

Heroes of Heldenhofen

Fantasy Combat Roleplaying

By Christopher Cale, 2018

This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/).

The 'Get You By' Document

This document contains a basic Bestiary, Armoury and Tome of Magic to playtest the Heroes of Heldenhofen game with whilst the full supplementary document is prepared. It is enough to get you started, but is by no means the full picture. The final supplemental document will only be 8 pages long, but will contain a full Bestiary, Armoury and Tome of Magic, as well as rules for war beasts and chariots, guidelines for campaigns and more.

Heroes

Heroes are unusual individuals with characteristics beyond the norm. Heroes have *Levels*. Each Level that a Hero has allows them to increase one characteristic by one point. There are 3 grades of Hero, each of which allows a number of Levels.

Champions may lead a Regiment, simply include them in it's ranks. Command Tests for the regiment will be made using the Champion's Command value.

Champion: 5 levels. +10 Cr.

Hero: 10 levels. +30 Cr.

Mighty Hero: 15 levels. +60 Cr.

Elite Troops

Regiments of Elite Troops can be created in a similar way to heroes. Elite troops have 2 levels and cost an additional 4 Cr each.

The Bestiary

Basic Human

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	3	3	3	1	3	1	7	7	7	7	5

Humanoids

Beast Thing

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	4	3	3	4	2	3	1	7	6	7	6	10

Dwarf

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
3	4	3	3	4	1	2	1	9	7	9	9	7.5

Dwarfs are *Angry* at Elves, Orcs, Hobgoblins, Goblins and Small Goblins.

Elf

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	4	4	3	3	1	6	1	8	9	9	8	8

Elves are *Fearsome* to regiments of Goblins and Small Goblins that do not outnumber them 2 to 1.

Gnome

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	4	3	3	2	1	3	1	8	7	7	8	5

Gnomes are *Angry* at Goblins.

Goblin

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	2	3	3	3	1	2	1	5	5	5	5	2.5

Goblins are *Angry* at Dwarfs, other Goblins, Hobgoblins, Orcs and Small Goblins. Elves they do not outnumber 2 to 1 are *Fearsome* to them.

Halfling

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
3	2	4	2	2	1	5	1	6	7	6	8	3.5

Halflings are *Drunk*.

Hobgoblin

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	2	3	4	1	3	1	7	6	6	6	5

Hobgoblins are *Angry* at other Hobgoblins, Orcs, Goblins and Small Goblins. They are prone to going *Berserk*.

Lizard Man

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	3	3	4	2	1	1	10	5	10	10	20

The tough, scaly skin of a Lizard Man counts as Light Armour.

Man Orc

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	3	3	3	1	3	1	7	6	7	7	5

Marsh Demon

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	4	2	4	4	1	2	2	7	7	7	7	13

Orc

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	3	3	4	1	2	1	7	5	7	7	5

Orcs are *Angry* at Dwarves, other Orcs, Goblins, Small Goblins and Hobgoblins.

Rat Man

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
5	3	3	3	3	1	4	1	6	6	5	7	4

Small Goblins

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	2	3	2	2	1	4	1	5	5	5	5	1

Small Goblins are *Angry* at Dwarves, other Small Goblins, Goblins, Orcs and Hobgoblins. Elves they do not outnumber 2 to 1 are *Fearsome* to them.

Svartalf

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	4	4	3	3	1	6	1	8	9	9	8	8

Svartalf are *Angry* at other Elves.

Large Humanoids

Ogre

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
6	3	2	4	5	3	3	2	5	4	5	7	38

Ogres are *Fearsome*.

Troll

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
6	3	1	5	4	3	1	3	4	4	6	6	66

Trolls are *Thick*. They are also *Fearsome*. At the end of a combat phase roll a d6 for each Life a Troll has lost that turn. On a 4+ it heals the Hurt. Otherwise the Life has been lost permanently.

Undead

Skeleton

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
4	3	3	3	3	1	3	1	7	7	7	7	5

Mounts

Horse

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
8	3	0	4	3	1	3	1	2	2	2	2	7

Wolf

Sp	CS	Ac	Mi	Ha	Li	Re	Bl	Co	IQ	Pa	Rs	Cr
9	4	0	3	3	1	3	1	3	4	4	4	8

Armoury

Standard Bearers & Musicians

Standards and Musical Instruments may be added to a regiment. Each costs as much as the figure carrying them does.

Standards increase the Resolve and Panic values of a regiment by 1.

Musical Instruments increase the Command value of a regiment by 1.

A regiment that routs loses any Standards or Musical Instruments that they are carrying.

Armour

Light Armour costs 1 Gold Crown.

Heavy Armour costs 1.5 Gold Crowns.

Shields cost 0.5 Gold Crowns.

Horse Barding costs 1 Gold Crown.

Missile Weapons

Thrown Knife etc - Range: 4". Might: As user. 0.5 Gold Crowns.

Javelin - Range: 8". Might: As user. 0.5 Gold Crowns.

Sling - Range: 18". Might: As user. 0.5 Gold Crowns.

Short Bow - Range: 16". Might: 3. 0.5 Gold Crowns.

Bow - Range: 24". Might: 3. 1 Gold Crown.

Long Bow - Range: 32". Might: 3. 1.5 Gold Crowns.

Crossbow - Range: 32". Might 4. Move or fire. 2 Gold Crowns.

Pistol - Range: 8". Might 5. Move or fire. 1.5 Gold Crowns.

Handgun - Range: 24". Might 5. Move or fire. 3 Gold Crowns.

Weapons

Basic Weapon - Free.

Additional Basic Weapon - +1 Blow. 0.5 Gold Crowns.

Dagger - +1 Re, -1 Mi, +1 to enemy save. Free.

Spear - +2 Re vs Mounted or +1 Re vs others in first round of combat. May attack past one friendly figure in front, at a -1 to hit (as listed in the combat modifiers). 0.5 Gold Crowns.

Pike - +2 Re vs all in first round of combat. May attack past 2 friendly figures in front, at a -1 to hit (as listed in the combat modifiers). 1 Gold Crowns.

Two Handed Weapon - +1 Mi, -1 Re. 1 Gold Crowns.

Lance - +1 Re and +2 Mi when mounted and charging into combat. 0.5 Gold Crowns.

Tome of Magic

Heroes of any type can become Wizards, simply by paying the appropriate Gold Crowns cost for a spell; 25 Cr per spell. A Hero can know a maximum of 1 spell per point of Intellect they have over 7.

Spells

Mystic Missiles: Cause 1d6 Mi 3 hits to a regiment or individual within 24".

Healing: Heal 1 Life to a character within 24".

Shield: The wizard gains a save of 4+ against Hurt, in addition to any other save they might have until they next lose a life

Vorpal: Until their next magic phase, one regiment or individual within 24" gains +1 Mi and their weapons count as magical.

Swiftmess: One regiment or individual within 24" gains +1 Re and +2 Sp until their next magic phase.

Flight: The wizard may immediately move to any point within 24".

Summon Skeletons: Place 1d6 skeletons under your command within 6" of the wizard. If within 3" of a graveyard, place 2d6 skeletons instead. You may instead place half that number of Skeleton Cavalry if you wish.

Command Undead: Seize command of an undead regiment within 12".

Petty Magic: All Wizards know this spell. It does not cost any Crowns or take up a spell slot. Petty Magic allows a Wizard to light small fires, nudge objects no heavier than a teacup in the same room, create an illusion to fool a single sense (i.e. image, sound, smell) for a single turn or any other minor effect the Referee allows.

Basic Magic Items

Item	Effect	Cost
Sword	+1 CS	10 Cr
Axe	+1 Mi	10 Cr
Bow	+1 BS	10 Cr
Armour	3+ Save	15 Cr
Protection Ring	Extra 6+ Save	10 Cr
Spell Ring	Allows use of one spell beyond normal Intellect limits.	35 Cr
Scroll	Automatic single use of one spell	20 Cr