WILDERLANDS OF HACK: COMBAT REFERENCE SHEET

Tactical Mods

Higher Ground (or mounted vs Foot) +1 to hit Lower Ground (or foot vs mounted)

Target, slipping, 1 limb held +2 to hit

Target stunned, , held 2-3 limbs, chained +4 to hit asleep, paralyzed, held, bound **Automatic hit**

Rear Attack

+2, ignore Dex and Shield

Charge Attack

Rear attack by thief +4, ignore Dex and Shield +2 to hit, -2 to own AC

Shield Wall Short Range Shot

+3 AC +1 to hit -1 to hit

Long Range Shot Striking to Subdue

-2 to hit. -2 damage

Gang Up +1 to hit for each attacker over 1 Target Prone +4 to hit melee, -4 to hit missile Unarmed attacking armed-2 to hit (except mystics)

Cover/Concealment AC Bonuses

Target Behind Chest, Table, Small Boulder +2 AC

Target in Bushes

Target Behind Tree Trunk, Doorway, Large Boulder

+4 AC

Target in Fog or Smoke +4 AC Target on Battlements +5 AC Target in Window +5 AC Target Behind Mantlet +7 AC Target in Arrow slit +9 AC Target Invisible but located +5 AC

Options:

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

Options:

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: 9th 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)

			, -		0	/	0	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

Encumbrance	Quick and Dirty Armor Equivalent	Exploration or Running Move	Combat Move	Miles Per Day
40 pounds or less	No or Leather, Fur	120' (24")	40' (8")	25
41-80 pounds	Chain, Scale, Ring	90' (18")	30' (6")	20
81-120 pounds	Plate, Splint, Lamellar	60' (12")	20' (4")	10
120-160 pounds	Plate plus heavy burdens	30' (6")	10' (2")	5
160-240 pounds		15' (3")	5' (1")	2.5
240+ pounds	es e	0	0	0

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff, or Spell
Cleric/Druid					·
1-4	11	12	14	16	15
5-8	9	10	12	14	13
9-12	7	8	10	12	11
13-16	6	7	8	10	9
17-20	5	6	6	8	7
21-24	4	5	5	6	5
25-28	3	4	4	4	4
29-32	2	3	3	3	3
33-36	2	2	2	2	2
fighter / Mystic					
Normal Man (0)	14	15	16	17	17
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	11	12
7-9 10-12	6	7	8		10
13-15	6	6	7	9 8	9
	5	6	6	7	8
16-18			6	6	7
19-21	5	5	6	6	6
22-24	4	5 4	5	5 4	0
25-27	4	4	5 4		5 4
28-30	3	4	4.	3	
31-33	3	3	3	2	3
34-36	2	2	2	2	2
Magic-user	-				
1-5	13	14	13	16	15
6-10	11	12	ii a	14	12
11-15	9	10	9	12	9
16-20	7	8	7	10	6
21-24	5	6	5	8	4
25-28	4	4	4	6	3
29-32	3	3	3	4	2
33-36	2	2	2	2	2
Thief					
1-4	13	14	10	1.6	
5-8	13 11		13	16	15
)-12		12	11	14	13
	9	10	9	12	11
13-16	7	8	7	10	9
17-20	5 4	6	5 4	8	7
1-24	4	5	4	6	5
5-28	3	4	3	4	4
9-32	2	3 2	3 2	3	3
3-36	2	2	2	2	2

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Dwarf 1-3 4-6 7-9 10-12	. 2 4 6	9 L 2 K	01 8 9 4	13 10 7	12 9 3	
Elf 1-3 4-6 7-9 10	24 8 8 2	13 10 7 4	13 10 7	11 7 7 3 3 3 3	11 7 7 3 3	1
Halfling 1-3 4-6 7-8	% V 74	9 6	10 7 4	13 9 8	12 8 4	1
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