

RAMPAGE AMID THE RUINS: COMBAT CHEAT SHEET

<p style="text-align: center;"><u>TURN SEQUENCE</u></p> <p>Roll Surprise (1d6) 1=surprised for 1 round 2=surprised for 2 rounds</p> <p>Roll Initiative (1d6) 1-3: Bad Guys go first 4-6: Players go first</p> <p>Natural 20: Max Damage Natural 1: Save or Fumble (bow string breaks, weapon damage or fall down).</p>	<p style="text-align: center;"><u>SAVING THROWS</u></p> <p>1d20+level/HD+class bonus=17+ to pass</p> <p>Clerics: +2 all saves Fighters: +2 para, breath, weapon, energy, petr Magic-User: +2 vs spells, magic traps, devices Thieves: +2 vs poison, falling, all traps Lackey: +2 vs poison and disease</p> <p>Max Level/HD is 11</p>
<p style="text-align: center;"><u>WEAPON EFFECTS</u></p> <p>First Contact: Longer weapon gets bonus attack Fast Weapon: S weapons get 2 attacks vs L Large Weapon: 5+ damage, Save or Knockdown SS - Hit AC 15 break shield FD - Draw without spending action RC - Double damage against charging enemy CB - Double Damage on Charge AM - Gets +1 to hit vs Chain/Scale AP - Gets +1 to hit vs Plate/Brigandine UN - AC 15 save or unhorse enemy DA - AC 15 save or disarm enemy Heavy Crossbow: +3/+1d4 at short range</p>	<p style="text-align: center;"><u>TACTICAL MODIFIERS SUMMARY</u></p> <p>Charge +1 to hit, +2 Damage Down Hill Charge: additional +1 Damage and +5' movement Rear Attack: +2 to hit (includes attacks on those breaking melee contact) Rear Attack (thief): +4 to hit, Multiple Backstab damage Melee vs. Prone: +3 to hit Ranged vs. Prone: -3 to hit Sword/dagger vs prone in plate, +2 more Foot vs Mounted Fighter: -2 Mounted Fighter vs. foot +1 Gang Up: if 4 or more attackers melee the same target in a round, all get +2 to hit Shooting into melee: -2, hit friendly on natural 1-2</p>
<p style="text-align: center;"><u>COMBAT MANUEVERS</u></p> <p>Charge: +1 to hit, +2 damage Disarm: AC 15, save or lose weapon Fighting Withdraw: avoid extra attacks Parry: +2 AC if give up attack</p>	<p style="text-align: center;"><u>COMBAT MANUEVERS—FIGHTERS</u></p> <p>Rampage: extra attack when drop enemy Great Blow: -4 to hit, add STR to damage Parry—Fighter: add class damage to AC Split Shield: AC 15, save or break/yank Stand and Fight: don't move, extra attack Unhorse: AC 15, save or unhorsed</p>