

COMBAT CHEAT SHEETS By MILO

A few additional rules were adapted from Combat & Tactics, as well as some take from Complete Fighter's Handbook. These rules from Combat & Tactics were made using saving throws to resist certain effects. They have been play-tested and work well.

Encounter Reactions: DMG 103

Surprise: 1d10 If you win surprise, you will get free rounds of actions. But you can only use your current #att and ROF with your weapons. Your attacks are at +1. Your DEX reaction adjustment will modify this roll. Those who lose surprise LOSE your AC DEX BONUS. You are unprepared for battle. A 1-3 equals surprise.

Surprise Modifiers:

Other Party

Other Party Silenced	-2
Invisible	-2
Distinctive Odor	+2
Every 10 Members	+1
Camouflaged	-1 to -3

PC Party is

Fleeing	-2
Poor Light	-1
Darkness	-4
Anticipating Attack	+2
Suspicious	+1

Conditions

Rainy	+1
Heavy Fog	-2
Extremely Still	+2

Surprise Distance:

Both Groups Surprised	3d6 ft
One Group Surprised	4d6 ft
No Surprised	

Smoke or Heavy Fog	6d6
Jungle, dense Forest	1d10x10
Light Forest	2d6x10
Scrub, Brush, Bush	2d12x10
Grassland (Little Cover)	5d10x10
Night or Dungeon	Limit of Site

Initiative: d10. Initiative modifiers are applied below. The lower Initiative goes first.

To hit bonuses & Penalties	Initiative Bonuses and Penalties	Weapon vs. AC	Slash	Pierce	Bludgeon
	Weapon Speed Factor	Banded	+2	0	+1
Higher Ground +1	Breath Weapon +1	Brigandine	+1	+1	0
Lower Ground -2	Charge -2				
	Casting a spell Casting time	Chain*	+2	0	-2
Invisible -4	Creature Size	Field Plate	+3	+1	0
Off Balance +2	Tiny 0	Full Plate	+4	+3	0
Sleeping or held sv vs death	Small +3	Leather**	0	-2	0
Stunned or prone +4	Medium 0	Plate	+3	0	0
Opponent Surprised +1	Large +6	Ring	+1	+1	0
Missile fire, long range -5	Giant +12	Scale	0	+1	0
Missile fire, Medium range -2	Innate spell ability +3	Splint	0	+1	+2
Rear Attack +2	Magical Items	Studded	+2	+1	0
Called Shot -4	Miscellaneous +3				
Moonlight, mist, camof -2	Potion +4				
Darkness -3	Ring +3				

* Includes bronze plate

** includes padded and hide

Underwater -4 Rods +1
 Scroll Casting time +2 (if read in combat)
 Stave +2
 Wand +3

Weapon hit modifications: Each weapon may have a modifier to hit a certain armor type. This is not your whole AC, but the AC of the armor you are wearing only!. Monsters will get these too.

Saving throws: You want to roll HIGHER than the number listed.

Proficiencies: You want to roll LOWER than the number told by the DM.

Chases Taken from **Labyrinth Lord** – adjusted for 2nd Edition.

Dungeon The DM will decide if the monsters chase fleeing characters by rolling on the Monster Reaction Table (DMG 103). A roll of 9-20 indicates the monster will pursue. However, a monster does not continue chasing the characters if they manage to get out of the monsters range of vision. If the monsters enjoy treasure, they have a 50% probability that they will stop pursuit of characters to collect any treasure the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if the characters drop food.

Wilderness When two groups meet and one side is surprised, the other side can automatically flee successfully. Otherwise, determine the probability that one group can escape from another by looking at the Table below. The more chasing group members there are relative to the fleeing party, the greater chances the fleeing party may escape. This is because larger groups cannot move as fast, or as quietly. Note that one side will have a minimum of a 5% probability of escaping. To use the table compare the FLEEING size with the percentage PURSUERS party sizes (this is based on the size of the fleeing party)

FLEEING	Group Size	BASE	RELATIVE PURSUING GROUP SIZE		
			Up to 25% MODIFIER	26-75%	76-or More
	1-4	50%	0	+20%	+40%
	5-12	30%	0	+15%	+25%
	13-25	25%	0	+10%	+25%
	25+	10%	0	+15%	+25%

Example. A party of four PC's are attempting to flee 9 Orcs. The base chance is 50%, and since 9 orcs are between 26 & 75% the party size, they add +20% to pursue. So the orcs will pursue on a d% roll of 75 or lower.

The DM may modify the probabilities based on the conditions and environment. For example, if one side has time to flee within a densely wooded area, the DM may give a bonus of 20-25% to flee. If the party giving chase has double the movement of the fleeing side, they might receive a bonus of 20-25% to catch the fleeing party.

If the fleeing party does not successfully escape, then the other group has managed to keep them within sight. They have a 50% (1-50 on d00) chance of catching them up close if they have a greater movement than the group they are pursuing. If this roll fails, then the fleeing side may again attempt to escape. This cycle is repeated daily until either one side escapes or the other manages to catch up.

Two Handed Attacks -2 and -4 off hand to hit. (not rangers)

Off Hand Weapons: -2 to hit

Aiming: taking 1 round to aim, you gain +4 to hit.

Stapling (pinning a target to something) +1 Init -4 to hit Target spends one attack freeing himself (this can take a round if not multiple attacks)

Subdual Damage: This is temporary damage, normally used to capture something.

Disarming: The weapon you are disarming must be the same length or shorter than yours. You must hit your target, they get a save vs petrification or lose the weapon. The weapon will fall, 1d6' from them, and will need to be retrieved. If wielding at two handed weapon, the save is at +2.

Flying/Levitating creatures -1 1st attack, -2 Second, -3 3rd Etc

Vanquishing (Duel) This is fought out normally, but only ¼ of the damage is real. It is done to settle disputes with lawful characters.

Called Shot: A called shot does no extra damage. It is a way of changing something in combat, making someone drop

something, hitting through an arrow slot, etc. You gain +1 to your initiative (it takes longer to make it). The hit is at -4. (This may be more, depending on the difficulty of what you are trying to do.)

Block/Parry: You forfeit one attack that round. You gain an AC bonus to half your level (Rounded up). If you are a warrior, you gain an additional -1 to AC.

Knockdown: If you roll full weapon damage (without bonuses) against a creature your size or smaller, the creature must make a save vs. petrification or be knocked down prone. If the creature is smaller, they have a -4 to the save. If they are larger +4 to the save.

Critical Hits: Natural 20. You gain MAX damage from that weapon with STR bonuses.

Critical Failures: Natural 1. Something will happen to you or your weapon, you can also hit a friend (who loses their DEX bonus to AC.)

Grab: You do this to grab (with your hand) something from your opponent in combat. The opponent gets a free attack against you (Regardless of initiative). Other than that, it is a Disarm. If the opponent hits you, you take damage, but still may be able to take the item or weapon.

Overbear: You do this to tackle an opponent. Hit as normal, but any one who helps you gives you an additional +1 to the hit roll. If you hit, they make a save vs. paralysis. The to hit roll is modified accordingly: -4 more than two legs or -6 if larger than you. These are cumulative modifications.

Pull/Trip: You pull them down, you must have a weapon that can snare the opponents legs. This is the same as overbear, but you use a weapon.

Guarding: You are on defense, waiting for opponent to do something. This action happens on your initiative, but you can hold it to they act on theirs. Guarding gives you a +2 to hit or a -1 to AC. Depending whether it is offensive or defensive.

Sap: You attempt to knock-out the opponent, causing no damage. This is a type of called shot you are -4 to hit. Instead of damage, you have a 5% per damage point of knocking the opponent out. If the victim is surprised or asleep or somehow unaware of you, this increases to 10% per point.

Shield Punch: You lose the AC bonus of the shield for that round. (normally 1). You are -2 to any other attacks that round, and the attack with shield is at -4. This is a two weapon attack. The attack causes 1d4 damage, and if you charge, it will knock your opponent back 1d10 or more feet. This will have no effect on creatures larger than you. You can charge and do this, but the charge will cause damage and knock them back 1d10 + 5' per 20' charged. A charge can also affect creatures larger than you (within reason) and knocks them back 1d10'.

Trap Weapon: This pins the weapon to the opponent. But the weapon has a chance of breaking. SEE DISARM. If successful, the opponent's weapon is trapped and he can do no further attacks. Each round, this can be maintained with the disarm rules. The weapon trapped is subject to a crushing blow saving throw. If failed, the weapon breaks.

Charge: Adds +2 to hit, you must charge at least 20' to gain momentum or greater. A charge does double rolled damage. You AC is reduced by 1 for the rest of the round. NOTE: Your charging AC does NOT include your Dex AC adjustment. So, if you wear chain-mail and a shield, AC 5 your AC for charging will be 6.

Set against a Charge: Again, you must have a large weapon to do this. And you must have initiative in your favor (-2 to initiative. The weapon gains +4 to hit vs. a charging creature. It does double rolled damage.

Missile Archery Trick Shots

The Double-Arrow Shot +2 penalty to initiative and taking a -2 to attack rolls and damage, the archer may fire two arrows from the bow with one pull of the string.

The arrows can be directed toward a single target or at two separate targets within a 60-degree arc if the attacker is willing to take an additional +1 penalty to initiative and another -1 to attack rolls and damage. This reflects the time the archer takes to adjust the fletching and arrange the arrows on the string.

This shot does not allow more than two arrows on a single string. Lastly, if this option is taken, no more than one additional arrow may be fired in the same round.

The Foot Shot In some situations, an archer may find one of her arms unable to grip the string or shaft of a bow. Perhaps the other hand is holding onto something to keep them from falling, or perhaps the arm has been injured. Or maybe they just want a bit of extra pull on the bow, to inflict just a little more damage.

you must have a secure place to rest her hindside and at least one arm free. Using the feet as a base against which to pull, they aim the bow and pull back the string with the free hand (or both, if possible). Although there is a -1 penalty to attack rolls, the damage is increased by +1 because of the extra pull granted by using her feet.

The Hanging-Tree Shot One of the tricks archers are most proud of is the dangling shot. In this shot, the archer wraps her legs around a sturdy tree branch and drops downward while simultaneously firing right into the faces of her oncoming enemies.

Unfortunately, the disadvantages to this shot are numerous. The most obvious is that anything on the archer that isn't tied down or strapped in (arrows, daggers, loose change, etcetera) will fall to the ground. Another disadvantage is the

-3 to attack rolls. Lastly, the archer can't fire her usual two shots.

However, the archer can still take an action, such as swinging back up into the tree or jumping to the ground. Further, the enemy suffers a -6 to his surprise roll! This advantage alone often outweighs the drawbacks, and the hanging tree shot is a favorite trick of archers ambushing lone outriders.

The Quick-Draw Shot Because of the speed involved in firing from a quick draw, the archer has less time to aim. Therefore, accuracy of the shot is severely affected. The first shot in a round is made at no penalty. From there, penalties add up quickly. The second shot is at -2. The third is at -4. The fourth is at -8. If the Archer wishes to attempt a fifth shot, the penalty for it is -16.

The archer gets off two shots on his first attack sequence. When all combatants have finished their first attacks, the archer may take the next two, if so desired. Finally, after everyone has completed second attacks, the archer may take one final shot. Although this shot is almost guaranteed to miss, it may be the last hope of a party, so many try it in moments of desperation.

The Stapling Shot When an archer wants to disarm or otherwise incapacitate someone, he can attempt a stapling maneuver. By making a called shot (+1 penalty to initiative, -4 to attack rolls), the character can staple some part of the target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by an arrow (such as wood or plaster). The target must be standing near such an object or the shot is wasted.

If the shot is successful, the target is pinned to that object. The target must spend a round tearing free, although this requires no roll. Pinned targets defend with a -2 to AC and to attacks rolls. After three rounds, if they have not taken the time to free themselves, they break free due to exertion. During these three rounds, the penalties to Armor Class and attack rolls still apply.

HORSEBACK

Untrained -2 to attack.

If mount injured or scared, riding check. If failed, mount bolts at 1 1/2 X movement rate. Make another check at +2 to control the horse. Horse runs for 1d4 rounds. See grenade missiles for direction.

Fighting: +1 to hit creatures smaller than mount. -2 to hit the rider.

Lances: Cannot be a greater size than the type of horse ridden (light, medium, heavy). After your attack, you must circle around to attack again. This can be considered a charge. It takes 1 round, so an attack with the lance can be done every two rounds. Lances can break, make an item save to see if the lance breaks after each hit.

Missile Fire: You must have the riding proficiency. Only use short, composite short or light crossbows. Longbow only if specialized. Normal ROF if mount is still. If moving: 1 shot. Not moving penalty 0, less than half move -2, half to ¾ -3, Greater than ¾ -5 to hit.

Dismounted Killed mount: Riding check to land on feet. 1D3 damage if failed. No other actions. If fail, 1d8 damage from horse.

Lasso Rider: Riding check to stop short. Attacker gets STR check -3 for every size category larger than rider. +3 for every size category smaller. If successful, the roper stands while the rider falls. If failed, roper falls and possibly dragged along.

A critical hit when fighting knocks the rider down as does full weapon damage. + 1D6 damage from fall.

Flying Tackle: Roll attack, if miss rider falls to ground, 1d4 damage. If succeeds, other must make a Dex check to stand up +2. If failed both fall to the ground. Defender takes 1d4+2 damage. Wrestling may commence.