

# Mini-Fight Rules

by Geeks Gone Wild 2009

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1. The Battleground is a 6x6 square board.
2. Each team chooses Characters of unique classes from Table 1.
3. Characters are placed in the first two rows on opposing sides of the board.
4. Characters can move or attack but not both. *Exception: Elf.*
5. Distance for movement and range are the number of moves a King in chess would make.
6. Ranged attacks may “skip over” adjacent team members.  
*Example: Team 1 positions their Elf behind their Dwarf to double up attacks.*
7. Characters act one at a time, alternating between teams  
*Example: Team 1 moves Ogre, Team 2 attacks with Gnome, Team 1 attacks with Elf...*

Table 1: Classes

<b>Class</b>	<b>Move Points</b>	<b>Melee Attack</b>	<b>Range Attack</b>	<b>Hit Points</b>	<b>Special</b>
Ogre Barbarian	2	2D6	None	16	+2 Dmg vs Elf and Gnome
Elf Archer	1	1D6	1D4	12	1 Free Move Pt at any time
Dwarven Lord	1	2D4+1	None	20	Ranged attacks cause 1/2 Dmg
Human Bard	2	1D8	Sleep	14	Sleep target misses its next turn
Gnome Mage	1	None	Lightning	8	Lightning: 2D6 Dmg to target and 1 adjacent target