

RAMPAGE AMID THE RUINS V.2.0: COMBAT CHEAT SHEET

<p style="text-align: center;"><u>TURN SEQUENCE</u></p> <p>Roll Surprise (1d6) 1-2 = surprised for 1 round</p> <p>Roll Initiative (1d6) 1-3: Bad Guys go first 4-6: Players go first</p> <p>Natural 20: Max Damage +2</p> <p>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= 20+ to pass**</p> <p>Clerics: +2 to all saves</p> <p>Fighters: +2 vs Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects & Paralysis</p> <p>Magic-User: +2 vs spells, spell-like effects, magic traps & devices</p> <p>Jacks: +2 vs Poison and Diseases</p> <p><i>*Max Level/HD is 12 for Saves.</i> <i>**Nat 20 always passes, Nat 1-2 always fails.</i></p>
<p style="text-align: center;"><u>WEAPON CODE EFFECTS</u></p> <p>FD: Fast Draw: weapon can be drawn from a scabbard without taking an action.</p> <p>DA: Disarm: can be used w/ Disarm Training</p> <p>UH: Unhorse: can be used w/ Unhorse Training</p> <p>CB: Charge Bonus: can be used w/ the Lancer Training</p> <p>H: Hurled: can be thrown as a missile weapon in addition to melee use</p> <p>RC: Receive Charge: does double damage dice against charging enemy w/ Spear Fighting Training</p> <p>R1: Reach 1: special features with Spear Fighting or Reach For It Training.</p> <p>R2: Reach 2: special features with Spear Fighting or Reach For It Training.</p> <p>AM: Anti-Mail: special features with Crack The Shell Training.</p> <p>AP: Anti-Plate: special features with Crack The Shell Training.</p> <p>SS: Split Shield: special features with Split/Hook Shield Training</p> <p>Heavy Crossbow: +3 to hit at Short Range against any target wearing Lamellar, Scale, Chain, Brigandine or Plate. It also does an additional 1d4 damage against all targets at Short range.</p>	<p style="text-align: center;"><u>COMBAT TACTICAL MODIFIERS SUMMARY</u></p> <p>Gang Up: +2 to hit for all attackers if 4 or more</p> <p>Melee vs. Prone Target: +3</p> <p>Missiles vs. Prone Target: -3</p> <p>Sword or Dagger vs. Prone in Plate: additional +2 to hit</p> <p>Melee attack while yourself prone: -4 to hit</p> <p>Missile attacks from prone position: only crossbows, but no penalty</p> <p>Surprise Attacks: +2 to hit, double damage</p> <p>Charge: +1 to hit, +2 damage, up to double move</p> <p>Parry: give up attack: +3 AC (<i>see Defensive Fighting for improvement</i>)</p> <p>Using a melee weapon from horse: -1 (<i>except Horseman training</i>)</p> <p>Using a missile weapon from horse: -4 (<i>except Horse Archer training</i>)</p> <p>Attacking with height advantage: (including mounted vs foot): +2</p> <p>Attacking with a height disadvantage: (including foot vs mounted): -2</p> <p>Berserk Rage: +2 damage</p> <p>Lance Charge: warhorse, lance, +2 to hit, double damage total (<i>w/ Lance Training</i>)</p> <p>Mighty Blow: -4 to hit, Add STR to damage, 1/10 minutes (<i>w/ Mighty Blow Training</i>)</p> <p>Spear/Pike vs Charge: double rolled weapon damage (<i>w/ Spear-Fighting Training</i>)</p> <p>Short Range Missile: +1 to hit,</p> <p>Long Range Missile: -1 to hit</p> <p>Using a weapon not in your class: -4 to hit</p> <p>Partial Cover: +4 AC</p> <p>Heavy Cover: +7 AC</p> <p>Full Cover: +10 AC</p>
<p style="text-align: center;"><u>NON-TRAINED COMBAT MANUEVERS</u></p> <p style="text-align: center;"><i>(Anyone can use)</i></p> <p>Charge: +1 to hit, +2 damage, double move</p> <p>Desperate Cast: Pass d20 DEX & d20 WIS check to move 5' and cast spell</p> <p>Fighting Withdraw: avoid extra attacks</p> <p>Parry: +3 AC if give up attack</p>	