

## WILDERLANDS OF HACK: COMBAT REFERENCE SHEET

<b>Tactical Mods</b> Higher Ground (or mounted vs Foot) <b>+1 to hit</b> Lower Ground (or foot vs mounted) <b>-1 to hit</b> Target, slipping, 1 limb held <b>+2 to hit</b> Target stunned, , held 2-3 limbs, chained <b>+4 to hit</b> asleep, paralyzed, held, bound <b>Automatic hit</b> Rear Attack <b>+2, ignore Dex and Shield</b> Rear attack by thief <b>+4, ignore Dex and Shield</b> Charge Attack <b>+2 to hit, -2 to own AC</b> Shield Wall <b>+3 AC</b> Short Range Shot <b>+1 to hit</b> Long Range Shot <b>-1 to hit</b> Striking to Subdue <b>-2 to hit, -2 damage</b> Gang Up <b>+1 to hit for each attacker over 1</b> Target Prone <b>+4 to hit melee, -4 to hit missile</b> Unarmed attacking armed <b>-2 to hit</b> (except mystics)	<b>Cover/Concealment AC Bonuses</b> Target Behind Chest, Table, Small Boulder <b>+2 AC</b> Target in Bushes <b>+3 AC</b> Target Behind Tree Trunk, Doorway, Large Boulder <b>+4 AC</b> Target in Fog or Smoke <b>+4 AC</b> Target on Battlements <b>+5 AC</b> Target in Window <b>+5 AC</b> Target Behind Mantlet <b>+7 AC</b> Target in Arrow slit <b>+9 AC</b> Target Invisible but located <b>+5 AC</b>
<b>Options:</b> Backstab: thief +4, multiple damage Charge: +2 to hit, -2 AC Disarm: AC 2, Dex or drop Dual Wield: -4, extra light attack Excellent Kung Fu: 20-level for mystic to stun Grapple: hit, Str or less, target save vs paralysis Mighty Sweep: all adjacent attacked or move back Parry: +4 AC, no attack Rampage: Extra melee attacks, take damage Rapid Fire: extra bow attacks if no move Reach: spear, lance 5ft. pike 10ft Ride-by: fighter on horse, attack along ride Set vs Charge: spear, pike double damage	<b>Options:</b> Shield Push: if hits, push back 5ft x Str Bonus Shield Sacrifice: shield broken to prevent hit Shield Wall: 3+ guys, +3 AC Shoot Your Face: bow/x-bow +4 damage, -4 hit Smash: 9 <sup>th</sup> level fighter, add STR to damage, -5 Split-Fire: elf or nomad, shoot while moving Subdual: -2 hit and damage, non-lethal Sunder: axe, sword, 2-h, AC 2 weapon, AC6 shield, damage or less on d20 to break (half all metal) To Hilt: dagger, -3 to hit, +1 damage, stick in wound Trip: 2-handed or whip, AC 4, Dex or fall Unhorse: polearm, AC4, save vs para or fall

### CHARACTER THACO TABLE:

FIGHTER	CLERIC	THIEF	MAGE	THACO
Levels 1-3	Levels 1-4	Levels 1-4	Levels 1-5	19
Levels 4-6	Levels 5-8	Levels 5-8	Levels 6-10	17
Levels 7-9	Levels 9-12	Levels 9-12	Levels 11-15	15
Levels 10-12	Levels 13-16	Levels 13-16	Levels 16-20	14
Levels 13-15	Levels 17-20	Levels 17-20	Levels 21-25	13
Levels 16-18	Levels 21-24	Levels 21-24	Levels 26-30	12

### MONSTER THACO CHART

A + to the HD means the creature will attack at the next higher hit die (e.g. 1+1 equal 2 HD attack)

HD	1	2	3	4	5	6	7	8	9	10-11	12-13
THACO	19	18	17	16	15	14	13	12	11	10	9

HD	14-15	16-17	18-19	20-21	22-23	24-25	26-27	28-29	30-31	32-33	34-35
THACO	8	7	6	5	4	3	2	2	2	2	2

