 1
 Tracking 50%, Spot Hidden 50%
 TOTAL HIT POINTS16

01-04, Right Leg: 3/6
 05-08, Left Leg: 3/6
 09-11, Abdomen: 4/6
 12, Chest: 4/7
 13-15, Right Arm: 3/5
 16-18, Left Arm: 3/5
 19-20, Head: 4/6

Windyman's Wonders

OFFICER NUMBER 3

STR 13 INT 15 POW 15 CON 11 DEX 13 SIZ 12 CHAR 14
Self Bow(1D6+1)40% 1H Spear(1D6+1+1D4)35%
Broadsword(1D8+1+1D4)40% Medium Shield(12Pts): 35%
Self Bow SR: 2 Spear SR: 5 Broadsword SR: 6
Healing 2, Countermagic 3, Bladesharp 1
Riding 30%, Spot Hidden 40%, Sense Ambush 30%
Defence: 10% Move: 6 Treasure Factor: 15
Total HP: 11

1-4, R. Leg: 5/4
5-8, L. Leg: 5/4
9-11, Abdomen: 7/4
12, Chest: 7/5
13-15, R. Arm: 5/3
16-18, L. Arm: 5/3
19-20, Head: 6/4

WARHORSE NUMBER 3

STR 27 INT 2 POW 15 CON 12 DEX 15 SIZ 28
Kick(1D8) 40% Rear & Plunge(2D10+2D6) 30%
Trample(2D6) 75% Bite(1D10) 35%
Strike Rank with Any Attack: 6
Defence: 0% Move: 12 Treasure Factor: 10
Total HIT POINTS: 16

1-2, R. Hind Leg: 1/5
3-4, L. Hind Leg: 1/5
5-7, Hindquarters: 1/7
8-10, Forequarters: 1/7
11-13, R. Fore Leg: 1/5
14-16, L. Fore Leg: 1/5
17-20, Head: 1/6

FOOT MERCENARY NUMBER 14

STR 10 INT 6 POW 12 CON 13 DEX 9 SIZ 10
2H Spear(1D10+---)30% 1H Spear(1D6+1+---)25%
Shortsword(1D6+1+---)30% Large Shield(16Pts): 30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Countermagic 1
Spot Hidden 30%, Sense Ambush 30%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 11
Total HP: 13

1-4, R. Leg: 4/5
5-8, L. Leg: 4/5
9-11, Abdomen: 7/5
12, Chest: 7/6
13-15, R. Arm: 4/4
16-18, L. Arm: 4/4
19-20, Head: 5/5

FOOT MERCENARY NUMBER 15

STR 16 INT 6 POW 13 CON 11 DEX 10 SIZ 10
2H Spear(1D10+1D4)35% 1H Spear(1D6+1+1D4)25%
Shortsword(1D6+1+1D4)25% Large Shield(16Pts): 35%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Countermagic 3, Bladesharp 1
Spot Hidden 30%, Sense Ambush 40%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 14
Total HP: 11

1-4, R. Leg: 4/4
5-8, L. Leg: 4/4
9-11, Abdomen: 7/4
12, Chest: 7/5
13-15, R. Arm: 4/3
16-18, L. Arm: 4/3
19-20, Head: 5/4

FOOT MERCENARY NUMBER 16

STR 11 INT 11 POW 12 CON 9 DEX 11 SIZ 11
2H Spear(1D10+---)30% 1H Spear(1D6+1+---)25%
Shortsword(1D6+1+---)35% Large Shield(16Pts): 30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 3, Demoralize, Bladesharp 2, Countermagic 1
Spot Hidden 35%, Ambush 50%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 12
Total HP: 9

1-4, R. Leg: 4/3
5-8, L. Leg: 4/3
9-11, Abdomen: 7/3
12, Chest: 7/4
13-15, R. Arm: 4/2
16-18, L. Arm: 4/2
19-20, Head: 5/3

FOOT MERCENARY NUMBER 17

STR 13 INT 11 POW 11 CON 12 DEX 9 SIZ 13
2H Spear(1D10+1D4)35% 1H Spear(1D6+1+1D4)25%
Shortsword(1D6+1+1D4)35% Large Shield(16Pts): 30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 3, Demoralize, Bladesharp 2, Countermagic 1
Spot Hidden 30%, Sense Ambush 40%, Riding 25%
Defence: 0% Move: 6 Treasure Factor: 14
Total HP: 13

1-4, R. Leg: 4/5
5-8, L. Leg: 4/5
9-11, Abdomen: 7/5
12, Chest: 7/6
13-15, R. Arm: 4/4
16-18, L. Arm: 4/4
19-20, Head: 5/5

FOOT MERCENARY NUMBER 18
STR 11 INT 9 POW 13 CON 11 DEX 10 SIZ 7
2H Spear(1D10+---)50% 1H Spear(1D6+1+---)40%
Shortsword(1D6+1+---)45% Large Shield(16Pts):50%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 3, Demoralize, Countermagic 1, Bladesharp 2
Spot Hidden 50%, Riding 25%, Camouflage 65%
Defence: 0% Move: 6 Treasure Factor: 12
Total HP:10

1-4, R. Leg:4/4
5-8, L. Leg:4/4
9-11, Abdomen:7/4
12, Chest:7/5
13-15, R. Arm:4/3
16-18, L. Arm:4/3
19-20, Head:5/4

FOOT MERCENARY NUMBER 19
STR 11 INT 17 POW 9 CON 12 DEX 10 SIZ 9
2H Spear(1D10+---)45% 1H Spear(1D6+1+---)40%
Shortsword(1D6+1+---)40% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Demoralize, Countermagic 3, Bladesharp 1
Spot Hidden 50%, Camouflage 30%, Riding 25%
Defence: 10% Move: 6 Treasure Factor: 13
Total HP:12

1-4, R. Leg:4/4
5-8, L. Leg:4/4
9-11, Abdomen:7/4
12, Chest:7/5
13-15, R. Arm:4/3
16-18, L. Arm:4/3
19-20, Head:5/4

FOOT MERCENARY NUMBER 20
STR 14 INT 15 POW 10 CON 7 DEX 10 SIZ 10
2H Spear(1D10+---)40% 1H Spear(1D6+1+---)30%
Shortsword(1D6+1+---)35% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Demoralize, Countermagic 3, Bladesharp 1
Spot Hidden 35%, Riding 25%
Defence: 5% Move: 5 Treasure Factor: 15
Total HP: 7

1-4, R. Leg:6/3
5-8, L. Leg:6/3
9-11, Abdomen:7/3
12, Chest:7/4
13-15, R. Arm:6/2
16-18, L. Arm:6/2
19-20, Head:5/3

FOOT MERCENARY NUMBER 21
STR 14 INT 13 POW 11 CON 10 DEX 11 SIZ 8
2H Spear(1D10+---)45% 1H Spear(1D6+1+---)35%
Shortsword(1D6+1+---)35% Large Shield(16Pts):35%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Countermagic 3, Bladesharp 1
Spot Hidden 50%, Sense Ambush 40%, Riding 25%
Defence: 5% Move: 6 Treasure Factor: 12
Total HP: 9

1-4, R. Leg:4/3
5-8, L. Leg:4/3
9-11, Abdomen:7/3
12, Chest:7/4
13-15, R. Arm:4/2
16-18, L. Arm:4/2
19-20, Head:5/3

FOOT MERCENARY NUMBER 22
STR 12 INT 11 POW 8 CON 6 DEX 10 SIZ 9
2H Spear(1D10+---)35% 1H Spear(1D6+1+---)30%
Shortsword(1D6+1+---)30% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Disruption, Countermagic 1, Bladesharp 2
Spot Hidden 35%, Sense Ambush 45%, Riding 25%
Defence: 0% Move: 5 Treasure Factor: 12
Total HP: 6

1-4, R. Leg:4/2
5-8, L. Leg:4/2
9-11, Abdomen:7/2
12, Chest:7/3
13-15, R. Arm:4/1
16-18, L. Arm:4/1
19-20, Head:5/2

FOOT MERCENARY NUMBER 23
STR 12 INT 15 POW 9 CON 9 DEX 16 SIZ 13
2H Spear(1D10+1D4)45% 1H Spear(1D6+1+1D4)35%
Shortsword(1D6+1+1D4)40% Large Shield(16Pts):35%
2H Spear SR: 3 1H Spear SR: 3 Shortsword SR: 6
Healing 2, Disruption, Countermagic 1, Bladesharp 2
Spot Hidden 35%, Ambush 50%, Riding 25%
Defence: 10% Move: 6 Treasure Factor: 13
Total HP:10

1-4, R. Leg:4/4
5-8, L. Leg:4/4
9-11, Abdomen:7/4
12, Chest:7/5
13-15, R. Arm:4/3
16-18, L. Arm:4/3
19-20, Head:5/4

Roontin's Reluctants

OFFICER NUMBER 4

STR 17 INT 13 POW 7 CON 8 DEX 9 SIZ 18 CHAR 15
Self Bow(1D6+1)40% 1H Spear(1D6+1+1D6)35%
Broadsword(1D8+1+1D6)45% Medium Shield(12Pts):35%
Self Bow SR: 3 Spear SR: 5 Broadsword SR: 6
Healing 2, Demoralize, Countermagic 3, Mobility
Riding 30%, Spot Hidden 40%, Sense Ambush 30%
Defence: 0% Move: 7 Treasure Factor: 14
Total HP: 10

1-4, R. Leg: 5/4
5-8, L. Leg: 5/4
9-11, Abdomen: 7/4
12, Chest: 7/5
13-15, R. Arm: 5/3
16-18, L. Arm: 5/3
19-20, Head: 6/4

WARHORSE NUMBER 4

STR 33 INT 3 POW 12 CON 10 DEX 15 SIZ 31
Kick(1D8) 45% Rear & Plunge(2D10+3D6) 45%
Trample(3D6) 75% Bite(1D10) 40%
Strike Rank with Any Attack: 6
Defence: 0% Move: 12 Treasure Factor: 10

1-2, R. Hind Leg: 1/4
3-4, L. Hind Leg: 1/4
5-7, Hindquarters: 1/6
8-10, Forequarters: 1/6
11-13, R. Fore Leg: 1/4
14-16, L. Fore Leg: 1/4
17-20, Head: 1/5

TOTAL HIT POINTS: 15

FOOT MERCENARY NUMBER 24

STR 9 INT 9 POW 11 CON 14 DEX 15 SIZ 12
2H Spear(1D10+---)40% 1H Spear(1D6+1+---)30%
Shortsword(1D6+1+---)40% Large Shield(16Pts):35%
2H Spear SR: 4 1H Spear SR: 4 Shortsword SR: 7
Healing 2, Countermagic 3, Bladesharp 1
Spot Hidden 30%, Sense Ambush 30%, Riding 25%
Defence: 5% Move: 6 Treasure Factor: 13
Total HP: 14

1-4, R. Leg: 4/5
5-8, L. Leg: 4/5
9-11, Abdomen: 7/5
12, Chest: 7/6
13-15, R. Arm: 4/4
16-18, L. Arm: 4/4
19-20, Head: 5/5

FOOT MERCENARY NUMBER 25

STR 13 INT 9 POW 14 CON 16 DEX 11 SIZ 15
2H Spear(1D10+1D4)35% 1H Spear(1D6+1+1D4)25%
Shortsword(1D6+1+1D4)30% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 4 Shortsword SR: 7
Healing 3, Demoralize, Countermagic 1, Bladesharp 2
Spot Hidden 35%, Riding 25%, Camouflage 50%
Defence: 0% Move: 7 Treasure Factor: 15
Total HP: 17

1-4, R. Leg: 4/6
5-8, L. Leg: 4/6
9-11, Abdomen: 7/6
12, Chest: 7/7
13-15, R. Arm: 4/5
16-18, L. Arm: 4/5
19-20, Head: 5/6

FOOT MERCENARY NUMBER 26

STR 13 INT 14 POW 13 CON 13 DEX 11 SIZ 7
2H Spear(1D10+---)40% 1H Spear(1D6+1+---)30%
Shortsword(1D6+1+---)40% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Countermagic 3, Bladesharp 1
Riding 25%, Spot Hidden 40%, Sense Ambush 30%
Defence: 5% Move: 5 Treasure Factor: 15
Total HP: 12

1-4, R. Leg: 6/4
5-8, L. Leg: 6/4
9-11, Abdomen: 7/4
12, Chest: 7/5
13-15, R. Arm: 6/3
16-18, L. Arm: 6/3
19-20, Head: 5/4

FOOT MERCENARY NUMBER 27

STR 11 INT 14 POW 11 CON 8 DEX 9 SIZ 11
2H Spear(1D10+---)35% 1H Spear(1D6+1+---)30%
Shortsword(1D6+1+---)40% Large Shield(16Pts):30%
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8
Healing 2, Demoralize, Countermagic 3, Bladesharp 1
Spot Hidden 50%, Camouflage 30%, Riding 25%
Defence: 5% Move: 6 Treasure Factor: 12
Total HP: 8

1-4, R. Leg: 4/3
5-8, L. Leg: 4/3
9-11, Abdomen: 7/3
12, Chest: 7/4
13-15, R. Arm: 4/2
16-18, L. Arm: 4/2
19-20, Head: 5/3

FOOT MERCENARY NUMBER 28

STR 11	INT 12	POW 9	CON 10	DEX 14	SIZ 7	1-4, R. Leg: 4/3
2H Spear(1D10+---)	50%	1H Spear(1D6+1+---)	45%	5-8, L. Leg: 4/3		
Shortsword(1D6+1+---)	50%	Large Shield(16Pts):	50%	9-11, Abdomen: 7/3		
2H Spear SR: 4	1H Spear SR: 4	Shortsword SR: 7		12, Chest: 7/4		
Healing 2, Disruption, Countermagic 1, Bladesharp	2			13-15, R. Arm: 4/2		
Riding 25%, Spot Hidden 55%, Sense Ambush 45%				16-18, L. Arm: 4/2		
Defence: 5% Move: 6 Treasure Factor: 12				19-20, Head: 5/3		
Total HP: 9						

FOOT MERCENARY NUMBER 29

STR 12	INT 7	POW 16	CON 10	DEX 10	SIZ 12	1-4, R. Leg: 4/4
2H Spear(1D10+---)	40%	1H Spear(1D6+1+---)	35%	5-8, L. Leg: 4/4		
Shortsword(1D6+1+---)	40%	Large Shield(16Pts):	45%	9-11, Abdomen: 7/4		
2H Spear SR: 5	1H Spear SR: 5	Shortsword SR: 8		12, Chest: 7/5		
Healing 3, Demoralize, Countermagic 1, Bladesharp	2			13-15, R. Arm: 4/3		
Spot Hidden 65%, Sense Ambush 55%, Riding 25%				16-18, L. Arm: 4/3		
Defence: 0% Move: 6 Treasure Factor: 12				19-20, Head: 5/4		
Total HP: 10						

FOOT MERCENARY NUMBER 30

STR 13	INT 8	POW 13	CON 11	DEX 14	SIZ 8	1-4, R. Leg: 4/4
2H Spear(1D10+---)	50%	1H Spear(1D6+1+---)	45%	5-8, L. Leg: 4/4		
Shortsword(1D6+1+---)	45%	Large Shield(16Pts):	50%	9-11, Abdomen: 7/4		
2H Spear SR: 4	1H Spear SR: 4	Shortsword SR: 7		12, Chest: 7/5		
Healing 2, Demoralize, Countermagic 3, Bladesharp	1			13-15, R. Arm: 4/3		
Spot Hidden 50%, Riding 25%				16-18, L. Arm: 4/3		
Defence: 0% Move: 6 Treasure Factor: 12				19-20, Head: 5/4		
Total HP: 10						

FOOT MERCENARY NUMBER 31

STR 12	INT 10	POW 12	CON 11	DEX 9	SIZ 10	1-4, R. Leg: 4/4
2H Spear(1D10+---)	45%	1H Spear(1D6+1+---)	45%	5-8, L. Leg: 4/4		
Shortsword(1D6+1+---)	45%	Large Shield(16Pts):	45%	9-11, Abdomen: 7/4		
2H Spear SR: 5	1H Spear SR: 5	Shortsword SR: 8		12, Chest: 7/5		
Healing 2, Demoralize, Countermagic 3, Bladesharp	1			13-15, R. Arm: 4/3		
Spot Hidden 65%, Sense Ambush 55%, Riding 25%				16-18, L. Arm: 4/3		
Defence: 0% Move: 6 Treasure Factor: 14				19-20, Head: 5/4		
Total HP: 11						

FOOT MERCENARY NUMBER 32

STR 15	INT 8	POW 16	CON 12	DEX 8	SIZ 4	1-4, R. Leg: 6/4
2H Spear(1D10+---)	40%	1H Spear(1D6+1+---)	30%	5-8, L. Leg: 6/4		
Shortsword(1D6+1+---)	35%	Large Shield(16Pts):	45%	9-11, Abdomen: 7/4		
2H Spear SR: 6	1H Spear SR: 7	Shortsword SR: 10		12, Chest: 7/5		
Healing 2, Befuddle, Invisibility, Countermagic 1				13-15, R. Arm: 6/3		
Spot Hidden 50%, Sense Ambush 60%, Riding 25%				16-18, L. Arm: 6/3		
Defence: 0% Move: 5 Treasure Factor: 14				19-20, Head: 5/4		
Total HP: 10						

FOOT MERCENARY NUMBER 33

STR 13	INT 13	POW 12	CON 13	DEX 12	SIZ 12	1-4, R. Leg: 4/5
2H Spear(1D10+1D4)	55%	1H Spear(1D6+1+1D4)	45%	5-8, L. Leg: 4/5		
Shortsword(1D6+1+1D4)	50%	Large Shield(16Pts):	45%	9-11, Abdomen: 7/5		
2H Spear SR: 5	1H Spear SR: 5	Shortsword SR: 8		12, Chest: 7/6		
Healing 3, Demoralize, Countermagic 1, Bladesharp	2			13-15, R. Arm: 4/4		
Spot Hidden 50%, Ambush 65%, Riding 25%				16-18, L. Arm: 4/4		
Defence: 5% Move: 6 Treasure Factor: 15				19-20, Head: 5/5		
Total HP: 13						

Kozak's Clan

OFFICER NUMBER 5

STR 9 INT 17 POW 17 CON 13 DEX 10 SIZ 8 CHAR 14 1-4, R. Leg: 5/5
Self Bow(1D6+1)45% 1H Spear(1D6+1+---)40% 5-8, L. Leg: 5/5
Broadsword(1D8+1+---)50% Medium Shield(12Pts):35% 9-11, Abdomen: 7/5
Self Bow SR: 3 Spear SR: 6 Broadsword SR: 7 12, Chest: 7/6
Healing 3, Demoralize, Bladesharp 2, Countermagic 1 13-15, R. Arm: 5/4
Spot Hidden 35%, Riding 30% 16-18, L. Arm: 5/4
Defence: 15% Move: 6 Treasure Factor: 14 19-20, Head: 6/5
Total HP: 13

WARHORSE NUMBER 5

STR 28 INT 4 POW 6 CON 15 DEX 8 SIZ 32 1-2, R. Hind Leg: 1/6
Kick(1D8) 25% Rear & Plunge(2D10+3D6) 25% 3-4, L. Hind Leg: 1/6
Trample(3D6) 75% Bite(1D10) 25% 5-7, Hindquarters: 1/8
Strike Rank with Any Attack: 8 8-10, Forequarters: 1/8
Defence: 0% Move: 12 Treasure Factor: 11 11-13, R. Fore Leg: 1/6
14-16, L. Fore Leg: 1/6
17-20, Head: 1/7

TOTAL HIT POINTS: 20

FOOT MERCENARY NUMBER 34

STR 11 INT 6 POW 15 CON 13 DEX 8 SIZ 14 1-4, R. Leg: 4/5
2H Spear(1D10+1D4)40% 1H Spear(1D6+1+1D4)30% 5-8, L. Leg: 4/5
Shortsword(1D6+1+1D4)35% Large Shield(16Pts):40% 9-11, Abdomen: 7/5
2H Spear SR: 6 1H Spear SR: 6 Shortsword SR: 9 12, Chest: 7/6
Healing 2, Demoralize, Countermagic 3, Bladesharp 1 13-15, R. Arm: 4/4
Spot Hidden 45%, Sense Ambush 55%, Riding 25% 16-18, L. Arm: 4/4
Defence: 0% Move: 6 Treasure Factor: 14 19-20, Head: 5/5
Total HP: 14

FOOT MERCENARY NUMBER 35

STR 14 INT 11 POW 14 CON 16 DEX 10 SIZ 9 1-4, R. Leg: 4/6
2H Spear(1D10+---)50% 1H Spear(1D6+1+---)40% 5-8, L. Leg: 4/6
Shortsword(1D6+1+---)45% Large Shield(16Pts):45% 9-11, Abdomen: 7/6
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8 12, Chest: 7/7
Healing 2, Demoralize, Countermagic 3, Bladesharp 1 13-15, R. Arm: 4/5
Spot Hidden 50%, Riding 25%, Camouflage 65% 16-18, L. Arm: 4/5
Defence: 0% Move: 6 Treasure Factor: 15 19-20, Head: 5/6
Total HP: 16

FOOT MERCENARY NUMBER 36

STR 11 INT 11 POW 14 CON 11 DEX 10 SIZ 12 1-4, R. Leg: 4/4
2H Spear(1D10+---)45% 1H Spear(1D6+1+---)40% 5-8, L. Leg: 4/4
Shortsword(1D6+1+---)45% Large Shield(16Pts):45% 9-11, Abdomen: 7/4
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8 12, Chest: 7/5
Healing 2, Disruption, Countermagic 1, Bladesharp 2 13-15, R. Arm: 4/3
Spot Hidden 45%, Sense Ambush 45%, Riding 25% 16-18, L. Arm: 4/3
Defence: 0% Move: 6 Treasure Factor: 13 19-20, Head: 5/4
Total HP: 11

FOOT MERCENARY NUMBER 37

STR 12 INT 12 POW 9 CON 9 DEX 10 SIZ 8 1-4, R. Leg: 4/3
2H Spear(1D10+---)50% 1H Spear(1D6+1+---)40% 5-8, L. Leg: 4/3
Shortsword(1D6+1+---)45% Large Shield(16Pts):45% 9-11, Abdomen: 7/3
2H Spear SR: 5 1H Spear SR: 5 Shortsword SR: 8 12, Chest: 7/4
Healing 2, Countermagic 1 13-15, R. Arm: 4/2
Spot Hidden 45%, Sense Ambush 55%, Riding 25% 16-18, L. Arm: 4/2
Defence: 0% Move: 6 Treasure Factor: 10 19-20, Head: 5/3
Total HP: 8

FOOT MERCENARY NUMBER 38

STR 9 INT 9 POW 9 CON 12 DEX 11 SIZ 6	1-4, R. Leg: 4/4
2H Spear(1D10+---)45% 1H Spear(1D6+1+---)40%	5-8, L. Leg: 4/4
Shortsword(1D6+1+---)45% Large Shield(16Pts):45%	9-11, Abdomen: 7/4
2H Spear SR: 5 1H Spear SR: 6 Shortsword SR: 9	12, Chest: 7/5
Healing 3, Demoralize, Bladesharp 2, Countermagic 1	13-15, R. Arm: 4/3
Riding 25%, Spot Hidden 55%, Sense Ambush 45%	16-18, L. Arm: 4/3
Defence: 0% Move: 5 Treasure Factor: 13	19-20, Head: 5/4
Total HP: 11	

FOOT MERCENARY NUMBER 39

STR 14 INT 11 POW 11 CON 11 DEX 16 SIZ 12	1-4, R. Leg: 4/4
2H Spear(1D10+1D4)55% 1H Spear(1D6+1+1D4)45%	5-8, L. Leg: 4/4
Shortsword(1D6+1+1D4)50% Large Shield(16Pts):50%	9-11, Abdomen: 7/4
2H Spear SR: 3 1H Spear SR: 3 Shortsword SR: 6	12, Chest: 7/5
Healing 2, Demoralize, Countermagic 3, Bladesharp 1	13-15, R. Arm: 4/3
Spot Hidden 45%, Sense Ambush 55%, Riding 25%	16-18, L. Arm: 4/3
Defence: 5% Move: 6 Treasure Factor: 16	19-20, Head: 5/4
Total HP: 11	

FOOT MERCENARY NUMBER 40

STR 13 INT 14 POW 11 CON 9 DEX 8 SIZ 8	1-4, R. Leg: 6/3
2H Spear(1D10+---)55% 1H Spear(1D6+1+---)40%	5-8, L. Leg: 6/3
Shortsword(1D6+1+---)50% Large Shield(16Pts):45%	9-11, Abdomen: 7/3
2H Spear SR: 6 1H Spear SR: 6 Shortsword SR: 9	12, Chest: 7/4
Healing 2, Countermagic 3, Bladesharp 1	13-15, R. Arm: 6/2
Riding 25%, Spot Hidden 55%, Sense Ambush 45%	16-18, L. Arm: 6/2
Defence: 0% Move: 5 Treasure Factor: 15	19-20, Head: 5/3
Total HP: 8	

FOOT MERCENARY NUMBER 41

STR 12 INT 12 POW 11 CON 8 DEX 13 SIZ 12	1-4, R. Leg: 4/3
2H Spear(1D10+---)55% 1H Spear(1D6+1+---)45%	5-8, L. Leg: 4/3
Shortsword(1D6+1+---)55% Large Shield(16Pts):50%	9-11, Abdomen: 7/3
2H Spear SR: 4 1H Spear SR: 4 Shortsword SR: 7	12, Chest: 7/4
Healing 2, Demoralize, Countermagic 1	13-15, R. Arm: 4/2
Riding 25%, Spot Hidden 55%, Sense Ambush 45%	16-18, L. Arm: 4/2
Defence: 5% Move: 6 Treasure Factor: 13	19-20, Head: 5/3
Total HP: 8	

FOOT MERCENARY NUMBER 42

STR 11 INT 7 POW 12 CON 11 DEX 9 SIZ 16	1-4, R. Leg: 4/4
2H Spear(1D10+1D4)55% 1H Spear(1D6+1+1D4)40%	5-8, L. Leg: 4/4
Shortsword(1D6+1+1D4)45% Large Shield(16Pts):55%	9-11, Abdomen: 7/4
2H Spear SR: 5 1H Spear SR: 4 Shortsword SR: 7	12, Chest: 7/5
Healing 2, Demoralize, Countermagic 3, Bladesharp 1	13-15, R. Arm: 4/3
Spot Hidden 45%, Sense Ambush 45%, Riding 25%	16-18, L. Arm: 4/3
Defence: 0% Move: 6 Treasure Factor: 15	19-20, Head: 5/4
Total HP: 12	

FOOT MERCENARY NUMBER 43

STR 13 INT 6 POW 16 CON 13 DEX 8 SIZ 13	1-4, R. Leg: 4/5
2H Spear(1D10+1D4)45% 1H Spear(1D6+1+1D4)30%	5-8, L. Leg: 4/5
Shortsword(1D6+1+1D4)40% Large Shield(16Pts):45%	9-11, Abdomen: 7/5
2H Spear SR: 6 1H Spear SR: 6 Shortsword SR: 9	12, Chest: 7/6
Healing 2, Demoralize, Countermagic 3, Bladesharp 1	13-15, R. Arm: 4/4
Riding 25%, Spot Hidden 55%, Sense Ambush 45%	16-18, L. Arm: 4/4
Defence: 0% Move: 6 Treasure Factor: 14	19-20, Head: 5/5
Total HP: 14	

WARHORSES

WARHORSE

STR 34 INT 4 POW 9 CON 8 DEX 11 SIZ 30
Kick(1D8) 50% Rear & Plunse(2D10+3D6) 35%
Trample(3D6) 75% Bite(1D10) 40%
Strike Rank with Any Attack: 7
Defence: 0% Move: 12 Treasure Factor: 10

TOTAL HIT POINTS: 13

WARHORSE

STR 35 INT 5 POW 7 CON 9 DEX 13 SIZ 27
Kick(1D8) 55% Rear & Plunse(2D10+3D6) 45%
Trample(3D6) 75% Bite(1D10) 45%
Strike Rank with Any Attack: 6
Defence: 0% Move: 12 Treasure Factor: 10

TOTAL HIT POINTS: 13

WARHORSE

STR 27 INT 4 POW 10 CON 11 DEX 10 SIZ 28
Kick(1D8) 40% Rear & Plunse(2D10+2D6) 30%
Trample(2D6) 75% Bite(1D10) 25%
Strike Rank with Any Attack: 7
Defence: 0% Move: 12 Treasure Factor: 9

TOTAL HIT POINTS: 15

WARHORSE

STR 32 INT 4 POW 7 CON 12 DEX 14 SIZ 32
Kick(1D8) 45% Rear & Plunse(2D10+3D6) 35%
Trample(3D6) 75% Bite(1D10) 35%
Strike Rank with Any Attack: 6
Defence: 0% Move: 12 Treasure Factor: 11

TOTAL HIT POINTS: 17

WARHORSE

STR 30 INT 5 POW 10 CON 15 DEX 12 SIZ 32
Kick(1D8) 40% Rear & Plunse(2D10+3D6) 35%
Trample(3D6) 75% Bite(1D10) 35%
Strike Rank with Any Attack: 7
Defence: 0% Move: 12 Treasure Factor: 11

TOTAL HIT POINTS: 20

WARHORSE

STR 29 INT 5 POW 11 CON 8 DEX 9 SIZ 28
Kick(1D8) 45% Rear & Plunse(2D10+3D6) 40%
Trample(3D6) 75% Bite(1D10) 35%
Strike Rank with Any Attack: 7
Defence: 0% Move: 12 Treasure Factor: 10

TOTAL HIT POINTS: 12

1-2, R. Hind Leg: 1/4
3-4, L. Hind Leg: 1/4
5-7, Hindquarters: 1/6
8-10, Forequarters: 1/6
11-13, R. Fore Leg: 1/4
14-16, L. Fore Leg: 1/4
17-20, Head: 1/5

1-2, R. Hind Leg: 1/4
3-4, L. Hind Leg: 1/4
5-7, Hindquarters: 1/6
8-10, Forequarters: 1/6
11-13, R. Fore Leg: 1/4
14-16, L. Fore Leg: 1/4
17-20, Head: 1/5

1-2, R. Hind Leg: 1/4
3-4, L. Hind Leg: 1/4
5-7, Hindquarters: 1/6
8-10, Forequarters: 1/6
11-13, R. Fore Leg: 1/4
14-16, L. Fore Leg: 1/4
17-20, Head: 1/5

1-2, R. Hind Leg: 1/5
3-4, L. Hind Leg: 1/5
5-7, Hindquarters: 1/7
8-10, Forequarters: 1/7
11-13, R. Fore Leg: 1/5
14-16, L. Fore Leg: 1/5
17-20, Head: 1/6

1-2, R. Hind Leg: 1/6
3-4, L. Hind Leg: 1/6
5-7, Hindquarters: 1/8
8-10, Forequarters: 1/8
11-13, R. Fore Leg: 1/6
14-16, L. Fore Leg: 1/6
17-20, Head: 1/7

1-2, R. Hind Leg: 1/3
3-4, L. Hind Leg: 1/3
5-7, Hindquarters: 1/5
8-10, Forequarters: 1/5
11-13, R. Fore Leg: 1/3
14-16, L. Fore Leg: 1/3
17-20, Head: 1/4

A REVISED RUNEQUEST CHARACTER SHEET AND MONSTER SHEETS

BY JOHN SAPIENZA

As one who is forever in search of the perfect character sheet, let me offer you my revision of the larger of the two sheets in RUNEQUEST (RQ) rules. The sheet breaks down naturally into functional blocks. As I discuss items on the sheet I will move from the left to the right, and from top to bottom.

The top line contains two minor additions to allow the user to identify the campaign and the player. These are sometimes useful, particularly if the GM gathers in the sheets for periodic inspection. The first major block contains the same information as the top of the RQ book sheet for the first three lines. The next line is new, and is there because I find it handy to have a place to note base strike rank figures to have when you pick up an unfamiliar weapon in a fight, etc. Also added is a place to note whether the character is right handed, left handed, or ambidextrous. This is an important matter since you need to know whether it was your spear hand or your shield hand that was put out of action. The next two lines contain six of the ten characteristic-based bonus figures; the remaining four I will discuss later on.

The next block contains the personal characteristics figures for the character, plus current age. I have rearranged their order to put STR, CON, and SIZ together, because under the RQ rules they are interrelated in terms of how far the first two can be increased (no higher than the highest of the three.). It seems to me that it is more useful to have them grouped this way so you can see easily when you have topped out in STR and CON.

The next block are checkoff boxes for recording your losses in hit points in combat and your expenditure of power points while throwing spells. This is intended for use with a plastic page protector. I mark my current allotment of points for each with a yellow highlighter on the sheet, put it in the page protector, and use a grease pencil to mark off points as they are used up, marking them off from top down so I always know at a glance how many points the character has left.

The next block is for recording proficiency with weapons and shields. I added a sixth weapons block and a third shields block, rearranged the items within the weapons block somewhat, and added a fumble percentage line. I also changed the last line of the weapons and shields blocks, both of which say 'points' in the RQ book sheet while meaning different things. I revised the weapons block to read "Hit Points" because these are the points the weapons can take before they break when used to parry. I revised the shields block line to read "Armor Points" because, like armor, this is the number of points the shield absorbs from a blow on a successful parry. (Unlike weapons, shields don't get broken when used to parry weapons blows.)

The body outline figure is much as it is on the RQ book sheet. You record the points absorbed by the type of armor worn in each location, and you record hit points of each location. I added a line in each location to record the encumbrance figure for the type of armor used for convenience in keeping track of it.

The next block is the abilities list. The RQ rule book establishes 21 abilities that all characters start off having some basic skill in, yet the RQ book sheet has only 18 lines for abilities. I therefore added more lines for abilities in general, and included the basic abilities as items on the printed sheet to save trouble of having to do this for every character by hand. I grouped the abilities by type, and moved the four major category bonuses down here to make it handier to identify what bonus goes with what ability.

The next block is for armor and finances. You can use this to record what type of armor is worn in which part of the body here. The points are recorded on the body figure. I rearranged the list to recognize the fact that you ordinarily wear the same type of armor on chest and abdomen, and on each limb. By listing them in this order you can write in the type for head, for chest, and for R. arm and

use ditto marks for the rest. Much handier to use. The finances list should be self-explanatory.

The next block is for listing equipment carried, and where it is located. I added a place to list the encumbrance figures for each, a line for totalling encumbrance, and moved the "Movement" line under that. This is because movement under the RQ rules is a function of your basic movement category for your race, decreased according to how much you are carrying.

The last part of the sheet is for spells known. It provides 18 lines, the same as in the RQ book. There was room to fit these in because I made full use of the entire sheet of paper instead of leaving large margins the way the original sheet did. As a result, though, there is only a small block left for notes. But since much of what you be taking notes on has been incorporated into the sheet in the function blocks, I expect this should be no serious problem; and of course, you can always use the back of the sheet for notes.

Editor's note: The character sheet has been further embellished by me to add the H.L, or Hit Location, to the body. This way when a character gets chopped in the 12 it is easier to locate it. They were left off the monster sheets because they may vary if the creature has wings, extra legs, and so on.

THE MONSTER SHEETS

THE MAJOR MONSTER SHEET is similar to the character sheet, but with additions of a section for RACE and NATION & CULTS at the top. These are important to know what type of creature the stats are for. Also, the body outline has areas for tail and wings if needed.

THE MINOR MONSTER SHEET is intended for use with creatures which require less data.

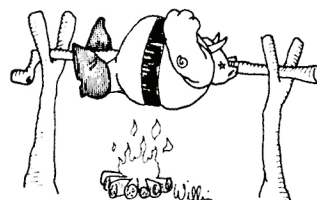
THE IDENTICAL MONSTER SHEET is for things like Rubble Runners which do not have or need much variety in their makeup.

THE SNAKE SHEET is a splendid device for figuring these nuisance monsters. It should be self-explanatory.

Editor again: I want to publicly thank John for the superb job he did on these. They are extremely useful, and the character sheet is far superior to the one in the book and is the one which I personally prefer to use of the several which I have seen.

Finally, John has sent a revised PULL OUT B from the book. The original contained some actual errors on it (*blush*). I suggest that you xerox this one and glue it over the one in, or out of, your rules book.

These are intended to be for your use. Please xerox them and hand them out.



DARK TROLL BEING
CREMATED

RUNEQUEST MAJOR MONSTER SHEET

NAME _____	STR _____ CON _____	SIZ _____	AP	HP	AP	HP	
RACE _____	INT _____	POW _____	DEX _____	AP	HP	AP	HP
SOCIAL CLASS _____	CHA _____	HAHNEDNESS _____					
NATION & CULTS _____							
WEAPON _____	SHIELD _____	Parry _____ %	Arm.Pts _____ %	AP	HP	AP	HP
S/R _____	Damage _____	Attack _____ %	Crit. _____ %	Impale _____ %	DEFENSE BONUS _____ %		
Parry _____ %	Hit Pts _____	Fumble _____ %					
WEAPON _____	MOVEMENT _____						
S/R _____	Damage _____						
Attack _____ %	Crit. _____ %	Impale _____ %					
Parry _____ %	Hit Pts _____	Fumble _____ %					
WEAPON _____	STRIKE RANK BASE _____						
S/R _____	(_____ SIZ + _____ DEX)						
Attack _____ %	HIT POINTS _____						
Parry _____ %	Ambush, Sense (5) _____ %						
WEAPON _____	Ambush, Set (5) _____ %						
S/R _____	Camouflage (10) _____ %						
Attack _____ %	Climbing (15) _____ %						
Parry _____ %	Eval. Treas. (5) _____ %						
WEAPON _____	Hide in Cover (5) _____ %						
S/R _____	Hide Item (10) _____ %						
Attack _____ %	Jumping (15) _____ %						
Parry _____ %	Listening (25) _____ %						
WEAPON _____	Lock Picking (5) _____ %						
S/R _____	Map Making (10) _____ %						
Attack _____ %	Moving Silently (5) _____ %						
Parry _____ %	Oratory (5) _____ %						
WEAPON _____	Pick Pockets (5) _____ %						
S/R _____	Riding (5) _____ %						
Attack _____ %	Spot Hidden (5) _____ %						
Parry _____ %	Swimming (15) _____ %						
WEAPON _____	Tracking (10) _____ %						
S/R _____	Trap, Set/Dis. (5) _____ %						
Attack _____ %	Trap, Spot (5) _____ %						
Parry _____ %							
WEAPON _____	EQUIPMENT/MAGIC ITEMS/WEALTH _____						
S/R _____							
Attack _____ %							
Parry _____ %							
WEAPON _____	SPELLS KNOWN _____						
S/R _____							
Attack _____ %							
Parry _____ %							
WEAPON _____	ABILITIES/SKILLS _____						
S/R _____							
Attack _____ %							
Parry _____ %							
WEAPON _____							
S/R _____							
Attack _____ %							
Parry _____ %							
WEAPON _____							
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Attack _____ %							
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WEAPON _____							
S/R _____							
Attack _____ %							
Parry _____ %							
WEAPON _____							
S/R _____							
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RUNEQUEST IDENTICAL MONSTER SHEET

<p>MONSTER _____</p> <p>MOVE _____ DEFENSE BONUS % _____</p> <p>SHIELD _____</p> <p>Parry % Armor Points _____ S/R _____</p> <p>WEAPON _____</p> <p>Attack % Damage _____</p> <p>Parry % Hit Points _____</p> <p>NOTES/SPELLS _____</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>1.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>2.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>3.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>4.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>5.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>
<p>MONSTER _____</p> <p>MOVE _____ DEFENSE BONUS % _____</p> <p>SHIELD _____</p> <p>Parry % Armor Points _____ S/R _____</p> <p>WEAPON _____</p> <p>Attack % Damage _____</p> <p>Parry % Hit Points _____</p> <p>NOTES/SPELLS _____</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>6.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>7.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>8.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>9.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>10.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>
<p>MONSTER _____</p> <p>MOVE _____ DEFENSE BONUS % _____</p> <p>SHIELD _____</p> <p>Parry % Armor Points _____ S/R _____</p> <p>WEAPON _____</p> <p>Attack % Damage _____</p> <p>Parry % Hit Points _____</p> <p>NOTES/SPELLS _____</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>11.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>12.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>13.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>14.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>	<p>HITS 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p> <p style="text-align: center;"><u>15.</u></p> <p>POWER 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</p>

All snakes move 4, have a normal defense factor of 5%, and usually no armor; treasure factor is 6.

Roll 1D6 for each snake in a group to determine its type:

- 1= Weapon snake (sword)
- 2= Weapon snake (mace)
- 3= Fang snake

- 4= Spit snake (acid)
- 5= Spit snake (skunk)
- 6= Stake snake

WEAPON SNAKES

1. SWORD 1D6+1 Hit 25% S/R 9
Parry 25% Sword HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
2. SWORD 1D6+1 Hit 25% S/R 9
Parry 25% Sword HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
3. SWORD 1D6+1 Hit 25% S/R 9
Parry 25% Sword HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
4. MACE 1D6 Hit 25% S/R 10
Parry 25% Mace HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
5. MACE 1D6 Hit 25% S/R 10
Parry 25% Mace HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
6. MACE 1D6 Hit 25% S/R 10
Parry 25% Mace HP 12
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18

FANG SNAKES

1. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
2. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
3. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
4. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
5. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
6. BITE 1D4 +1D6 Blade Venom
Hit 25% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
Mk 2 Sheet by John T. Sapienza, Jr.

SPIT SNAKES

1. ACID 1D6 Hit 25% S/R 6
BITE 1D4 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
2. ACID 1D6 Hit 25% S/R 6
BITE 1D4 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
3. ACID 1D6 Hit 25% S/R 6
BITE 1D4 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
4. SKUNK OIL Hit 25% S/R 6
BITE 1D6 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
5. SKUNK OIL Hit 25% S/R 6
BITE 1D6 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6
6. SKUNK OIL Hit 25% S/R 6
BITE 1D6 Hit 10% S/R 10
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
SPITS 1 2 3 4 5 6

STAKE SNAKES

1. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
2. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
3. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
4. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
5. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18
6. SPRING 1D6+1 Hit 25%
S/R 6 Range 3m
Specials _____
(HEAD HP /BODY HP /TAIL HP)
HITS 8 9 10 11 12 13 14 15 16 17 18

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CHARACTER CREATION CHARTS

Character Backgrounds and Funds	Character's Background	Funds Available For Game Use
Die Roll on D100	Character's Background	Funds Available For Game Use
01-25	Peasant	1D100 Lunars
26-60	Townsmen	2D100 Lunars
61-85	Barbarian	1D100 Lunars*
86-95	Poor Noble	5D100 Lunars**
96-99	Rich Noble	10D100 Lunars**
00	Very Rich Noble	20D100 Lunars**

* A Barbarian has an 80% chance of having a riding animal, leather armor, and a basic weapon.
** Per game year. Nobles must collect the stipend at a certain place each year. A poor noble's stipend usually (90%) runs out at age 21; 60% chance for a rich noble; 30% chance for a very rich noble. If not, it is 1/10 previous amount, with same chance to run out each year.

Effects of Characteristics on Abilities

ABILITY	CHARACTERISTIC	1-4	5-8	9-12	13-16	17-20	Each +4
<u>Attacking</u>	Strength	-5%	-5%	+5%	+5%	+5%	+5%
	Intelligence	-10%	-5%	+5%	+5%	+5%	+5%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
<u>Parrying</u>	Dexterity	-10%	-5%	+5%	+5%	+5%	+5%
	Strength	-5%	-5%	+5%	+5%	+5%	+5%
	Size	+5%	-5%	+5%	+5%	+5%	+5%
<u>Defense</u>	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+5%	+5%
	Intelligence	-10%	-5%	+5%	+5%	+5%	+5%
<u>Hit Points</u>	Size	-2	-1	+1	+2	+1	+1
	Power	-1	-1	+1	+1	+1	+1
<u>Knowledge</u>	Intelligence	-10%	-5%	+5%	+5%	+5%	+5%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Strength	-5%	-5%	+5%	+5%	+5%	+5%
<u>Manipulation</u>	Intelligence	-10%	-5%	+5%	+5%	+5%	+5%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+5%	+5%
<u>Perception</u>	Intelligence	-10%	-5%	+5%	+5%	+5%	+5%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Size	+10%	+5%	-5%	-5%	-5%	-5%
<u>Stealth</u>	Power	+5%	+5%	-5%	-5%	-5%	-5%
	Intelligence	-10%	-5%	+5%	+5%	+5%	+5%
	Dexterity	-10%	-5%	+5%	+5%	+5%	+5%
<u>Oratory</u>	Intelligence	-5%	-5%	+5%	+5%	+5%	+5%
	Power	-5%	-5%	+5%	+5%	+5%	+5%
	Charisma	-10%	-5%	+5%	+5%	+5%	+5%

Basic Chances Certain weapons and skills can be used with a Basic Chance higher than 5%, due to simplicity of handling and shared common knowledge within the culture. The following chart shows the Basic Chance to Attack and Parry with the weapons listed, the Basic Chance to Parry with the shields listed, and the Basic Chance to use the Skills listed in an effective manner.

10% Chance	Weapons	Shield	Skills
15% Chance	Ax, Small (Thrown)	Medium	Camouflage
	Broadsword		Hide Item
	1 1/2 Hand Sword		Mapmaking
	Poleaxe		Read and Write Own Language
	Spear, 1 Handed		Tracking
20% Chance	Ax, Heavy		Climbing
	Crossbow		Jumping
	Flail, Short		Swimming
	Javelin (Thrown)		
	Knife (Thrown)		
25% Chance	Shortsword		
	Ax, Small	Large	
	Hammer		
	Spear, 2 Handed		
	Staff		
25% Chance	Club/Mace		Listening
	Dagger		
	Fist		
	Kick		
	Rock (Thrown)		

Experience Rolls To see if a character has learned from experience by succeeding at something, subtract the character's current chance to succeed from 100. Adjust the result by +3% for every INT point above 12, or -3% for every INT point below 9. This adjusted number or less must be rolled on D100; a successful roll means the character's ability has increased by 5% with that weapon, shield, or skill.

Power Gain Roll To see if a character can increase POW after overcoming a foe's resistance to magic, subtract the character's current POW from 20, and multiply the result by 5. This number or less must be rolled on D100; for a successful roll, roll again on D100 for the amount of POW increase achieved:

01-10	+3 to POW	11-40	+2 to POW	41-100	+1 to POW		
<u>Hit Points by Body Area</u>	1-6	7-9	10-12	13-15	16-17	18-20	Each +3
Head	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	+1
Each Leg	2	3	4	5	6	7	+1
Each Arm	1	2	3	4	5	6	+1
<u>Damage Done STR and SIZ</u>	Average of	1-6	7-12	13-16	17-20	Each +8	
		-1D4	Normal	+1D4	+1D6	+1D6	

Experience Bonus Add +3% for every INT point over 12 to what the character must roll to learn from experience (-3% for every INT point under 9).



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