



# The Battle for Wesnoth

## 1. Income

Villages count  $\times 2$  - Unit count  
 $\Rightarrow$  Income (adjust gold marker)

## 2. Heal

Each unit in a village gets +1 Healthpoint

## 3. Actions

Move: according to movepoints/terrain

Zone of Control: Unit loses all movepoints when entering field adjacent to enemy unit

Attack: Number of dice  $\geq$  defense = hit  
 Enemy will retaliate with same attack type

Mage	-	1x4	7	3	3	(always only $\geq 3$ )		6	6	4	5	2
	1			1				1	1	1	2	2
fighter	1x2	1x1	5	3	4			6	6	4	6	2
			1	1				1	1	1	1	2
archer	1x1	1x2	6	3	4			6	6	4	7	2
			1	1				1	1	1	1	2
Cavalry	1x1	-	6	4	4			4	4	4	3	2
			1	1				1	1	1	2	3
Heavy Infantry	2x1	-	7	2	5			5	4	3	4	1
			1	1				1	1	1	2	2

(Damage  $\times$  Attacks)

Gold	-2Ø			-15			-1Ø			-5		-1
Ø	1			5			1Ø			15		2Ø
			(25)				3Ø			35		4Ø