

TWO BIT TABLES



Historic Battle Name Generator

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Historic Battle Name Generator

Welcome to *Two Bit Tables: Historic Battle Name Generator*. Ever need the name of a famous battle for your sages to refer to? Ever want to know the famous battle at which the artifact your party's been hunting was lost or have a musician who wants to sing odes about famous fights? Look no further. The tables below will allow you to quickly and easily generate all the battle names you ever needed. As an added bonus, we have also included a famous maneuver table to create those famous charges and marches that go down in history.

Table 1: Historic Battle Names

D20	Conflict Type	D20	Place Name	D20	Location Type
1	Action	1	Black/Dark	1	Beach
2	Altercation	2	Blasted/Devastated/Shattered	2	Canyon
3	Assault	3	Blighted/Salted	3	Cliff
4	Battle	4	Blood/Bloody	4	Cove
5	Brawl	5	Cold/Ice	5	Creek
6	Campaign	6	Cool/Shady	6	Dale
7	Clash	7	Dead Man/Dead Men	7	Dunes
8	Conflict	8	Deer Chase	8	Farm
9	Confrontation	9	Despoiled/Poisoned/Wasted	9	Field
10	Fight	10	Dread/Dreadful	10	Gorge
11	Fracas	11	Forge/Steel Works	11	Grove
12	Fray	12	Forgotten/Lost	12	Gully
13	Free-For-All	13	Fox Run	13	Hill
14	Massacre	14	Kings/Lords	14	Keep
15	Row	15	Memory/Memorial	15	Marsh
16	Scrap	16	Oak/Pine/Willow	16	Meadow
17	Siege	17	Restful/Sleepy	17	Pass
18	Skirmish	18	Shadow/Shadowy	18	Pasture
19	Struggle	19	Tears/Wailing	19	River
20	War	20	Widow/Widow Maker	20	Valley/Vale

How to Generate a Battle Name

To generate a battle name you must first roll once on each of the columns in Table 1: Historic Battle Names. This should give you a conflict type, a place name and a location type. If you roll a result that has multiple options separated by a slash, choose the best one to go with the other words you have rolled. Once you have all three words, all you have to do is string them together; this is usually done by adding the words “the” before the conflict type and at/of/on after it. Then all that’s left is placing the place name and location type in an order that sounds good. An example of this is “The Battle of Black Cliff,” where *Battle* is the conflict type, *Black* is the place name and *Cliff* is the location type. Now get rolling and fill your world’s history with epic conflicts.

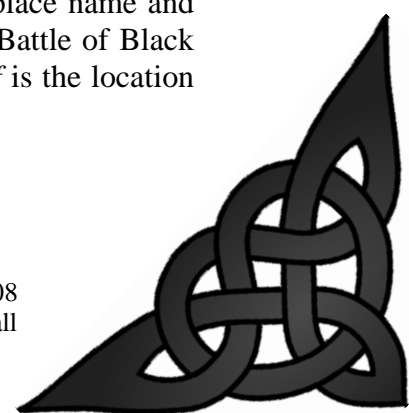
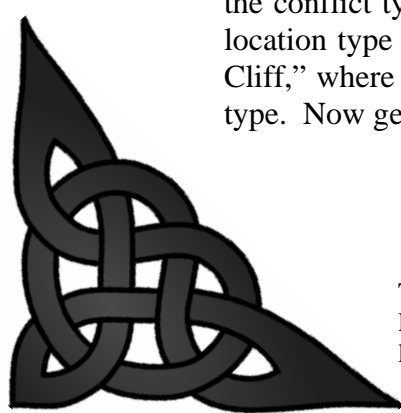


Table 2: Unique Battles

D100	Battle	D100	Battle
1-3	War Of the Partisans	51-52	The Siege of Dark Spire Tower
4-5	Battle of Big Rock Creek	53-55	The Clash in Crystal Bay
6-8	The Campaign of Retribution	56-57	The Assault on Fort Wicor
9-10	The Peasant's War	58-60	The Battle of Blasted Flats
11-12	Sir Reginald's Doomed Crusade	61-62	The Conflict at Wandering Creak
13-15	The Siege of Bunker Keep	63-65	The Massacre at the Bone Marsh
16-17	The Night Battle of Saffron Hill	66-67	The Clash of Butford Farm
18-20	The Battle of the Gray Marsh	68-70	The Clash of the War Masters
21-22	The Farmer's Uprising	71-72	The Battle of Uncertainty
23-25	The Battle of the Dead Hills	73-75	The Fight for Rexford Cave
26-27	The Fight for the Rocky Heights	76-77	The Battle of the Steel Line
28-30	The Halting Battle	78-80	The Iron Massacre
31-32	The Battle of Arrows	81-82	The Battle of Twin Camps
33-35	The Battle of Steel Horses	83-85	The Battle of Broken Peak
36-37	The Row At Pine Ridge	86-87	The Siege of Fortress Mountain
38-40	The Fracas at Fort Krec	88-90	The Battle of Night Moves
41-42	The Battle of the Iron Cave	91-92	The Raid of Blackmore Iron Works
43-45	The Fight for Binville	93-95	The Battle of the Broken Ridge
46-47	The Siege of Badlands Castle	96-97	The Fight for Sweet Wind Farm
48-50	The Battle Of Cold Harbor	98-100	The Battle for Strangle Vine Keep

Table 3: Famous Maneuvers

D20	Person	D20	Descriptor	D20	Action
1-2	Captain Roberts'	1-2	Brilliant	1-2	Charge
3-4	Captain Doyle's	3-4	Desperate	3-4	Crossing
5-6	Commander Sorel's	5-6	Dishonorable/Vile	5-6	Defense
7-8	Commander Richard's	7-8	Doomed/Tragic	7-8	Storming
9-10	General Leffler's	9-10	Failed	9-10	Formation
11-12	General O'Keily's	11-12	Glorious	11-12	Fortification
13-14	Lieutenant Weller's	13-14	Honorable	13-14	March
15-16	Sir Dirk Sergeant's	15-16	Necessary	15-16	Reinforcement
17-18	Sir Buto Carlucci's	17-18	Successful	17-18	Retreat
19-20	Thomas Sutler's	19-20	Tactical	19-20	Surrender

How to Roll up a Maneuver

The battle's name is often not the only thing recorded by history - famous charges and desperate last ditch efforts are also memorialized in history and song. Table 3 above allows you to create a number of these historic events. As with the battle tables, just roll once on each column above to create the famous maneuver. To further customize the result, you can also generate a location for this event by rolling on the place name and location type columns of Table 1 and adding it after the action with the words of/up/on. For an example of this, let's use the previously rolled "Black Cliff" from above and add it using the joiner "up" to the newly generated "Captain Doyle's Desperate March" to get "Captain Doyle's Desperate March up Black Cliff".