

Mini-Fight Rules

by Geeks Gone Wild 2010

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1. The Battleground is a 6x6 grid available from a subsequent page.
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 reach two squares away and 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...
8. Dead characters are immediately removed. *Exception: Healing potion.*
Example: Team 1 reduces Bard to -2 HP, Bard was assigned potion, gets $+14/2=7$ HP.
9. (Equipment option) Each team chooses one piece of equipment, given to one character.
The equipment is announced while teams choose characters, but characters remain secret.

Table 1: Classes

Class	Move Points	Melee Attack	Range Attack	Hit Points	Special Abilities
Dwarven Lord	1	2D4	None	18	Ranged attacks cause minimum damage When 4 is rolled for Damage, roll again
Ogre Barbarian	2	2D6	None	16	+2 Damage vs Elf, Gnome & Dwarf
Human Bard	2	Sleep	1D4	14	Sleep target misses its next turn
Half-Elf Cleric	2	1D6+2	1D4	12	Secret healing potion assigned to one party member, +50% HP when $HP \leq 0$
Gnome Mage	1	None	Lightning	10	Lightning: 2D6 Damage to target and 1 adjacent target
Elf Archer	1	1D4	1D4	8	1 Free Move Point before or after attack When 4 is rolled for Damage, roll again

Table 2: Equipment

Equipment	Effect Conferred	Example
Club of Squishing	+50% Melee Damage (Round Down)	<i>Ogre squishes at 2D6+50% Damage</i>
Monocle of Precision	+1 Distance to Ranged Attacks	<i>Gnome mage reigns corner of terrain</i>
Cloak of Hastiness	Use Melee and Range attacks on turn	<i>Bard puts Ogre to sleep, then attacks</i>

Figure 1: Basic Terrain

