

SURPRISE TABLE

Players Roll	Monster Roll	Result
2	No roll	Complete Surprise. Encounter Distance 1"-2", Monster gets 2 moves; 25% chance per character of dropping an item.
1	No Roll	Distance 2"-3" Monster gets 1 move; 25% chance per character of dropping an item.
3-6	2	Complete Surprise. Encounter Distance 1"-2", Players get 2 moves.
3-6	1	Distance 2"-3" Players get 1 move.
3-6	3-6	No Surprise. Roll Encounter Distance - 3"-9".

PRE-COMBAT SEQUENCE

- I. If appropriate, check for Surprise; otherwise check Encounter Distance - 3"-9".
- II. For intelligent beings, make a Random Action roll.

COMBAT SEQUENCE

- I. *First Move* - Morale, or Loyalty Checks as needed.
- II. Order of Action
 - B1. If not in Melee, projectile weapons or Spells or Set Spears or Turning where possible, carried out simultaneously
Morale Checks if triggered
 - B2. If Melee is now entered, then
 - a. Continues until a victory condition is met or up to 10 rounds
 - b. Command Control Checks as needed
 - c. Morale Checks if triggered
 - B3. If not in Melee, *Second Move*
 - a. Second movement or projectiles (or Spells or Turning if not already done in the first Move)
 - b. Melee may be entered (as above)
- III. New combat turn begins at Step II



Armor	AC
Helmet	-
Heavy cloth or light leather armor	8
Hard Leather Armor (Cuir Bouilli)	7
Chain Mail	5
Plate Mail (Field Plate)	3

Shields subtract 1 AC on frontal attacks.

WEAPON MODIFIERS

Long weapons, strike first where all else is equal

- in doorways, -2 on attack rolls
- in corridors of 10' or less, -1

Medium weapons, in cramped spaces and doorways: -1 to attack rolls.

Short weapons, strike first in tight spaces, last in open space.

Player Attacks Monster:

- Referee calculates Target Number by subtracting monster AC from 21 ($21 - AC = TN$)
- Player rolls a d20, adds Player character Level and any Bonuses and reports result to Referee for hit determination ($d20 + Lvl + Mods = Hit/Miss$)

Monster attacks Character:

- Referee calculates Target Number by subtracting Character AC from 21 ($21 - AC = TN$)
- Referee rolls a d20, adds Monster HD and any Bonuses for hit determination ($d20 + Lvl + Mods = Hit/Miss$)

	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Target #	19	18	17	16	15	14	13	12
Equal or over								

Projectile Adjustment. +1 to hit at Short/Medium Range

DAMAGE (Rear Attack: +3)

Creature Hit Dice	Damage per Hit
0 to <1	Damage equals Creature Hit Points
1 to 7	1d6
(7 +) to (11+)	2d6
12 to (15+)	3d6
16 and greater	4d6

CRITICAL HITS

Note: right and left below should be reversed if the attacking character is left handed.

- 1 Strike on right arm or equivalent; arm severed if damage exceeds more than one third of the character's remaining Hit Points, causing the further loss of a quarter of the character's remaining HPs per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.
- 2 Strike on left arm or equivalent; arm severed if damage exceeds more than one third of the character's remaining Hit Points, causing the further loss of a quarter of the character's remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.
- 3-4 Strike on right leg or equivalent; leg severed if damage exceeds more than a quarter of the character's remaining Hit Points, causing the further loss of a quarter of the character's remaining HPs per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.
- 5-7 Strike on left leg or equivalent; leg severed if damage exceeds more than a quarter of the character's remaining Hit Points, causing the further loss of a quarter of the character's remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.
- 8-10 Head wound, instant reduction to 0 Hit Points if damage exceeds more than a quarter of the character's remaining Hit Points, otherwise the character is knocked unconscious for 1 - 50 Melee Turns.



ENTERING MELEE: To initiate, combatants must be within 2", or 3" of a pre-existing Melee if half or less movement was taken that Turn.

CHARGING: grants an extra 1/3 movement and a +4 attack. Requires Morale Throw. Short range (distance half or less of the total Charging range) allows both move and attack in the same turn. Facing a charging enemy requires a Morale Throw for non-Heroic tier figures.

INFILTRATION: Figures facing more opponents than their Fighting Capability permits them to handle cannot prevent infiltration.

WITHDRAWAL: Figures may refuse combat by moving backward 3" behind supporting figures. If all attacks rolled against a figure in any given round prove unsuccessful, they may withdraw.

FLIGHT: Fleeing from Melee incurs an automatic rear attack.

FATIGUE: Strength and Dexterity -1. Subtract 2 from all attack rolls and damage rolls, drop 1 Morale Condition, 1/3 movement rate.

PLAYER CHARACTER DEATH = 0 HP - Level +1

MORALE TABLES

2d6 equal to or lower

Fighting Capability	Saving Throws
4+	10
3	9
2	7
1	6

When a Morale Saving Throw failure occurs, Morale Condition drops one step and the effects of that step are applied according to the table below:

Morale Condition Table:

Condition	Combat Adjustments	Duration
Flushed	Double Fighting Capability	2 Melee Turns
Normal	None	
Shaken	50% Damage Capability	2 Melee Turns
Disrupted	20% Damage Capability	6 Melee Turns
Routed	0% Fighting Capability	18 Melee Turns

MELEE RANGE: a figures' 3" of fighting space in melee.

AREA OF CONTROL: striking distance of 1" where contact occurs.

CLERIC TURNING AWAY UNDEAD

Cl Lvl	Undead Level							
	1	2	3	4	5	6	7	8+
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	E	T	T	7	9	11	-	-
5	E	E	T	T	7	9	11	-
6	E	E	E	T	T	7	9	11
7	E	E	E	E	T	T	7	9
8	E	E	E	E	E	T	T	T

Cleric roll equal or over TN on 2d6 to turn.

T = automatically turned away, up to 12 undead

E = up to 12 undead are automatically destroyed

- =No Effect

RANOM ACTIONS MATRIX

2d6	Reaction
2	Hateful, Desires Violence
3-5	Dislike
6-8	Neutral/ambivalent
9-11	Friendly/agreeable
12	Enthusiastic (Loyalty +3)



When Alignment is known adjustments are as follows:

- Lawful aligned individuals receive a +1 when reacting to other Lawfuls
- Lawful aligned individuals receive a -6 when reacting to Chaotics
- Chaos aligned individuals receive no modifier when reacting to other Chaotics
- Chaos aligned individuals receive a -3 when reacting to Lawfuls

LIGHT

Light Source	Vision Radius in feet	Duration
Oil Lamp	15	50 Minutes
Torch	15	10 Minutes
Candle/Small Lamp	8	10 Minutes
Mirrored Lantern	30' in ½ radius	50 Minutes
Open Fire	15	10 Minutes

TYPE I THRU VI SAVING THROWS

TYPE I - LIFE AND DEATH

TYPE II - POISON RESISTANCE

TYPE III - WILLPOWER- PARALYSIS

TYPE IV - GAZE AND AURA RESISTANCE

TYPE V - REFLEX-DRAGON'S BREATH

TYPE VI - MAGIC RESISTANCE-WANDS, STAVES, SPELLS

Magic Item Saving Throws equal or less on a d20

Item	D20
Holy Relics and Symbols, Potions	4
Wands, Crystal Balls, Basic Enchanted Objects, Magic Armor/Shield/Weapon +1	6
Rings, Amulets, Jewellery, Magic Armor/Shield/Weapon +2	8
Staves, Artefacts	9
Magic Armor/Shield/Weapon +3	10

FALLING SAVING THROW

1d6 damage per level fallen.

Level Fallen	Save #
1	2
2	3
3	4
4	5
5	6
6+	7

OPENING STUCK DOORS

Strength	D6
3-8	1
9-12	1, 2
13+	1-3

COMMON DUNGEON ROLLS 1d6

Locate Secret Passage	1-2, Elves 1-4
Elves sense Secret Doors in Passing	1-2
Dwarves sense Architectural Features	1-2
Detect Traps	1-2, Dwarves 1-4
Trip Traps	1-2
Hear Noise	1-2, Humans 1
Wandering Monster Appears	6
Monsters pursue past corners, doors, or stairs	1-2
Monsters pursue past Secret Doors	1
Dropped torch/lantern goes out	1-2
Fire spreads to adjacent area	1-2
Fire burns out	6