

MEN ATTACKING MATRIX—MELEE

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

Bold=2-hands; #=requires clear space 1" around user; @=cannot be used in dungeon

A war-hammer allows user to choose between the hammer and the military pick rows.

MEN ATTACKING MATRIX—MISSILE

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

MONSTERS ATTACKING TABLE

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

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.