

## THE GREEN KING'S WAR



An invading goblinoid army, gathered under the mysterious Green King, marches on the sparsely-defended border regions, reclaiming ancestral lands. Your Queen is away on campaign. No aid is coming. The horde will arrive in 20 days, and the village elder begs you to organize a defense. They saddle a good horse, and scrape together 100 Gold...

**THE GREEN HORDE:** 100 Goblins, 100 Hobgoblins, 60 Wolf-Riders, 40 Spider-Riders, 40 Bugbear Heavies.

**Your Army:** Any Unit you gather travels with you. You can tell units to leave your side and head to Vanorm to move more quickly.

**TRAVELING:** Hex = 20 miles. Alone/All Mounted/Flying, you can travel 2 hexes per day, else just 1. Mountains take 1 day to cross unless flying. Ships can move 5 water hexes per day.

### LOCATIONS

**A. VANORM:** Start here. Be here on the dawn of the 21st day, or the town is burned to the ground. 20 Light Inf. stand ready.

**B. WIZARD WELLS(Town):** Dragon has nested nearby, and is eating livestock. Stop the Dragon's attacks and they provide 40 Heavy Infantry.

**SPRINGS:** The famous hot springs with various medicinal properties. Soaking overnight cures most wounds.

**C. CAIRN OF HERMOD:** Burial Mound of a conqueror-king. Contains 20 Skeletons, and 5d6\*10 Gold. Hermod's Head is a chaotic demilich, espousing military advice and archaic vulgarities. Add 3 dice to any one roll during the final battle.

**D. ELGIN:** The farmers of Elgin are under assault by a pack of great wolves, their sheep and horses eaten in the night. If you drive the wolves out, their 20 Lt. Cavalry will join you.

**FARMLANDS:** 20 Great Wolves and a Warg stalk the farmlands. All Units fight as Infantry in the thick crops.

**E. MERCHANT VESSEL:** Will ferry you and 5 units across the Sea of Sharks for 10 Gold. Cavalry fight as Infantry on the water.

**F. ADVENTURERS:** Adventurers have a map to treasure in the swamps. Fight them to steal the map, help them for ½ the take, or hire them for 50 Gold for 20 Hvy. Inf. and 20 Hvy. Archers. Takes one day to find. Treasure is 2d6 x 10 Gold.

**G. PIDCOKE:** Local Cleric caught a Hobgoblin arrow with his chest. The villagers here make up 40 Lt. Inf., and want your help taking him to the Springs. They only move if it is closer to Springs until he's healed. Cleric adds D6 against undead.

**H.LOST HERD:** Takes day to capture, turn one Inf. into Cav.

**I. WHITEWOOD:** A Faery has eloped with a woodcutter, and a fey mob are after his head. Stop them with bribery (30 Gold), fighting the 40 Lt. Inf., or exquisite persuasion. If it goes well, get Faery's kin of 20 Magic-Armed Heavy Archers.

**J. MORGAN'S MILL:** Sir Morgan retired here to live in peace. If you can convince his family, ½ chance per day, grants 20 Lt. Cavalry, otherwise he will give you 20 horses.

**K. SNAKES' PASS:** ½ chance to encounter bandits when passing. Can be bribed to let you pass for 10 Gold, with persuasion and 25 Gold will join you in the battle as 20 Light Archers.

**L. RAVENSWATCH:** An ancient, crumbling fortress. The dungeons beneath are ruled by 40 skeletons. All units fight as infantry. Clear to find a Magic Sword, hero rolls an extra D6 in combat, and D6\*10 gold.

**M. POTOSI:** Driven out of their mines by a pack of Giant Spiders. 20 Lt. Infantry join you as you show up.

**IRON MINE:** Infested with Giant Spiders, no doubt aligned with the Green King. Delve in and clear 20 Giant Spiders, and Potosi will forge weapons. Units fight as infantry in the mines. Allows you to pay 10 Gold to upgrade a unit to Heavy once cleared.

**N.BEAR-CLAN:** The Bear-Clan are no friends to the Frontier-folk, but have a strict code of honor. If you defeat their leader(Lv. 5) in single combat, you get 40 Berserker Heavy Infantry.

**O.MERCENARY CAMP:** Reptile-Men mercenary camp. Can be hired for 25 Gold per unit. If you don't buy them, there's a ½

chance they join the Green King! You can fight them. Up to 40 Heavy Infantry.

**P.THE RED MOUNTAIN:** Red dragon lives here. Will stop attacks for 50 Gold. Will fight for you for 100 more. Hoard of 500 Gold.

**Q.SHARGOTH'S TOWER:** Cursed Wizard, also quite mad. If you can subdue him(Lv. 5 Wizard), he will help you. He and his apprentices act as 20 Magic Heavy Archers. Either way, he can teleport you to any hex from here for 10 Gold per head.

**R.THE SEAHAWK:** The last ship large enough to ferry people out was scuttled by a Giant Squid. There were 5d6x10 Gold on board, but the squid may still be near...

**S.CRUMBLED TEMPLE:** A clan of Gargoyles is squatting here, wanting to restore the temple and form a village. If you give them 50 Gold towards this, join as 20 Heavy Infantry. Or you can ransack the temple and fight them for 2d6\*10 gold.

**GOBLIN JUNKSHIPS:** Crew of 40 Goblins is traveling to the battlefield. Sink to remove 40 Goblins from Horde.

**HOBGOBLIN ENCAMPMENTS:** Party of 20 Hobgoblins scouts. Defeat for 1d6\*5 Gold, remove 20 Hobgoblins from horde.

### BATTLE MECHANICS

Each battle hour has two phases:

**VOLLEY -** Ranged units in each army pick any targets, roll Ranged Attack Dice. Any 5-6 eliminates Light Units, 6's all others.

**MELEE -** Roll all melee dice for both sides. Any 6's eliminate weakest unit. If no 6's, highest roll eliminates one target, tie is nothing.

Can't eliminate Ranged with melee until all melee are gone.

Your hero can fight alongside a Unit to add 1D6 to rolls, but has a ½ chance to be wounded. Takes 3 days to be able to fight again, or 1 whole day resting in a town.

Units of 20	Attack Dice
Heavy Infantry/Hobgoblins/Bugbear	2M
Light Infantry/Goblins/Skeletons	1M
Light Archers/Bow-Goblins	1R
Heavy Archers	2R
Light Cavalry/Wolf-Riders/Wolves	2M
Heavy Cavalry/Spiders	3M
Dragon	4M,2R