



BUNKY'S ENTERPRISES, INC.

MAGIC, MONSTERS AND SWORDS **BREAKDOWN OF CARDS**

ARTIFACT CARDS (23) **YELLOW BORDER**

- **BALLISTA**

200 - CAP (COMBAT ABOLISHMENT POINTS)

52 - LEVEL NUMBER

1-2 - DIMENSIONS (1 SQUARE WIDE/2 SQUARES LONG)

0 - MODIFICATION TO ATTACK ROLL

G - ATTACK DAMAGE → REFER TO GRAPH (0-99/35-100)

M2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK - MOVEMENT IS 2 SQUARES REGARDLESS OF MODIFICATIONS

M0 - MODIFICATION TO MOVEMENT WITH ATTACK - MOVEMENT IS 0 SQUARES REGARDLESS OF ANY OTHER MODIFICATIONS

M10 - ATTACK IS 10 REGARDLESS OF ANY OTHER MODIFICATIONS

- **BELT OF CONSTITUTION**

24 - LEVEL NUMBER

5 - MODIFICATION TO ATTACK ROLL

5 - MODIFICATION TO ATTACK DAMAGE

1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **CLERIC'S RING**

31 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

30 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

- **CLOAK OF INVISIBILITY**

43 - LEVEL NUMBER

-13 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-15 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK



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0 - MODIFICATION TO ATTACK RANGE

- CRYSTAL BALL

23 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

0 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

- DEMON SLAYER SWORD

51 - LEVEL NUMBER

23 - MODIFICATION TO ATTACK ROLL

10 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

- DRAGON STAFF

23 - LEVEL NUMBER

6 - MODIFICATION TO ATTACK ROLL

40 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

- GAUNTLETS OF STRENGTH

43 - LEVEL NUMBER

18 - MODIFICATION TO ATTACK ROLL

30 - MODIFICATION TO ATTACK DAMAGE

1 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- HELM OF POWER

58 - LEVEL NUMBER

22 - MODIFICATION TO ATTACK ROLL

40 - MODIFICATION TO ATTACK DAMAGE



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- 1 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK
- 1 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- **MAGIC ARROWS**

- 18 - LEVEL NUMBER
- 5 - MODIFICATION TO ATTACK ROLL
- 15 - MODIFICATION TO ATTACK DAMAGE
- 0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK
- 1 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- **MAGIC LONG BOW**

- 43 - LEVEL NUMBER
- 20 - MODIFICATION TO ATTACK ROLL
- 0 - MODIFICATION TO ATTACK DAMAGE
- 0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK
- 0 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- **MAGICAL FLAIL**

- 19 - LEVEL NUMBER
- 7 - MODIFICATION TO ATTACK ROLL
- 10 - MODIFICATION TO ATTACK DAMAGE
- 0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK
- 0 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- **MAGICAL LONG SWORD**

- 16 - LEVEL NUMBER
- 5 - MODIFICATION TO ATTACK ROLL
- 5 - MODIFICATION TO ATTACK DAMAGE
- 0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK
- 1 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- **MAGICAL PLATE ARMOR**

50 - LEVEL NUMBER

-25 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-20 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

U-2 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

U-1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **MAGICAL SKULL**

33 - LEVEL NUMBER

14 - MODIFICATION TO ATTACK ROLL

25 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **PENDANT OF CHANCE**

18 - LEVEL NUMBER

0 - MODIFICATION TO ATTACK ROLL

G - MODIFICATION TO ATTACK DAMAGE → REFER TO GRAPH

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **RING OF POWER**

40 - LEVEL NUMBER

15 - MODIFICATION TO ATTACK ROLL

50 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **RUNES**

6 - LEVEL NUMBER

G - MODIFICATION TO ATTACK ROLL → REFER TO GRAPH

0 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUIUT ATTACK



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0 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

- SHIELD OF DEATH

10 - LEVEL NUMBER
1 - DIMENSIONS
0 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-50 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
U-1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
0 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

- THROWING AXES

6 - LEVEL NUMBER
0 - MODIFICATION TO ATTACK ROLL
0 - MODIFICATION TO ATTACK DAMAGE
0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
0 - MODIFICATION TO MOVEMENT WITH ATTACK
2 - MODIFICATION TO ATTACK RANGE

- TREBUCHET

185 - LEVEL NUMBER
2-2 - DIMENSIONS
0 - MODIFICATION TO ATTACK ROLL
100 - MODIFICATION TO ATTACK DAMAGE
M1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK - MOVEMENT IS 1
REGARDLESS OF OTHER MODIFICATIONS
M0 - MODIFICATION TO MOVEMENT WITH ATTACK - MOVEMENT IS 0 REGARDLESS
OF OTHER MODIFICATIONS
7 - MODIFICATION TO ATTACK RANGE

- WAND OF SORCERY

31 - LEVEL NUMBER
12 - MODIFICATION TO ATTACK ROLL
20 - MODIFICATION TO ATTACK DAMAGE
0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
0 - MODIFICATION TO MOVEMENT WITH ATTACK
1 - MODIFICATION TO ATTACK RANGE



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- WIZARD'S WAR ROBES

42 - LEVEL NUMBER
16 - MODIFICATION TO ATTACK ROLL
20 - MODIFICATION TO ATTACK DAMAGE
1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
1 - MODIFICATION TO ATTACK RANGE

CHARACTER CARDS (31) RED BORDER

- ARCHER

400 - CAP
68 - LEVEL NUMBER
1 - DIMENSIONS
6 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
6 - ATTACK RANGE
0-99/50-200 - ATTACK DAMAGE GRAPH

- ASSASSIN

700 - CAP
98 - LEVEL NUMBER
1 - DIMENSIONS
10 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/45-350 - ATTACK DAMAGE GRAPH

- CAVALRY

1000 - CAP
123 - LEVEL NUMBER
1-2 - DIMENSIONS
9 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

2 - ATTACK RANGE
0-99/95-500 - ATTACK DAMAGE GRAPH

- CENTRAL WARRIOR

600 - CAP
74 - LEVEL NUMBER
1 - DIMENSIONS
4 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/80-300 - ATTACK DAMAGE GRAPH

- CLERIC

475 - CAP
63 - LEVEL NUMBER
1 - DIMENSIONS
4 - MOVEMENT WITHOUT ATTACK
1 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/75-205 - ATTACK DAMAGE GRAPH

- EASTERN WARRIOR

650 - CAP
79 - LEVEL NUMBER
1 - DIMENSIONS
4 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/70-325 - ATTACK DAMAGE GRAPH

- ELF SAGE

500 - CAP
73 - LEVEL NUMBER
1 - DIMENSIONS
5 - MOVEMENT WITHOUT ATTACK
0 - MOVEMENT WITH ATTACK
6 - ATTACK RANGE
0-99/65-250 - ATTACK DAMAGE GRAPH



BUNKO'S ENTERPRISES, INC.

MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- **ELF WARRIOR**

450 - CAP

61 - LEVEL NUMBER

1 - DIMENSIONS

4 - MOVEMENT WITHOUT ATTACK

3 - MOVEMENT WITH ATTACK

2 - ATTACK RANGE

0-99/45-225 - ATTACK DAMAGE GRAPH

- **EVIL FIGHTER/SPELLCASTER**

575 - CAP

68 - LEVEL NUMBER

1 - DIMENSIONS

5 - MOVEMENT WITHOUT ATTACK

2 - MOVEMENT WITH ATTACK

4 - ATTACK RANGE

0-99/75-290 - ATTACK DAMAGE GRAPH

- **FIRE GRYPHON**

410 - CAP

62 - LEVEL NUMBER

1 - DIMENSIONS

7 - MOVEMENT WITHOUT ATTACK

4 - MOVEMENT WITH ATTACK

2 - ATTACK RANGE

0-99/60-205 - ATTACK DAMAGE GRAPH

- **FOOT SOLDIER**

400 - CAP

50 - LEVEL NUMBER

1 - DIMENSIONS

3 - MOVEMENT WITHOUT ATTACK

2 - MOVEMENT WITH ATTACK

1 - ATTACK RANGE

0-99/65-200 - ATTACK DAMAGE GRAPH



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- GATE GUARDIAN

725 - CAP
84 - LEVEL NUMBER
1 - DIMENSIONS
2 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/125-365 - ATTACK DAMAGE GRAPH

- HORNED DRAGON

850 - CAP
94 - LEVEL NUMBER
1-2 - DIMENSIONS
8 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/95-425 - ATTACK DAMAGE GRAPH

- HUNTRAX

885 - CAP
115 - LEVEL NUMBER
1 - DIMENSIONS
10 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/75-440 - ATTACK DAMAGE GRAPH

- HYDRA

480 - CAP
68 - LEVEL NUMBER
1 - DIMENSIONS
8 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
4 - ATTACK RANGE
0-99/65-240 - ATTACK DAMAGE GRAPH



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- **KRAG - THE FIGHTER**

910 - CAP
122 - LEVEL NUMBER
1 - DIMENSIONS
10 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/90-455 - ATTACK DAMAGE GRAPH

- **MAGERON - THE MAGICIAN**

790 - CAP
117 - LEVEL NUMBER
1 - DIMENSIONS
8 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
8 - ATTACK RANGE
0-99/65-395 - ATTACK DAMAGE GRAPH

- **MAN-AT-ARMS**

460 - CAP
46 - LEVEL NUMBER
1 - DIMENSIONS
3 - MOVEMENT WITHOUT ATTACK
1 - MOVEMENT WITH ATTACK
1 - ATTACK RANGE
0-99/60-230 - ATTACK DAMAGE GRAPH

- **MOUNTED ARCHER**

700 - CAP
99 - LEVEL NUMBER
1-2 - DIMENSIONS
7 - MOVEMENT WITHOUT ATTACK
5 - MOVEMENT WITH ATTACK
4 - ATTACK RANGE
0-99/85-350 - ATTACK DAMAGE GRAPH



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- **NORTHERN WARRIOR**

825 - CAP
97 - LEVEL NUMBER
1 - DIMENSIONS
4 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/105-410 - ATTACK DAMAGE GRAPH

- **PALADIN**

860 - CAP
68 - LEVEL NUMBER
1-2 - DIMENSIONS
9 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/175-430 - ATTACK DAMAGE GRAPH

- **SENTRYMAN**

250 - CAP
32 - LEVEL NUMBER
1 - DIMENSIONS
2 - MOVEMENT WITHOUT ATTACK
1 - MOVEMENT WITH ATTACK
1 - ATTACK RANGE
0-99/40-125 - ATTACK DAMAGE GRAPH

- **SHAMAN**

690 - CAP
90 - LEVEL NUMBER
1 - DIMENSIONS
2 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
4 - ATTACK RANGE
0-99/115-345 - ATTACK DAMAGE GRAPH



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- SORCERESS

510 - CAP
72 - LEVEL NUMBER
1 - DIMENSIONS
4 - MOVEMENT WITHOUT ATTACK
1 - MOVEMENT WITH ATTACK
5 - ATTACK RANGE
0-99/50-255 - ATTACK DAMAGE GRAPH

- SOUTHERN WARRIOR

600 - CAP
67 - LEVEL NUMBER
1 - DIMENSIONS
6 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
1 - ATTACK RANGE
0-99/100-300 - ATTACK DAMAGE GRAPH

- STOUSTLOVF

900 - CAP
110 - LEVEL NUMBER
1 - DIMENSIONS
6 - MOVEMENT WITHOUT ATTACK
4 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/85-450 - ATTACK DAMAGE GRAPH

- TYGER

380 - CAP
67 - LEVEL NUMBER
1 - DIMENSIONS
11 - MOVEMENT WITHOUT ATTACK
6 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/55-190 - ATTACK DAMAGE GRAPH



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- WAR GRYPHON

86 - LEVEL NUMBER
540 - CAP
1 - DIMENSIONS
10 - MOVEMENT WITHOUT ATTACK
8 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/65-270 - ATTACK DAMAGE GRAPH

- WESTERN WARRIOR

550 - CAP
66 - LEVEL NUMBER
1 - DIMENSIONS
4 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
1 - ATTACK RANGE
0-99/100-270 - ATTACK DAMAGE GRAPH

- WIZARD

400 - CAP
58 - LEVEL NUMBER
1 - DIMENSIONS
3 - MOVEMENT WITHOUT ATTACK
0 - MOVEMENT WITH ATTACK
5 - ATTACK RANGE
0-99/40-210 - ATTACK DAMAGE GRAPH

- WOOD NYMPH

180 - CAP
41 - LEVEL NUMBER
1 - DIMENSIONS
6 - MOVEMENT WITHOUT ATTACK
4 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/55-1 ROUND IMMOBILITY - ATTACK DAMAGE GRAPH



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MAGIC, MONSTERS AND SWORDS **BREAKDOWN OF CARDS**

DEFENSE CARDS (5) **PURPLE BORDER**

- **CASTLE**

50,000 - CAP

1150 - LEVEL NUMBER

6-6 - DIMENSIONS

-25 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-100 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

X - MODIFICATION TO MOVEMENT WITHOUT ATTACK - CANNOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

X - MODIFICATION TO MOVEMENT WITH ATTACK - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

-4 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- **CASTLE WALL**

1500 - CAP

160 - LEVEL NUMBER

1 - DIMENSIONS

-25 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-75 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

X - MODIFICATION TO MOVEMENT WITHOUT ATTACK - CANNOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

X - MODIFICATION TO MOVEMENT WITH ATTACK - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

-3 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- **DRAWBRIDGE**

800 - CAP

70 - LEVEL NUMBER

1 - DIMENSIONS

-9 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-20 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

X - MODIFICATION TO MOVEMENT WITHOUT ATTACK - CANNOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

X - MODIFICATION TO MOVEMENT WITH ATTACK - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- **STONE TURRET**

4,000 - CAP

143 - LEVEL NUMBER

2-2 - DIMENSIONS

-15 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-35 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

X - MODIFICATION TO MOVEMENT WITHOUT ATTACK - CANNOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

X - MODIFICATION TO MOVEMENT WITH ATTACK - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED

-2 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- **VILLAGE**

27,500 - CAP

590 - LEVEL NUMBER

5-5 - DIMENSIONS

-10 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-35 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

-3 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

-2 - MODIFICATION TO MOVEMENT WITH ATTACK

-2 - MODIFICATION TO OPPONENT'S ATTACK RANGE

MODIFICATION CARDS (8) BLUE BORDER

- **BANNER/CREST**

28 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

10 - MODIFICATION TO ATTACK DAMAGE

1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

- **BESERKER'S RAGE**

37 - LEVEL NUMBER

15 - MODIFICATION TO ATTACK ROLL

20 - MODIFICATION TO ATTACK DAMGAGE

1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **MAGIC AURA**

20 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

0 - MODIFICATION TO ATTACK DAMGAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **MAGIC GEM STONE**

11 - LEVEL NUMBER

4 - MODIFICATION TO ATTACK ROLL

5 - MODIFICATION TO ATTACK DAMGAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **MAGIC VORTEX**

36 - LEVEL NUMBER

-17 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-10 - MODIFICATION TO OPPONENT'S ATTACK DAMGAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **POTION OF SKILL**

22 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

0 - MODIFICATION TO ATTACK DAMGAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK



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MAGIC, MONSTERS AND SWORDS BREAKDOWN OF CARDS

0 - MODIFICATION TO ATTACK RANGE

- SEIGE

400 - LEVEL NUMBER

15 - MODIFICATION TO ATTACK ROLL

50 - MODIFICATION TO ATTACK DAMAGE

Z - MODIFICATION TO MOVEMENT WITHOUT ATTACK - Z NEGATES X

Z - MODIFICATION TO MOVEMENT WITH ATTACK - Z NEGATES X

3 - MODIFICATION TO ATTACK RANGE

- WAR STEEDS

16 - LEVEL NUMBER

-3 - MODIFICATION TO OPPONENT'S ATTACK ROLL

0 - MODIFICATION TO ATTACK DAMAGE

6 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

2 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

TERRAIN CARDS (5) GREEN BORDER

- DESERT

30 - LEVEL NUMBER

1 - DIMENSIONS

-12 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-10 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

-2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

-1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- HAUNTED FOREST

36 - LEVEL NUMBER

1 - DIMENSIONS

-16 - MODIFICATION TO OPPONENT'S ATTACK ROLL

0 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE



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- 2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 1 - MODIFICATION TO MOVEMENT WITH ATTACK
- 0 - MODIFICATION TO ATTACK RANGE

- LARGE ROCK

- 45 - LEVEL NUMBER
- 1 - DIMENSIONS
- 3 - MODIFICATION TO OPPONENT'S ATTACK ROLL
- 30 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
- X - MODIFICATION TO MOVEMENT WITHOUT ATTACK - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
- X - MODIFICATION TO MOVEMENT WITH ATTACK - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
- 2 - MODIFICATION TO ATTACK RANGE

- TALL GRASS

- 28 - LEVEL NUMBER
- 1 - DIMENSIONS
- 10 - MODIFICATION TO OPPONENT'S ATTACK ROLL
- 5 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
- 2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 1 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- WOODS

- 26 - LEVEL NUMBER
- 1 - DIMENSIONS
- 8 - MODIFICATION TO OPPONENT'S ATTACK ROLL
- 15 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
- 2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 1 - MODIFICATION TO MOVEMENT WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE