

Advanced Dungeons & Dragons Hobgoblins, Orcs, Goblins and Kobolds

Chain Mail (1974-)

Type	Movement	Attack	Defence	Missile Range	Morale	Alignment
Kobold	6	Heavy Foot	Light Foot	—	5	Chaotic
Goblin	6	Heavy Foot	Light Foot	—	5	Chaotic
Orc	9	Heavy Foot	Heavy Foot	15	5	Chaotic
Hobgoblin	9	Armoured Foot	Heavy Foot	—	5	Chaotic
Giant Orc	6	Armoured Foot	Armoured Foot	15	5	Chaotic

Dungeons & Dragons (1974-1977)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Alignment
Kobold	6	7	½	2	1-4	Chaotic
Goblin	6	6	1-1	2	1-4	Chaotic
Orc	9	6	1	2	1-6	Chaotic/Neutral
Hobgoblin	9	5	1+1	3	1-8	Chaotic

Dungeons & Dragons (1977-1981)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Alignment
Kobold	12	7	½	2	1-4	Lawful Evil
Goblin	6	6	1-1	2	1-6	Lawful Evil
Orc	9	7	1	2	1-6	Chaotic Evil
Hobgoblin	9	6	1+1	3	1-8	Lawful Evil

Advanced Dungeons & Dragons (1977-1989)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Morale	Alignment
Kobold	6	7	½	0	1-4	48	Lawful Evil
Goblin	6	6	1-1	1	1-6	49	Lawful Evil
Orc	9	6	1	2	1-8	50	Lawful Evil
Hobgoblin	9	5	1+1	3	1-8	51	Lawful Evil

Dungeons & Dragons (1981-2000)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Morale	Alignment
Kobold	6	7	½	2	1-4	6	Chaotic
Goblin	6	6	1-1	2	1-6	7	Chaotic
Orc	12	6	1	2	1-6	8	Chaotic
Hobgoblin	9	6	1+1	3	1-8	8	Chaotic

Advanced Dungeons & Dragons (1989-2000)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Morale	Alignment
Kobold	6	7	½	1	1-4	8-10	Lawful Evil
Goblin	6	6	1-1	1	1-6	10	Lawful Evil
Orc	9	6	1	2	1-8	11-12	Lawful Evil
Hobgoblin	9	5	1+1	2	1-8	11-12	Lawful Evil