

Units

Points based on [Jeff Bolton](#)'s work.

Scale

1 grid square = 15mm = 50 paces

					Movement / Diagonal			Combat versus		Combat Results			
Element Type	Code	Cost	Size	Type	Road	Good	Bad	Stonghold or Foot	Aerial or Mounted	Equal	LessThan	Doubled	Notes
Airboat	Ab	8	2x4	Aerial	10 / 7	10 / 7	10 / 7	+5	+3	Draw	Flee from Mg else R	D	
Artillery	Art	7	2x3	Foot	6 / 4	4 / 3	0 / 0	+4	+4	Draw	D if in CC	D	
Beasts	Bs	5	2x3	Mounted	8 / 6	8 / 6	8 / 6	+3	+4	Draw	D by Mounted in CC else R	D	(F)
Behemoth	Bh	10	2x3	Mounted	8 / 6	6 / 4	4 / 3	+4	+5	Draw	Flee from Mg, Dr or Art else R	D	(F)
Blades	Bd	5	2x1	Foot	8 / 6	4 / 3	4 / 3	+5	+3	Draw	D by Wb else R	D	
Clerics	Cl	7	2x2	Foot	8 / 6	4 / 3	4 / 3	+4	+4	Draw	D by Kn if in GG, or by Wb else R	D	
Dragon	Dr	10	2x4	Aerial	24 / 17	24 / 17	24 / 17	+6	+6	Draw	D by Ahr, Hr or Pa else flee field	D	(G)
Flyers	Fl	4	2x2	Aerial	24 / 17	24 / 17	24 / 17	+2	+2	Draw	Flee from Mg else R	(4)	
God	Gd	10	2x2	Aerial	24 / 17	24 / 17	24 / 17	+6	+6	Draw	Flee field from Gd, Mg or Cl	D	(G)
Hero, Aerial	Ahr	15	2x2	Aerial	24 / 17	24 / 17	24 / 17	+5	+5	(1)	E by Mg. D by Ahr, Hr, Pa or Art. Flee from Str else R	D	
Hero	Hr	10	2x2	Mounted	10 / 7	10 / 7	4 / 3	+5	+5	(1)	E by Mg. D by Ahr, H, Pa or Art. Flee from Str else R	D	
Hordes	Hd	2	2x2	Foot	8 / 6	4 / 3	4 / 3	+2	+2	Draw	D by Kn if in GG or Wb else R	D	

Knights	Kn	7	2x2	Mounted	8 / 6	6 / 4	4 / 3	+3	+4	Draw	D by Bh, or by Mg, Sh or Art contacted this bound, or if in BG else R	D	(F)
Lurkers	Lk	1	2x2	Foot	8 / 6	4 / 3	4 / 3	+2	+2	Draw	Flee field	D	(G)
Magicians	Mg	10	2x3	Foot	10 / 7	10 / 7	4 / 3	+4	+4	(2)	E by Mg. D by Ahr, Hr, Pa, Dr or Gd else R	D	
Paladin	Pa	10	2x2	Mounted	10 / 7	10 / 7	4 / 3	+6	+6	(3)	D if in CC	D	(G)
Riders	Rd	6	2x2	Mounted	10 / 7	10 / 7	4 / 3	+3	+3	Draw	D if in BG else R	D	
Shooters	Sh	5	2x1	Foot	8 / 6	4 / 3	4 / 3	+3	+4	Draw	D by Mounted in CC else R	D	
Sneakers	Sn	7	2x1	Foot	8 / 6	6 / 4	6 / 4	+5	+3	Draw	Flee	D	(G)
Spears	Sp	4	2x1	Foot	8 / 6	4 / 3	4 / 3	+4	+4	Draw	D by Kn if in GG or by Wb else R	D	
Stronghold	Str	50	12x12	Stronghold	0 / 0	0 / 0	0 / 0	+6	+6	Draw	D by any except Aerials	D	
Warband	Wb	4	2x1	Foot	8 / 6	6 / 4	6 / 4	+3	+3	Draw	D by Bh, or Kn if in GG else R	D	(F)

Legend

D - Destroyed, CC - Close Combat, E - Ensorcelled, R - Recoil, GG - Good Going, BG - Bad Going Road, Good, Bad - Movement in grid squares along a Road, in Good Going or in Bad Going. The number before the / is along the grid, the number after is movement diagonally from corner to corner.

Notes

(1) Destroyed if in Close Combat with a Hero or Hero (Aerial) and the final score is odd.

(2) Destroyed if in Close Combat with a Paladin and the final score is odd.

(3) Destroyed if in Close Combat with a Magician and the final score is odd.

(4) Destroyed by Hero, Magician, Aerials or Shooters else Flees

(F) Follows up in combat

(G) Cannot be General

One general is required for every 75 points.

Each general is part of one of the army's elements. This must not be a God, dragon, paladin, lurkers or sneakers element.

Each army must also have a Stronghold used only if defending, the loss of which is fatal.

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