


Combat Table

Weapon Types			Armour Class	0 None		1 Light		2 Medium		2 Heavy		3 Full Plate	
				Robes, basic clothes, nakedness No Modifiers	Leather and treated cloth -2 damage -1 AP -1 Dex	Mix of leather and chain -4 damage -2 AP -2 Dex	Metal mix of chain and metal -6 damage -3 AP -3 Dex	Basically a tin can -8 damage -5 AP -5 Dex					
	Min Reach	Max Reach	Damage Notes	Hit	Crit	Hit	Crit	Hit	Crit	Hit	Crit	Hit	Crit
Light Weapons	Small, always one handed (dagger, hand axe, hammer, shuriken, small bow, light spear)												
2 AP													
Stabbing	0	1	d4 +1	16	7	15	14	14	18	13	19	20	20
Striking	1	2	d6	17	13	16	16	15	18	14	19	18	20
Blunt	1	3	d6 -3 absorb	17	15	16	17	15	18	14	19	18	20
Thursting	2	4	d4	17	10	16	16	15	17	13	18	19	20
Missle	D6 -1 to hit per 20ft (4 inches) Min Dex 12			19	12	18	18	19	15	20	20	20	20
Medium Weapons	Typical size sometimes can be used two handed (bastard sword, battle axe, glaive, spear, mace)												
3 AP													
Striking	2	4	D8 +1	15	15	14	16	12	17	10	18	19	19
Blunt	2	4	d8 -4 absorb	15	15	14	16	11	18	8	18	17	19
Thrusting	3	5	d8	15	14	14	15	12	16	10	16	18	19
Missle	D8 -1 to hit per 30ft (6 inches) Min Str 14 Min Dex 14 3 rounds to ready			20	11	19	17	20	14	21	19	21	20
Heavy Weapons	Large awkward always two handed (great sword, great axe, pole arms, giant club)												
4 AP													
Striking	3	5	d10	16	14	15	15	13	16	10	17	10	18
Blunt	3	5	D10 +2 -5 absorb	16	14	15	15	12	17	8	17	6	18
Thrusting	4	6	d8 +2	16	13	15	14	13	16	10	15	10	18
Missle	D8 + 2 -1 to hit per 40ft (8 inches) Min Str 15 Min Dex 14 1 turn to ready			21	9	20	15	20	13	21	17	21	18