

# Dungeon Hammer

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## Getting Started

1. Select class
2. Roll dice for attributes as listed in table
3. Roll 1d6 to determine play turn order

## Basic Rules

### Turns

1. Movement
2. Action
3. Reaction

### Movement

- Measure player range in inches
- Movement may be staggered if applicable
- Apply movement modifiers

Name	Modifier	Type
Water	RNG*0.5	Terrain (Swamp, Mud)
Mountain	RNG*0.7	Terrain (Rocky)

### Combat Rules

- Must have Line of site to target (LoS)
- A hit is target STR or higher
- Target saves
- Damage dealt as per attacker STR+Modifiers

Type	Modifier	Type
Cover	DMG*0.5	Wall, Rocks, Window
Save	DMG*0.5	Roll

# Characters

## Class

- Wizard
- Warrior
- Goblin Horde
- Space Marine

## Attributes

Every Character starts with these attributes

<b>Attr</b>	<b>Description</b>	<b>Dice</b>
Hit Points (HP)	Health	3d6
Strength (STR)	Used to calculate damage	1d6
Range (RNG)	Distance available to shoot (in)	1d6
Speed (SPD)	Movement (in)	1d6

# Gametypes

## Adventuring

Adventuring consists of the a party/team of characters working their way through a story and/or world constructed by a Game Master

## Capture

Played as single player or multi-player squad based game.

An objective is placed on the play field for the player to capture (and hold)

Capture types

- Pre-determined no. of turns
- Elimination

## Elimination

Last player standing wins