

Advanced HOG Reference Sheets

Characteristic	Simple	Average	Difficult
3	7	9	11
4-6	6	8	10
7-13	5	7	9
14-17	4	6	8
18	3	5	7

Combat Sequence

- 1 - Initiative/Surprise.
- 2 - Initiative holder moves and declares actions.
- 3 - Other side moves and declares actions.
- 4 - Spells go off.
- 5 - Missile weapons launched.
- 6 - Blows traded.

Strength	No Armour	Leather	Metal
3	7	9	11
4-6	6	8	10
7-13	5	7	9
14-17	4	6	8
18	3	5	7

Turns

Last 10 minutes.
 Combat rounds 10 seconds.
 1 square = 10'
 Normal move 8 squares.
 Half movement for searching.
 Half movement if cannot see.
 Torches etc light 5 squares.

Dexterity	Short Range	Medium	Long
3	7	9	11
4-6	6	8	10
7-13	5	7	9
14-17	4	6	8
18	3	5	7

Ranges

Short range - up to 4 squares
 Medium range - 5 to 15 squares
 Long range - up to max range:
 Bow - 20
 Crossbow - 25
 Warbow - 30
 Sling - 25

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Treasure

Carried Treasure - 1-3 d6 gold.
 Doubles = Gem.

Treasure Piles - 3d6x10 gold.
 Doubles = 1d6 Gems.
 Triples = Special.

Gems - 1d6xd6x10 gold worth.

Monsters

Pick Hits level (Human = 2), roll that many d6 for Hits.
 Pick Strength level (Human = 3), roll that many d6.
 Pick Intellect level (Human = 3), roll that many d6.
 Pick Dexterity level (Human = 3), roll that many d6.
 Move, most are 6. But you might want a faster monster.

For quick (or less random) generation, instead of rolling dice multiply levels by 3.5 and round down.
 An easy way to pick a Hits Level is to make it the same as the Strength Level.

Item	Cost	Notes
Leather Armour	2g	No movement restriction
Metal Armour	4g	Reduces max move to 6.
Shield	1g	Adds 1 to armour. Requires 1 hand.
Large Weapon	4g	1d6+3 Damage. Requires 2 hands.
Medium Weapon	2g	1d6 Damage. Requires 1 hand.
Small Weapon	1g	1 point of Damage. Requires 1 hand.
Quarter-Staff	1g	1d6 vs leather/none. 1d6-3 vs Metal. 2 hands.
Wizards Staff	2g	Magician only. 3 points Damage. 2 hands.
Bow	2g	1d6 Damage. Ranged.
12 Arrows	1g	
Sling	1g	1d6-1 Damage. Ranged.
12 Bullets	1g	
Rocks	Free	-1 to Hit
Crossbow	3g	1d6 Damage. +1 to Hit. 1 round to reload.
6 Bolts	1g	
War-Bow	4g	Fighter only. Must start with. 1d6+3 Damage.
12 Arrows	1g	
Lantern	1g	Lasts 6 hours.
Flask of Oil	1g	
Flint & Steel	1g	
6 Torches	1g	Last 1 hour each
50' Lightweight Rope	1g	Strong, support man in armour.
Metal Hook	1g	May tie onto end of rope.
Flask of Wine or Water	1g	
Days Rations	1g	
Leather Sack or Backpack	1g	
10' Pole	1g	
Religious Symbol	1g	
Vial of Holy Water	1g	
Bandage	1g	Recover 1 hit, immediately after battle. 1 use.
Porter/Torch-Bearer	1g	2d6 hits. Will not fight. Per delve/week.
Man at Arms	3g	2d6 hits. Not equipped. Per delve/week.