

Advanced Dungeons & Dragons Elves, Dwarves, Gnomes and Halflings

Chain Mail (1974-)

Type	Movement	Attack	Defence	Missile Range	Morale	Alignment
Halflings	12	Light Foot	Light Foot	15	5	Lawful
Gnomes	6	Heavy Foot	Light Foot	—	5	Lawful
Dwarves	6	Heavy Foot	Light Foot	—	5	Lawful
Elves	12	Heavy Foot	Heavy Foot	18	6	Neutral (Lawful)

Dungeons & Dragons (1974-1977)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Alignment
Halflings	?	?	?	?	?	Lawful/Neutral
Gnomes	6	5	1	2	1-6	Lawful/Neutral
Dwarves	6	4	1	2	1-8	Lawful/Neutral
Elves	12	5	1+1	3	1-10	Lawful/Neutral

Dungeons & Dragons (1977-1981)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Alignment
Halflings	?	?	?	?	?	?
Gnomes	6	5	1	2	1-6	Chaotic Good (Neutral)
Dwarves	6	4	1	2	1-8	Lawful Good (Neutral)
Elves	12	6	1+1	3	1-8	Chaotic Good (Neutral)

Advanced Dungeons & Dragons (1977-1989)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Morale	Alignment
Halflings	9	7	$\frac{3}{4}$	0(3)	1-6	49	Lawful Good
Gnomes	6	5	1	1(2)	1-6	50	Lawful Good
Dwarves	6	4	1	1(2)	1-8	50	Lawful Good
Elves	12	5	1+1	1(2)	1-10	51	Chaotic Good

Dungeons & Dragons (1981-2000)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Morale	Alignment
Halflings	9	7	1-1	2	1-6	7	Lawful
Gnomes	6	5	1	2	1-6	8(10)	Lawful(N)
Dwarves	6	4	1	2	1-8	8(10)	Lawful(N)
Elves	12	5	1+1	3	1-8	8(10)	Neutral

Advanced Dungeons & Dragons (1989-2000)

Type	Movement	Armour Class	Hit Dice	Fighting Ability	Damage	Morale	Alignment
Halflings	6(9)	7	$\frac{3}{4}$	1(4)	1-6	11-12	Lawful Good
Gnomes	6	6	1	2(3)	1-6	12	Neutral Good
Dwarves	6	4	1	2(3)	1-8	13-14	Lawful Good
Elves	12	5	1+1	2(3)	1-10	13	Chaotic Good