

AD&D BADLANDS COMBAT REFERENCE SHEET

| <p>SURPRISE MODIFIERS</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>Party has a ranger or monk</td><td style="text-align: right;">+2</td></tr> <tr><td>Party is stealthy</td><td style="text-align: right;">+1</td></tr> <tr><td>Party is silent</td><td style="text-align: right;">+3</td></tr> <tr><td>Party is invisible</td><td style="text-align: right;">+3</td></tr> <tr><td>Party is waiting in ambush</td><td style="text-align: right;">+2</td></tr> <tr><td>Monster with Surprise bonus</td><td style="text-align: right;">+2</td></tr> <tr><td>Camp with Guard Dogs</td><td style="text-align: right;">+3</td></tr> <tr><td>Party has horses</td><td style="text-align: right;">-2</td></tr> <tr><td>Party is more than 10</td><td style="text-align: right;">-2</td></tr> <tr><td>Party is more than 20</td><td style="text-align: right;">-4</td></tr> </table> | Party has a ranger or monk | +2 | Party is stealthy | +1 | Party is silent | +3 | Party is invisible | +3 | Party is waiting in ambush | +2 | Monster with Surprise bonus | +2 | Camp with Guard Dogs | +3 | Party has horses | -2 | Party is more than 10 | -2 | Party is more than 20 | -4 | <p>MISSILE ATTACKS</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>25% Cover</td><td style="text-align: right;">+2 AC</td></tr> <tr><td>50% Cover</td><td style="text-align: right;">+4 AC</td></tr> <tr><td>75% Cover</td><td style="text-align: right;">+7 AC</td></tr> <tr><td>90% Cover</td><td style="text-align: right;">+10 AC</td></tr> <tr><td>25% Concealment</td><td style="text-align: right;">+1 AC</td></tr> <tr><td>50% Concealment</td><td style="text-align: right;">+2AC</td></tr> <tr><td>75% Concealment</td><td style="text-align: right;">+3 AC</td></tr> <tr><td>90% Concealment</td><td style="text-align: right;">+4 AC</td></tr> <tr><td>Target Invisible</td><td style="text-align: right;">+5 AC</td></tr> <tr><td>Target Prone</td><td style="text-align: right;">-4 to hit</td></tr> <tr><td>Target in Shield Wall</td><td style="text-align: right;">+3 AC</td></tr> </table> <p>RANGE</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>Medium Range Missile</td><td style="text-align: right;">-2 to hit</td></tr> <tr><td>Long Range Missile</td><td style="text-align: right;">-5 to hit</td></tr> </table> | 25% Cover | +2 AC | 50% Cover | +4 AC | 75% Cover | +7 AC | 90% Cover | +10 AC | 25% Concealment | +1 AC | 50% Concealment | +2AC | 75% Concealment | +3 AC | 90% Concealment | +4 AC | Target Invisible | +5 AC | Target Prone | -4 to hit | Target in Shield Wall | +3 AC | Medium Range Missile | -2 to hit | Long Range Missile | -5 to hit |
|--|----------------------------|-------------|-------------------|-----------|--------------------|-----------|----------------------------|-----------|----------------------------|--------------------|-----------------------------|-----------|-------------------------------|----------------|------------------------------|-----------|----------------------------|-----------|-----------------------|-----------|--|-----------|-----------------|-----------|---|-----------|-------|-------------|--------|-----------------|-------|-----------------|-------|-----------------|-------|-----------------|-------|------------------|---------|--------------|-----------|-----------------------|-------|----------------------|-----------|--------------------|-----------|
| Party has a ranger or monk | +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party is stealthy | +1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party is silent | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party is invisible | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party is waiting in ambush | +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Monster with Surprise bonus | +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Camp with Guard Dogs | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party has horses | -2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party is more than 10 | -2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Party is more than 20 | -4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 25% Cover | +2 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 50% Cover | +4 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 75% Cover | +7 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 90% Cover | +10 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 25% Concealment | +1 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 50% Concealment | +2AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 75% Concealment | +3 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 90% Concealment | +4 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Target Invisible | +5 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Target Prone | -4 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Target in Shield Wall | +3 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Medium Range Missile | -2 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Long Range Missile | -5 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>MELEE ATTACK MODIFIERS</p> <p>ATTACKER IS:</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>Higher/Mounted</td><td style="text-align: right;">+1 to hit</td></tr> <tr><td>Lower/foot</td><td style="text-align: right;">-1 to hit</td></tr> <tr><td>Making Rear Attack</td><td style="text-align: right;">+2 to hit</td></tr> <tr><td>Thief/Assassin Rear Attack</td><td style="text-align: right;">+4 attack</td></tr> <tr><td>Ganging Up</td><td style="text-align: right;">+1/attacker over 1</td></tr> <tr><td>Unarmed vs Armed defender</td><td style="text-align: right;">-2 to hit</td></tr> <tr><td>Striking to subdue with blade</td><td style="text-align: right;">-2 hit, damage</td></tr> </table> <p>TARGET IS:</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td>off-balanced, held by 1 limb</td><td style="text-align: right;">+2 to hit</td></tr> <tr><td>Stunned, held by 2-3 limbs</td><td style="text-align: right;">+4 to hit</td></tr> <tr><td>immobile</td><td style="text-align: right;">automatic</td></tr> <tr><td>Prone</td><td style="text-align: right;">+4 to hit</td></tr> <tr><td>In Shield-Wall:</td><td style="text-align: right;">+3 AC</td></tr> </table> | Higher/Mounted | +1 to hit | Lower/foot | -1 to hit | Making Rear Attack | +2 to hit | Thief/Assassin Rear Attack | +4 attack | Ganging Up | +1/attacker over 1 | Unarmed vs Armed defender | -2 to hit | Striking to subdue with blade | -2 hit, damage | off-balanced, held by 1 limb | +2 to hit | Stunned, held by 2-3 limbs | +4 to hit | immobile | automatic | Prone | +4 to hit | In Shield-Wall: | +3 AC | <p>Wound Table</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>D6</th> <th>Wound</th> <th>Less Lethal</th> </tr> </thead> <tbody> <tr><td>1</td><td>Stun</td><td>Stun</td></tr> <tr><td>2</td><td>Light</td><td>Stun</td></tr> <tr><td>3</td><td>Moderate</td><td>Stun</td></tr> <tr><td>4</td><td>Serious</td><td>Light</td></tr> <tr><td>5</td><td>Mortal</td><td>Light</td></tr> <tr><td>6</td><td>Dead</td><td>Wound Chart</td></tr> </tbody> </table> | D6 | Wound | Less Lethal | 1 | Stun | Stun | 2 | Light | Stun | 3 | Moderate | Stun | 4 | Serious | Light | 5 | Mortal | Light | 6 | Dead | Wound Chart | |
| Higher/Mounted | +1 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lower/foot | -1 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Making Rear Attack | +2 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Thief/Assassin Rear Attack | +4 attack | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Ganging Up | +1/attacker over 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Unarmed vs Armed defender | -2 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Striking to subdue with blade | -2 hit, damage | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| off-balanced, held by 1 limb | +2 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Stunned, held by 2-3 limbs | +4 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| immobile | automatic | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Prone | +4 to hit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| In Shield-Wall: | +3 AC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D6 | Wound | Less Lethal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Stun | Stun | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | Light | Stun | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | Moderate | Stun | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | Serious | Light | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | Mortal | Light | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | Dead | Wound Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

CRITICAL HITS

| Weapon Type | Special Effect |
|------------------------|---|
| Swords and Daggers | Double Damage and Bonus melee attack against any adjacent target. |
| Axe, Pick | Double Damage and Splits Shield (or knocks prone if target has no shield) |
| Bludgeons | Double Damage and Stuns for 1 round |
| Spear, Lance, Pole-arm | Triple Damage |
| Ranged Weapons | Triple Damage |
| Monster Teeth | Double Damage and Bonus melee attack against any adjacent target |
| Monster Claws | Double Damage and Knocks down |
| Monster Tail | Double Damage and Stuns for 1 round |

FUMBLES

Spear, Lance, Pole-arm, Staff, Javelin or Club: wooden shaft of weapon automatically breaks.

Other Weapons: roll 1d6, consult type

| D6 | Sword/Dagger | Axe/Pick | Bludgeon | Bow | Sling | Unarmed |
|----|--------------|----------|----------|----------|----------|---------|
| 1 | None | Drop | Drop | Hit Ally | Hit Ally | None |
| 2 | None | Drop | Drop | Drop | Hit Ally | None |
| 3 | Drop | Drop | Drop | String | Break | None |
| 4 | Drop | Notch | Drop | String | Break | Fall |
| 5 | Drop | Notch | Break | String | Break | Fall |
| 6 | Notch | Break | Break | Break | Break | Fall |