

COMBAT TABLES

Attack Roll: 1d20, add any character, tactical or magical modifiers to the result and if the total score equals or exceeds the indicated number on the table for the AC then a hit is scored. On the rare occasions when the target's AC exceeds 0, apply the AC number (-1, -2 etc.) as a penalty to the attacker's die roll.

MEN ATTACKING MATRIX—MISSILE

Weapon	Dmg	Size	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Sling, stone	1d4	S	22	21	20	19	17	16	15	11	11	8
Sling, bullet	1d6	S	21	20	19	18	16	15	14	10	10	7
Short Bow	1d6	M	24	23	22	19	16	14	13	11	10	9
Horse Bow	1d6	M	23	22	21	19	16	14	13	11	10	8
Lt. Crossbow	1d6	M	24	23	22	19	16	14	12	11	10	8
Longbow	1d8	L	22	21	20	18	15	13	11	10	9	8
Composite Bow	1d8	L	23	22	21	19	16	14	12	10	9	8
H. Crossbow	2d4*	L	20	19	18	17	15	14	12	10	9	7
Javelin	1d6	S	24	23	22	19	16	14	13	11	10	9
Dart	1d4	S	24	23	22	20	17	16	13	11	11	9
Flask	--	S	12	12	12	10	12	10	12	10	12	10

+1 to hit at short range; -2 to hit a long range;

Heavy crossbow gets an additional 1d4 damage at short range

All bows and crossbows require 2 hands to use, the other weapons only 1.

MODIFIERS (BOTH MEN-ATTACKING TABLES)

Level/HD	Fighter	Jack/Cleric A	Mage/Cleric B	Monsters with Weapons*
1	+1	+0	+0	0/+1
2	+1	+0	+0	+2
3	+2	+1	+0	+4
4	+2	+1	+0	+5
5	+3	+2	+1	+5
6	+4	+2	+1	+5
7	+5	+3	+1	+6
8	+6	+3	+1	+6
9	+7	+4	+2	+8
10	+8	+4	+2	+8
11+	--	--	--	+10

Normal Men, Dwarves, Elves, Gnomes and Halflings:

Class E: -2 to hit; Class D: -1 to hit; Class C +0; Class B, A +1

*Weapon using Monster Notes:

Monsters with less than or equal to 1d8 hit points get +0, but 1d8+1 get +1

Monsters with a +1 hit point bonus are treated as 1 HD higher on the table. Ex. A bugbear with 3+1 HD is counted as 4 HD creature with a +5 to hit.

MEN ATTACKING MATRIX—MELEE

Weapon	Dmg	Size	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Punch/Kick	1	S	26	25	24	21	18	15	13	10	11	6
Grapple	0	S	20	19	18	16	16	14	14	12	12	10
Knife	1d3	S	22	21	20	18	17	16	13	11	10	7
Dagger	1d4	S	22	21	20	19	16	15	13	12	10	8
Hand ax	1d6	S	22	21	20	19	16	15	13	12	10	9
Short Sword	1d6	S	21	20	19	17	15	14	13	12	11	9
Club or Torch	1d4	M	24	23	22	20	18	16	14	12	11	9
Mace	1d6	M	19	18	17	15	15	14	13	12	11	10
Hammer	1d6	M	19	18	17	15	15	13	13	12	11	10
Sword	1d8	M	21	20	19	17	15	14	13	12	11	9
Military Pick	1d6	M	17	16	15	13	13	11	13	12	11	10
Battle Ax	1d8	M	20	19	18	16	14	13	13	12	11	10
Big Club#	1d8	L	23	22	21	19	17	15	13	11	10	9
Morning Star	1d8	M	19	18	17	16	14	12	12	11	9	8
Flail	1d8	M	17	16	15	14	14	12	12	11	10	9
Quarter Staff	1d6	L	26	25	24	21	18	15	13	11	10	9
Heavy Ax#	1d10	L	19	18	17	15	14	12	12	12	11	10
Spear	1d6	M	21	20	19	17	16	15	13	12	11	10
Maul#	1d8	L	19	18	17	16	14	12	12	11	9	8
Halberd	1d10	L	19	18	17	15	14	12	12	12	11	10
Bill	1d10	L	20	19	18	16	15	13	11	10	9	8
2-handed Sword#	1d10	L	18	17	16	14	12	11	11	10	9	8
Mounted Lance@	1d10	L	19	18	17	16	14	12	10	9	8	7
Pike@	1d8	G	20	19	18	16	15	14	13	12	11	10

means 1" of clear space around user needed to use safely

@ means cannot be used in a dungeon

A war-hammer does 1d8, size M, but user can decide between the Hammer and Military Pick lines.

Mounted Lance may only be used from horseback, but can be used in 1 hand by size M combatants.

MONSTERS ATTACKING MATRIX [for monsters not using regular weapons above]

Hit Die of Monster Attacking

AC	1	1+1	2-3	3+, 4	4+, 5, 6	7-8	9-10	11+
0	19	18	17	15	14	13	11	9
1	18	17	16	14	13	12	10	8
2	17	16	15	13	12	11	9	7
3	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	1