ANIMALBALL
MELEE

By Mike Jones

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Introduction

I killed a man today. At least, as much as a goblin can be considered a man. I am no stranger to death in my line of work, but would it surprise you to learn that after two months in the arena, this is the first death by my own hand?

The sun was high—the first contest of the afternoon. Beside me, Marcus fell immediately before the onslaught of goblin arrows, but not before his crossbow reduced their number by one, leaving me and my axe to face two goblins alone.

I closed rapidly while they split up and fumbled to draw their curved hobgoblin-forged blades. I made quick work of the first, leaving him bleeding in the blue-gray dust of the arena, while his opponent flanked me and opened up the flesh of my thigh.

My reaction was lightning fast and automatic. My head was filled by a whistling whine as my broadaxe cut the air, and I felt the slight tug of resistance just before the little goblin's head completely separated from his body.

The power of the follow through took my axe one way as the head—to my great surprise—went the other. The goblin's face hit the dust only half a moment before his body.

As I brought my weapon to rest, I felt the familiar mix of relief at being alive and disappointment at having no further enemies upon which to vent my battle rage.

And that's when I heard it. The crowd. They were all on their feet now, stomping and screaming. Cheering. All for me. The sound was a palpable force, a rumbling roar I could feel in the pit of my heart and gut. I'd seen the crowd in a frenzy before, but never with me as its focus.

It was glorious.

Welcome to Animalball Melee

Animalball Melee is a game of gladiatorial style combat. Small squads of fantasy combatants face each other in the Animalball arena or in larger groups over difficult terrain. Dwarven warriors, battle-hardened elves, fearsome bugbears, devious goblins and gruesome trolls, all compete in this game of tactical combat.

Author's Note

Animalball Melee was written as an homage to the original Melee minigame which was part of The Fantasy Trip line, written by Steve Jackson and originally published by Metagaming in 1978. Melee was published in more than one edition, and The Fantasy Trip also included Wizard and then later Advanced Melee and Advanced Wizard, among other offerings.

As a teen, the author played the original Melee extensively, never using it with other products or as part of a roleplaying campaign. Instead it was used to play head to head matches of pure gladiatorial combat.

It was glorious.

With only two simple stats, heroes went out to prove themselves in the arena. They earned their scars, and occasionally, mighty legends grew out of the basest of combatants.

Thus, while Animalball Melee uses a completely different set of rules, adapted from the Open Game Content provided by Wizards of the Coast, it is hoped that this game can capture the feel and spirit of The Fantasy Trip's Melee.

For players who are familiar with other d20-based Open Gaming products, Animalball Melee will likely be an experience that is simultaneously unique and familiar. The well-known Open Game elements are there, but everything superfluous has been stripped away until there is nothing left but pure physical combat.

Enjoy.

The Basics

This section provides an overview of the entire game as well as some of the more common terms and concepts.

What you need: This book is merely the rules to the game, and players will need to have the following in order to play:

- Hexmap – literally a map marked off with hexes. One-inch hexes tend to work best, and many hobby stores sell wipe-off maps that allow players to mark off boundaries and terrain features.

- Miniatures – small figures or other markers to represent the combatants' positions on the map.

- Dice – Animalball Melee uses several types of dice, including four-, six-, eight-, ten-, twelve-, and twenty-sided dice. It is useful to have a full set available for each player, and players may want multiples of some of them for convenience.

- Pencil & paper – for recording and tracking combatant information.

Dice Notation: Dice are listed by their number of sides. d4 (pronounced "die-four") means a four-sided die; d8 for eight-sided; etc. A number before the "d" indicates how many dice of that size are to be rolled, and a modifier at the end is a number to add or subtract from the total. Examples:

- d12 (or 1d12): roll one twelve-sided die.

- 3d6: roll three six-sided dice.

- 2d4-1: roll two four-sided dice and subtract 1 from the total.

Some smaller weapons require the player to roll a d2 or d3. In those cases, roll a d4 or d6 respectively, and divide by two, rounding up.

The Combatants: Each player controls one or more combatants—typically a squad of three or four. Combatants are described by Race, Stats, Feats, and Equipment.

Race: Determines a combatant's size, base stats and starting feats. There are sixteen races to choose from, including Humans, Ogres, Elves and Goblins.

Stats: The numbers that describe the combatant's abilities and characteristics. There are four basic stats: Size (SZ), Strength (ST), Dexterity (DX), and Movement (MV); and four derived stats: Hit Points (HP), Defense Rating (DR), Initiative (IN), and Armor Value (AV).

Feats: These are the combatant's specialized abilities, skills, tricks, or maneuvers. Feats can enhance stats, provide situational bonuses, or even let combatants bend the rules in certain situations.

Equipment: The weapons and armor each combatant brings to the melee.

Rounds and Turns: Melee time is divided into rounds, and depending on Initiative, combatants get to take one or more turns each round.

Initiative: At the beginning of each round, all combatants make an initiative roll (1d20 + IN) and then take turns from highest to lowest. High enough initiative results may garner multiple turns in one round. Initiative results of 15 or higher get a second turn in the same round, and results of 30 or more get a third turn.

Taking a Turn: On a turn, a combatant can typically move once and attack once in either order. Certain complex actions (full-turn actions) require the whole turn and do not allow the combatant to also take a move.

Moving: A combatant can typically move up to his or her MV on a turn and still attack.

Engaging Opponents: Two combatants are said to be engaged in melee combat (or simply "engaged") if they are opponents, and if at least one of them is in a hex threatened by the other with no barrier between them. Typically this means adjacent hexes, but if one or both combatants has a weapon with reach (see Weapons), then they can be engaged while having an empty hex between them.

Attack Rolls: When making an attack, the attacking combatant rolls 1d20 and adds his or her DX, plus any modifiers for feats or conditions. If the attack roll meets or exceeds the defender's DR, then the attack is successful.

Attack rolls are also referred to as "to hit." Thus a +2 to hit means a +2 on that combatant's attack roll.

Stat Rolls: Occasionally, a situation will call for a stat roll (i.e. a DX roll or ST roll). In these cases, the player rolls 1d20 and adds the result to the indicated stat.

Damage: Damage is measured in HP and is determined by weapon. A shortsword, for instance, deals 1d6 points of damage on a successful hit. Thus 1d6 is rolled and that amount subtracted from the defender's current HP total.

Armor: If the defender has an AV score due to armor or feats, then that value is subtracted from the damage total before damage is applied to HP. So if a combatant with a broadsword hits an opponent with chainmail for 5 points of damage, the chainmail's AV of 3 reduces the damage to only 2.

Threatened Hex: A combatant threatens any hex he can currently reach with a melee weapon.

Attacks of Opportunity: Certain maneuvers in combat can leave a combatant open to extra attacks from opponents, or *attacks of opportunity*. The most common actions that provoke Attacks of Opportunity are moving past or away from an armed opponent or attempting to use a ranged weapon near an opponent with a melee weapon.

Critical Hits: On a natural roll of 20, a hit scores a threat. If a second roll shows a successful hit, then the attack is a critical hit and scores additional damage, depending on the weapon.

Injury and Death: Damage inflicted reduces a combatant's HP. A combatant reduced to 0 HP or less is Incapacitated. They fall to the ground unconscious and are out for the remainder of the melee. At -10 HP, a combatant is dead.

The Combatants

Each player controls one or more combatants on the field. They are armed and armored warriors squaring off in contests of strength and skill that may end in defeat, humiliation or even death. Combatants are measured with a Rating score, and each side may have as many combatants as the players agree upon, but it is recommended that the total Ratings for each side be about equal.

For fast games, Animalball Melee works best with 6 to 12 combatants on the field at a time, and the feats and tactics included are most effective when combatants have allies in combat. Thus it is recommended for each player to run a squad of three or four combatants. We suggest that each player create a squad with a total rating of 75-80. If there are more than two or three players, then each player could control only one or two combatants. With many players involved, they can play in teams or as a giant free-for-all. For longer tactical battles, each side may amass battalions of 10, 15 or more combatants.

Creating Combatants

To create a combatant:
1) Select a race. This will determine the combatant's base stats and bonus feats
2) Add 6 total points between the DX and ST stats.
3) Select 2 more feats.
4) Select weapons and armor.

Races

There are 16 standard races to choose from:

Bugbear – large (over 8 feet tall) goblinoids with thick skin and thick fur. Bugbears are vicious and straightforward, and they tend to be overconfident in their ability to crush smaller foes.

Dwarf – short, squat and bearded, dwarves are formidable with axes of all sorts (their favored weapons), as well as being master armorers.

Elf – tall and willowy, elves are swift and agile hunters. Their proficiency with bows makes them excellent ranged combatants, and they prefer to pick off enemies from a distance.

Gargoyle – looking like statues brought to life, gargoyles have amazingly tough stone-like skin. Despite their appearance, they are surprisingly swift.

Gnoll – not as furry as the bugbear, these hyena-headed humanoids are masters of the dire flail—a two-headed spiked weapon that is designed to inspire fear as much as to inflict damage.

Gnome – at only three feet tall, gnomes are smaller cousins to the dwarves. Living in dangerous areas, they have made a specialty of warding off the larger races that would invade their lands.

Table 1: Races

Race	SZ		ST	DX	MV	Bonus Feat(s)	Rating
Bugbear	2	Large	3	-2	6	Toughness, Thick Hide	28
Dwarf	1	Medium	2	-1	4	Weapon Mastery (1 axe), Armor Proficiency	24
Elf	1	Medium	-1	1	7	Weapon Mastery (1 bow)	24
Gargoyle	1	Medium	2	1	7	Thick Hide 2	31
Gnoll	1	Medium	1	0	7	Weapon Mastery (dire flail)	26
Gnome	0	Small	-2	1	6	Sneak Attack, Giant Killer	20
Goblin	1	Medium	-1	-1	5	Evasion	18
Halfling	0	Small	-3	2	5	Weapon Mastery (1 thrown weapon), Evasion	19
Hobgoblin	1	Medium	0	2	6	Multi-Attack, Power Attack	28
Human	1	Medium	0	0	6	1 extra point to ST or DX & 1 bonus feat	25
Kobold	0	Small	-3	3	6	Improved Initiative, Camaraderie	22
Lizardman	1	Medium	1	1	6	Thick Hide, Wary	28
Minotaur	2	Large	4	-2	8	Bull Rush 2	32
Ogre	2	Large	5	-3	7	Toughness	30
Orc	1	Medium	1	0	6	Camaraderie	25
Troll	2	Large	3	-1	6	Regeneration	29

SZ, ST, DX, and MV give the combatant's starting values for these stats. Note that the combatant will also have six extra points to apply to ST and DX (See next section, Stats, for more detail.).

Bonus feats – each race starts with one or more feats.

Rating – this is the combat rating for any starting combatant of that race.

Goblin – in general, goblins are frail and cowardly, the weakest of the races. However, they are clever and tenacious, and a goblin who survives more than a handful of encounters in the arena can become a force to be reckoned with.

Halfling – standing just under three feet tall, halflings, quite literally, look like half-sized versions of humans. Halflings like ambushes and prefer to attack from a distance. Most halflings will flee before engaging directly in melee combat.

Hobgoblin – larger, meaner versions of their cousins the goblins. Hobgoblins are highly disciplined and militaristic, relishing combat of any sort.

Human – humans stand 5½ to 6 feet in height. They are the dominant race of the world and the standard by which others are measured. What humans lack in specialized talents, they make up for in their flexibility and wide range of options.

Kobold – under four feet tall, these yappy lizard-like humanoids are easy to underestimate. They are very quick and kobold society focuses on teamwork and cooperation. Several kobolds working together can make quick work of most foes.

Lizardman – tall and covered in thick green scales, lizardman communities are normally very reclusive. However, every now and then, one is coerced into the arena, where they make great all-around combatants.

Minotaur – giant nine foot tall bull-headed creatures, minotaurs are the epitome of action before thought. They favor giant melee weapons and their favorite tactic is the bull rush—often charging rapidly from opponent to opponent for the duration of the combat.

Ogre – at ten feet tall, ogres are the largest combatants regularly seen in the arena. Far from subtle, ogres specialize in smashing things with big weapons.

Orc – with their brutal society and almost piglike features, orcs are shunned by most other races, but they enjoy the arena, and like kobolds, they are masters of teamwork.

Troll – huge green rubbery-skinned beasts, trolls are most feared for their ability to regenerate fully in minutes (or even seconds) from the most life-threatening injuries.

Stats

There are eight stats that define every combatant, four core stats and four derived stats:

Core Stats

Size (SZ) –The three size categories are Small (0), Medium (1), and Large (2). The numeric values are used to calculate the combatant's rating.

Small (0): Small combatants are typically between 2 and 4 feet tall. They tend to have higher DX scores and lower ST scores than larger opponents. Small combatants have a starting HP total of 7 + ST (see Hit Points below).

Medium (1): Medium combatants are between 4 and 8 feet tall. They have a starting HP total of 10 + ST.

Large (2): Large combatants range from 8 to 16 feet tall. Large characters start with 13 + ST for HP.

Strength (ST) – overall physical strength and health. Determines how big a weapon the combatant can effectively wield and is also the base for hit points (see below). An average untrained human has a strength score of 0. For some races, ST can be a negative number.

Dexterity (DX) – quickness and skill in combat. Determines how often and well a combatant hits. Is also the base for the combatant's defense rating and initiative values (see below). An average untrained human has a dexterity score of 0. For some races, DX can be a negative number.

Move (MV) – the distance, in hexes, a combatant can move in one action.

Derived Stats

Hit Points (HP) [equal to ST + 7 + (3 x SZ)] – a measure of how much damage or punishment a combatant can take in melee.

Defense Rating (DR) [equal to DX + 10] – determines how easy or difficult it is for others to hit the combatant.

Initiative (IN) [equal to DX + 10] – determines how quickly and how often the combatant gets to take turns in combat.

Armor Value (AV) – how many points of damage the combatant can ignore due to armor from each successful hit.

Feats

Feats are specialized abilities, skills, tricks or maneuvers. Each combatant starts with one or more bonus feats determined by race and then may select two additional feats.

Many feats come in multiple levels, such as Disarm, Disarm 2, and Disarm 3. A combatant who has a feat at level 1 may expend one more feat to raise that to level 2. Thus, for purposes of calculating ratings (see Ratings, pg 10), a level 2 feat is equivalent to 2 feats, and a level 3 feat is equivalent to 3 feats, etc.

Specific Feats

Armor Proficiency: The combatant reduces DX and MV penalties for armor by 1 for each level of Armor Proficiency. *Maximum level: 3.*

Assess Opponent: If the combatant is not engaged and spends a full-turn action assessing an opponent who is 5 hexes away or less, the combatant gains a +1 bonus to hit and +1 DR per level of Assess Opponent versus that foe for the remainder of the combat. *Maximum level: 3.*

Block Movement: If an opponent who is engaged with the combatant attempts to make a 1-hex step, the combatant with the Block Movement feat may immediately attempt to prevent the step. The combatants make opposed attack rolls. If the combatant with Block Movement's roll is equal to or greater than her opponent's, then the opponent must remain in his current hex. Otherwise, he may take the 1-hex step normally. The combatant gains a +2 to this roll for every level of block step.

Regardless of success or failure, this special action may only be tried once per turn and counts as a move action on the combatant's next turn. Thus, if a combatant uses the Block Movement feat, then on her next turn, she is considered to have already taken a move action and can now take only one attack action or one more move action. *Maximum level: 3.*

Broad Shoulders: The combatant reduces encumbrance penalties by 1 for each level of Broad Shoulders. *Maximum level: 3.*

Bull Rush Mastery: A combatant with the Bull Rush Mastery feat may make bull rush attempts (see Bull Rush, pg 20) without provoking Attacks

Table 2: Feats

Feat	Maximum Level	Feat	Maximum Level
Armor Proficiency	3	Overrun Mastery	3
Assess Opponent	3	Pierce Armor	3
Block Movement	3	Point Blank Shot	2
Broad Shoulders	3	Power Attack	1
Bull Rush Mastery	3	Precise Shot	1
Camaraderie	2	Quick Draw	1
Charge Mastery	3	Quick Grab	1
Cleave	1	Rapid Reload	1
Combat Expertise	1	Rapid Shot	3
Disarm Mastery	3	Regeneration	3
Dodge Missiles	2	Shield Mastery	1
Evasion	3	Shot on the Run	1
Far Shot	1	Sneak Attack	2
Feint Mastery	3	Spring Attack	1
Force Step	3	Sturdy	1
Giant Killer	3	Swift Run	1
Heal	2	Thick Hide	2
Improved Critical	2	Toughness	5
Improved Initiative	3	Trip Mastery	3
Improved Reaction	3	Tumbling	3
Instant Stand	1	Two Weapon Defense	1
Iron Grip	1	Two Weapon Fighting	3
Mobility	1	Wary	1
Multi-Attack	3	Weapon Mastery	3

of Opportunity. Additionally, the combatant gains a +2 bonus to the bull rush attempt for each level of Bull Rush Mastery. *Maximum level: 3.*

Camaraderie: Whenever the combatant is within 2 hexes of an ally, the combatant and all allies within 2 hexes receive a +1 bonus on attack rolls for each level of Camaraderie. This bonus stacks with bonuses (if any) for multiple combatants engaging the same foe. If multiple allies all have the Camaraderie feat, only the one with the highest level applies. *Maximum level: 2.*

Charge Mastery: The combatant gains +1 to attack rolls, +1 to damage and increases her weapon's threat range by 1 for each level of Charge Mastery when making a charge attack (see Charge, pg 23). If the charge instead ends in a bull rush or overrun maneuver, then the combatant gains +1 per level of Charge Mastery to that attempt. *Maximum level: 3.*

Cleave: Once per turn, if a combatant makes an attack that successfully incapacitates an opponent (reduces them to 0 or fewer HP), the combatant may immediately take one extra attack with the same weapon at another opponent within reach. A 1-hex step is not allowed between attacks. *Maximum level: 1.*

Combat Expertise: The combatant may subtract up to 5 points from her attack roll and add a like amount to her DR. This effect will last until the beginning of her next turn. *Maximum level: 1.*

Disarm Mastery: A combatant with the Disarm Mastery feat may attempt to disarm (see Disarm, pg 20) without provoking an Attack of Opportunity and also gains +2 bonus to all disarm rolls for each level of Disarm Mastery. *Maximum level: 3.*

Dodge Missiles: For each level of Dodge Missiles, the combatant gains a +2 to DR versus all ranged attacks. *Maximum level: 2.*

Evasion: The combatant gains +1 to DR for each level of Evasion. *Maximum level: 3.*

Far Shot: When using a ranged weapon, the combatant increases range increments by 50% (rounded down). *Maximum level: 1.*

Feint Mastery: The combatant may perform the feint maneuver (see Feint, pg 18) as a move-equivalent action, and gains a +2 to the opposed DX roll for each level of Feint. *Maximum level: 3.*

Force Step: As a move equivalent action, the combatant may attempt to force an opponent whom he is engaged in melee combat with to take a 1-hex step. The combatants make opposed attack rolls. If the combatant trying to force a step meets or exceeds his opponent's roll, then the opponent is forced to immediately take a 1-hex step. If the combatant exceeds his opponent's roll by 5 or more, then he may choose the direction of the forced step. The combatant gains a +2 bonus to this roll for each level of the Force Step feat. *Maximum level: 2.*

Giant Killer: The combatant gains a bonus of +1 to hit and +1 damage versus Large opponents for each level of Giant Killer. NOTE: Giant Killer feats may be taken by Small combatants only. *Maximum level: 3.*

Heal: The combatant is skilled in first aid and the healing arts. After a combatant has taken a wound of any sort, the combatant with the Heal feat may restore 1d4-2 points of damage (minimum result of 0 HP). This requires that the combatant to be healed delays action until the healer's turn, and then BOTH combatants use a full-turn action for the process (or the healer delays action until the other one's turn). A combatant may only be healed once per injury, no matter how many HP are restored. After that, that particular combatant may not be healed again until after being wounded again. A combatant with the Heal feat may use the feat on himself.

Heal 2 functions exactly the same except that 1d4-1 HP are restored.

Heal 3 restores 1d4 HP. *Maximum level: 3.*

Improved Critical: The combatant increases the critical threat range of her chosen weapon by 1 for each level of Improved Critical. Combatants may take multiple instances of Improved Critical, each time applying the benefit to a different chosen weapon. *Maximum level (for any one weapon): 2.*

Improved Initiative: The combatant gains +3 to IN for each level of Improved Initiative. *Maximum level: 3.*

Improved Reaction: For each level of Improved Reaction, the combatant may make 1 extra Attack of Opportunity per turn. *Maximum level: 3.*

Instant Stand: The combatant may stand up from prone as a free action without proving an Attack of Opportunity. *Maximum level: 1.*

Iron Grip: The combatant gains +4 on rolls to resist disarm attempts. This stacks with bonuses gained from the Disarm feats when resisting a counter-disarm attempt (see Disarm, pg 20). *Maximum level: 1.*

Mobility: The combatant gains +3 DR vs. Attacks of Opportunity. *Maximum level: 1.*

Multi-Attack: The combatant may take two attack actions in the same turn (instead of one Move action and one Attack action) as long as both are made with the same melee weapon. Each attack is at -4 to hit. After making the first attack (at the -4 penalty) and seeing the results, the combatant may choose to take a move action instead of the second attack. A 1-hex step may be taken as a free action before, after or between the two attacks.

Multi-Attack 2 functions exactly as Multi-Attack 1, except that each attack is at -2.

Multi-Attack 3 functions exactly as Multi-Attack 1, except there is no penalty to the attack rolls. *Maximum level: 3.*

Overrun Mastery: The combatant may attempt to overrun an opponent (see Overrun, pg 19) without provoking Attacks of Opportunity and also gains a +2 bonus to the overrun attempt for each level of the Overrun Mastery feat. *Maximum level: 3.*

Pierce Armor: The combatant's attacks may ignore 1 point of AV per hit for each level of Pierce Armor. This applies to melee attacks and ranged attacks made within two range increments only. *Maximum level: 3.*

Point Blank Shot: The combatant gains a +1 bonus to hit and damage for each level of Point Blank Shot with all ranged attacks taken within 4 hexes for projectile weapons or 2 hexes for thrown weapons. *Maximum level: 2.*

Power Attack: The combatant may reduce her attack bonus by up to 5 and add that amount to damage inflicted. *Maximum level: 1.*

Precise Shot: The combatant may fire into melee without penalty. *Maximum level: 1.*

Quick Draw: The combatant may draw weapons as a free action. *Maximum level: 1.*

Quick Grab: The combatant may pick up items on the ground as a free action. *Maximum level: 1.*

Rapid Reload: The combatant may reload a hand or light crossbow as free action or a heavy crossbow as move action. *Maximum level: 1.*

Rapid Shot: The combatant may attack twice with the same ranged weapon in one turn as a full turn action, at -4 to each attack. After making the first attack (at the -4 penalty) and seeing the results, the combatant may choose to take a move action instead of the second attack. A 1-hex step may be taken as a free action before, after or between the two attacks. Note that the rapid shot feat may only be used with hand and light crossbows if the combatant also has the rapid reload feat. It may not be used with heavy crossbows.

Rapid Shot 2 functions exactly as Rapid Shot 1, except that each attack is at -2.

Rapid Shot 3 functions exactly as Rapid Shot 1, except there is no penalty to the attack rolls. *Maximum level: 3.*

Regeneration: AVAILABLE TO TROLLS ONLY: the combatant regains 1 lost HP at the beginning of each round for each level of Regeneration. This happens automatically immediately after initiative is rolled and before anyone takes any action. This feat continues to function until the combatant

is reduced to -5 HP or less. The combatant's HP total may not rise above its starting total. *Maximum level: 3.*

Shield Mastery: The combatant may use his shield as a weapon and still gain DR bonuses for it. Normal off-hand and/or two weapon fighting penalties still apply, as well as DX penalties from the shield itself. *Maximum level: 1.*

Shot on the Run: The combatant may move both before and after a ranged attack, providing the total hexes do not exceed the combatant's MV score. *Maximum level: 1.*

Sneak Attack: The combatant gains +2 to damage when flanking an opponent for each level of Sneak Attack. *Maximum level: 2.*

Spring Attack: The combatant may move both before and after a melee attack, providing the total hexes do not exceed the combatant's MV score. *Maximum level: 1.*

Sturdy: The combatant gains +3 to resist bull rush, overrun, and trip attempts. This bonus stacks with any bonuses from the Trip feats (see below) when resisting counter-trip attempts (see Trip, pg 22). *Maximum level: 1.*

Swift Run: The combatant's running multiplier equals 6x base MV (see Run, pg 23). *Maximum level: 1.*

Thick Hide: This feat grants the combatant an AV of 1 for each level of Thick Hide. This is reduced by 1 if the combatant wears any armor. Thus a combatant with Thick Hide 2 and chainmail would have a total AV of 4 (3 from the armor, and +1 for the Thick Hide). *Maximum level: 2.*

Toughness: The combatant gains +3 to HP for each level of Toughness. *Maximum level: 5.*

Trip Mastery: The combatant may make trip attempts without provoking Attacks of Opportunity and also gains +2 on all trip rolls for the attempt (including resisting a counter-trip—see Trip, pg 22) for each level of the Trip Mastery feat. *Maximum level: 3.*

Tumbling: The combatant may make an opposed DX roll to move through a threatened hex without provoking Attacks of Opportunity. The combatant gains +2 to this roll for each level of Tumbling. If multiple opponents threaten multiple hexes along the combatant's path of movement, a separate Tumbling roll must be made versus each potential Attack of Opportunity. *Maximum level: 3.*

Two Weapon Defense: When fighting with two weapons, the combatant adds +2 to DR. A shield does not count as a weapon in this instance. *Maximum level: 1.*

Two Weapon Fighting: The combatant reduces two weapon fighting penalties by 2 for each level of Two Weapon Fighting. *Maximum level: 3.*

Wary: The combatant cannot be flanked. So opponents can gain no flanking bonuses against her and cannot apply the Sneak Attack feat. *Maximum level: 1.*

Weapon Mastery: This feat adds +1 to the combatant's attack bonus and +1 damage with the chosen weapon for each level of Weapon Mastery. Weapon Mastery feats may be taken multiple times with different weapons. *Maximum level (for each chosen weapon): 3.*

Rating

Every combatant has a Rating score that is a measure of that combatant's power level in relation to other combatants.

Rating is determined by the following formula:

$$(2 \times SZ) + (2 \times ST) + (2 \times DX) + MV + (\text{\# of feats})$$

A conflict is considered roughly equal when the total ratings for all combatants on both sides are the same.

Example: In the arena combat described in the introduction, the Narrator and Marcus are both humans with just a little experience in the arena. Humans start with a rating of 25, and with their experience (see Advancement, pg 27), the Narrator and Marcus actually have ratings of 27 and 26 respectively, for a total of 53 for their squad.

The goblins, on the other hand, are new to the Arena, and all three have no experience yet. Goblins start with a rating of 18, so the squad of three goblins has a total rating of 54. The two sides are nearly equal.

Sample Combatant Creation

Here we follow two players as they create brand new combatants:

Race: To start out, Kira and Seth set out to make an evenly matched pair of characters to pit against each other in the Animalball Arena. Seth favors speed and grace and chooses to make an Elf. Kira, on the other hand, prefers something more solid and chooses a Dwarf. Both have a rating of 24, so they are a good match.

Stats: Kira's dwarf is automatically SZ: Medium (1), with a MV of 4. She starts with ST 2 and DX -1, and has 6 points to spend to raise those. She chooses to raise those to ST 4 and DX 3. A fairly even split she thinks.

Seth, on the other hand, wants to go completely with speed over power. His elf begins with SZ Medium (1) and MV 7. ST and DX are -1 and 1, respectively, and Seth spends his six points to make them ST 1 and DX 5.

As for derived stats, Kira's dwarf has HP 14, DR 13, IN 13, and AV 0. Likewise, Seth's elf has HP 11, DR 15, IN 15, and AV 0. These will be subject to change based on feats and equipment in the next sections.

Feats: This is where Seth and Kira really get to personalize their new combatants. In addition to their base feats based on race, each one gets to select two additional feats for their combatant.

As a dwarf, Kira's combatant starts with Armor Proficiency and Weapon Mastery (in one axe). Kira chooses the waraxe for her Weapon Mastery (which is why she made sure her ST was at least 4). To go with these, she also chooses Broad Shoulders, so that her dwarf can carry extra equipment, and Quick Draw so that he is not caught short when trying to change weapons.

Seth does not wish to be nearly so well rounded, and decides to focus everything on ranged combat. He starts with Weapon Mastery in any one bow, and he selects the shortbow to match his low ST. Then he uses his two extra feats to take the Rapid Shot feat twice. With Rapid Shot 2, Seth's elf will be firing at double speed in most combats.

Equipment: All that's left now is to equip and name these two new combatants. Seth keeps it simple, he arms up his elf with the all-important shortbow, and then gives her a rapier as well, just as a backup weapon. That uses 2 of Seth's 3 weapon slots (see encumbrance in the next section), so he uses up the remainder just loading up with extra ammunition. The newly christened Bloodthorn the Elf now has a bow and a blade and 24 arrows available.

Kira's dwarf on the other hand is built for armor and for extra equipment, so she really loads him up. She knows she wants the waraxe (her favored weapon) and also a heavy shield, since the axe is only a one-handed weapon. That's 2 weapon slots down, and since her dwarf has the Broad Shoulders feat, she has two to go. Kira uses both of them to get a heavy crossbow with 8 bolts. As a two handed weapon, it uses two slots, but its range and power will be well worth it.

Lastly, as a dwarf, this combatant has Armor Proficiency, so Kira can pick up some decent armor with only minor penalties. Her main concern is to not hamper her movement, which is already pretty low. So she takes banded mail, the heaviest armor she can wear without incurring a MV penalty. Banded mail typically causes a -3 DX penalty, but her feat turns it into only a -2. Excellent. Sanderson the Dwarf is now complete.

Equipment causes some modifications to Stats, and the final combatant sheets for both of these are included in Appendix I (pgs 28 & 29)

The Armory

Before each battle, combatants may select what armor and weapons they will carry. These choices may be switched out at will between combats.

Weapons

Depending on their size, a typical combatant will carry 2 or 3 weapons onto the field at a time, but certainly more or less are possible.

Weapon Sizes

Like combatants, every weapon has a size category. In addition to Small, Medium, and Large, there are also Tiny weapons (smaller than Small) and Huge weapons (larger than Large).

Combatants may use any weapon that is no more than two sizes smaller than themselves up to one size larger. So Small combatants can handle Tiny, Small and Medium weapons. Medium combatants can wield anything up to a Large weapon. Only Large combatants can make use of the Huge weapons, but they cannot handle Tiny weapons.

The size of a weapon in relation to the combatant tells how easy or difficult it is for that combatant to wield.

Light weapons can be wielded one-handed, and are also small enough to use in a combatant's off-hand as a secondary weapon, incurring less penalties for fighting with two weapons at once (see pg 23).

One-Handed weapons require only one hand to wield, leaving the other hand open for a shield or a secondary weapon.

Two-Handed weapons require two hands to use. Note also that some weapons *always* require two hands to wield properly, regardless of size.

Encumbrance

Each combatant has three weapon slots which may be filled with weapons and/or shields. Unless otherwise noted, Light weapons take up half of a weapon slot, so a combatant may select two light weapons to fill one slot. One-handed weapons take up one weapon slot, and two-handed weapons require two weapon slots.

Table 3: Weapon Sizes

Weapon Size	Designation	Slots
3 categories smaller than combatant	N/A – Unusable	N/A
2 categories smaller than combatant	Light	¼
1 category smaller than combatant	Light	½
Same as combatant	One-handed	1
1 category larger than combatant	Two-handed	2
2 (or more) categories larger than combatant	N/A – Unusable	N/A

Ranged weapons marked on the Weapons Table with a P are projectile weapons that use ammunition: arrows for bows, bolts for crossbows, and bullets for slings. Projectile weapons automatically come with 8 units of ammunition without taking up any extra weapon slots. Additional ammunition may be carried, with every 8 units taking up another half of a slot. Example: a bowman uses two weapon slots to take a longbow (two-handed weapon), which comes with eight arrows. By using up his extra weapon slot, he can carry an additional sixteen arrows, for a total of 24.

For small or large combatants, their weapon slots apply to weapons of their own size category. Thus, if a kobold (a small combatant) wanted to carry a medium sized scimitar (a one handed weapon), the size difference would make the scimitar a two-handed weapon for the kobold (see Weapon Scaling and Inappropriately Sized Weapons, below), and thus it would take up two of the kobold's weapon slots.

A combatant may carry more than the allotted three weapon slots worth of equipment, but suffers a -1 penalty to both DX and MV for every slot over three. So a combatant who carries 3½ or 4 slots worth of equipment is at -1 DX and -1 MV. A combatant carrying 4½ or 5 slots worth of equipment is at -2 DX and -2 MV. Etc. These penalties may be offset with the Broad Shoulders feat.

Melee Weapons (Tiny, Small & Medium)

Tiny Melee Weapons

Weapon	ST Min	Damage	Critical	Range
Dagger	-1	1d4	19-20/x2	2
Gauntlet, small ‡	-1	1d4	20/x2	
Gauntlet, spiked small ‡	-1	1d4	20/x2	
Hammer, ultralight	-3	1d2	20/x2	2
Hatchet	-2	1d3	20/x2	2
Knife	-3	1d2	19-20/x2	2
Mace, tiny	-3	1d3	20/x2	
Pick, ultralight	-3	1d2	20/x4	
Shield, buckler	-1	1d2-1	20/x2	
Shield, spiked buckler	0	1d3-1	20/x2	
Sickle, light [T]	-2	1d3	20/x2	
Unarmed strike, small	-5	1d2-1	20/x2	

Small Melee Weapons

Weapon	ST Min	Damage	Critical	Range
Axe, throwing	0	1d6	20/x2	2
Club, small	-2	1d3	20/x2	1
Club, spiked small	0	1d3+1	20/x2	1
Flail, small [TD]	1	1d6	20/x2	
Gauntlet ‡	-2	1d3	20/x2	
Gauntlet, spiked ‡	-1	1d4	20/x2	
Hammer, light	0	1d6	20/x2	2
Handaxe	0	1d6	20/x3	
Mace, small	0	1d6	20/x2	
Morningstar, small	3	2d4	20/x2	
Pick, light	-1	1d4	20/x4	
Quarterstaff, small	0	1d3/1d3	20/x2	
Rapier	1	1d6	18-20/x2	
Shield, light	1	1d2	20/x2	
Shield, spiked light	2	1d3	20/x2	
Shortsword	0	1d6	19-20/x2	
Sickle [T]	0	1d6	20/x2	
Unarmed strike, medium	-3	1d2	20/x2	
Waraxe, small	2	1d8	20/x3	

Medium Melee Weapons

Weapon	ST Min	Damage	Critical	Range
Battleaxe	5	2d6-1	20/x3	
Broadsword	3	2d4	19-20/x2	
Club	1	2d4-1	20/x2	1
Club, spiked	3	2d4	20/x2	1
Flail [TD]	4	1d10	20/x2	
Gauntlet, large ‡	1	1d8	20/x2	
Gauntlet, spiked large ‡	2	2d4	20/x2	
Glaive, short [R]	0	2d4-1	20/x3	
Guisarme, short [RT]	2	1d8	20/x3	
Hammer, heavy	3	2d4	20/x3	
Lance, light [RC]	3	2d4	20/x3	
Longsword	4	1d10	19-20/x2	
Mace	5	1d12	20/x2	
Morningstar	6	2d6	20/x2	
Pick, heavy	4	1d10	20/x4	
Quarterstaff	2	1d6/1d6	20/x2	
Ranseur, short [RD]	2	1d8	20/x3	
Sabre	2	1d8	18-20/x2	
Scimitar	4	1d10	18-20/x2	
Scythe, light [T]	0	1d6	20/x4	
Shield, heavy	4	1d6	20/x2	
Shield, spiked heavy	5	2d4-1	20/x2	
Shortspear	1	2d4-1	20/x2	2
Shortsword, two-bladed	2	1d6/1d6	19-20/x2	
Spetum, short [RC]	-2	1d3+1	20/x2	
Trident [C]	5	2d6-1	20/x2	2
Unarmed strike, large	-2	1d4	20/x2	
Waraxe	4	1d10	20/x3	
Warhammer	6	1d12	20/x3	

‡ More information is provided for this weapon under Weapon Descriptions next section.

R – Weapon with reach
T – This weapon can be used in a trip attack
D – This weapon gains a bonus to disarm attempts
C – This weapon can be set to receive a charge

Melee Weapons (Large & Huge)

Large Melee Weapons

Weapon	ST Min	Damage	Critical	Range
Axe, orc double	6	2d6-1/ 2d6-1	20/x3	
Bardiche	6	2d6	20/x3	
Falchion	6	1d12	18-20/x2	
Flail, dire [TD]	5	2d4/2d4	20/x2	
Flail, large [TD]	7	2d6	19-20/x2	
Glaive [R]	3	1d10	20/x3	
Greataxe	9	3d4+1	20/x3	
Greatclub	4	1d10	20/x2	1
Greatclub, spiked	6	1d12	20/x2	1
Greathammer	9	3d4+1	20/x3	
Greatsword	10	2d8	19-20/x2	
Guisarme [RT]	4	2d6-1	20/x3	
Halberd [TC]	8	3d4	20/x3	
Lance, medium [RC]	6	1d12	20/x3	
Longspear [RC]	1	2d4-1	20/x3	
Longsword, two-bladed	5	1d10/ 1d10	19-20/x2	
Mace, large	8	2d8-1	20/x2	
Morningstar, large	9	3d4+1	20/x2	
Pick, huge	6	1d12	20/x4	
Pike [RC]	4	1d10	20/x3	
Pole Hammer	7	2d6	20/x4	
Quarterstaff, large	5	2d4/2d4	20/x2	
Ranseur [RD]	5	1d12	20/x3	
Scythe, heavy [T]	3	2d4	20/x4	
Shield, huge	7	2d4	20/x2	
Shield, spiked huge	8	1d10	20/x2	
Spear [C]	2	1d8	20/x3	2
Spetum [RC]	1	1d8	20/x2	
Sword, hand-and-a-half	7	3d4	19-20/x2	
Trident, huge [C]	8	3d4	20/x2	2

Huge Melee Weapons

Weapon	ST Min	Damage	Critical	Range
Bardiche, huge	9	3d4+1	20/x3	
Falchion, huge	9	3d4+1	18-20/x2	
Flail, huge [TD]	10	3d4+1	19-20/x2	
Glaive, long [R]	6	3d4	20/x3	
Greataxe, huge	12	2d8+1	20/x3	
Greatclub, huge	8	2d8-1	20/x2	
Greatclub, spiked huge	10	2d8	20/x2	
Greatspear [C]	5	2d6-1	20/x3	2
Greatsword, huge	13	3d6	19-20/x2	
Guisarme, long [RT]	7	3d4	20/x3	
Halberd, huge [TC]	11	3d6-1	20/x3	
Lance, heavy [RC]	9	3d4+1	20/x3	
Pike, huge [RC]	7	3d4	20/x3	
Pole Hammer, huge	10	2d8	20/x4	
Ranseur, long [RD]	7	3d4	20/x3	
Scythe, huge [T]	5	1d12	20/x4	
Spetum, long [RC]	4	1d12	20/x2	
Sword, two-bladed huge	8	2d6/2d6	19-20/x2	

R – Weapon with reach
T – This weapon can be used in a trip attack
D – This weapon gains a bonus to disarm attempts
C – This weapon can be set to receive a charge

Ranged Weapons

Weapon	ST Min	Damage	Critical	Range
Tiny Ranged Weapons				
Crossbow, mini [P] ‡	-3	1d2	19-20/x2	3
Dart	-2	1d2	20/x2	2
Rock, small ‡	-4	1d2-1	20/x2	2
Small Ranged Weapons				
Crossbow, hand [P] ‡	0	1d3+1	19-20/x2	4
Javelin‡	0	1d6	20/x2	3
Rock, medium ‡	0	1d6	20/x2	2
Shortbow, small [P]‡	-1	1d4	20/x3	4
Sling, small [P] ‡	-1	1d3+1	20/x2	3
Medium Ranged Weapons				
Crossbow, light [P] ‡	2	2d4-1	19-20/x2	6
Rock, large ‡	3	2d4	20/x2	2
Shortbow [P]‡	1	1d6	20/x3	5
Sling [P] ‡	-1	1d3+1	20/x2	4
Large Ranged Weapons				
Crossbow, heavy [P]‡	5	1d10	19-20/x2	8
Greatbow [P]‡	6	2d6-1	20/x3	8
Longbow [P]‡	3	1d8	20/x3	7
Rock, huge ‡	6	2d6	20/x2	2
Sling, large [P] ‡	2	1d8	20/x2	5
Huge Ranged Weapons				
Crossbow, huge [P]‡	8	2d6	19-20/x2	10
Greatbow, mighty [P]‡	9	3d4	20/x3	10

‡ More information is provided for this weapon under Weapon Descriptions next section.
P – Projectile weapon

Weapon Categories and Properties

ST Min: this is the minimum strength score required to use the weapon effectively. Any time a combatant uses a weapon that is too heavy, he takes a penalty of –1 to hit AND damage for every point of ST by which he falls short. So a combatant with ST 1 trying to use a glaive (ST Min 4) would be at –3 to hit and –3 damage with that weapon.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit.

If two damage ranges are given, then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack.

1d2-1 and 1d3-1: Both of these have the potential of a zero result. If a zero result is rolled, then the attack still hits, but no damage is inflicted.

Range Increment: Any attack at this distance or less (as a number of hexes) is not penalized for range. However, each full range increment imposes a cumulative –1 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Melee weapons with an entry in this column may also be thrown.

Example: Thordra the Halfling wields a small shortbow. Its range increment is 6. Attacks at a range of 6 hexes or less impose no penalty. Attacks from 7 to 12 hexes away have a -1 to hit. At 13-18 hexes distant, the penalty is -2. Etc.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. The number(s) before the slash indicates the critical threat range for the weapon, and the number after is the critical multiplier (how many times to roll for damage on a critical hit). (See Critical Hits, pgs 15 & 18).

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Thrown Weapons: Melee weapons with range increments and ranged weapons not designated Projectile are all thrown weapons.

It is possible to throw a weapon that isn't designed to be thrown, but a combatant who does so takes a –4 penalty on the attack roll. Throwing a

light or one-handed weapon is an attack action, and throwing a two-handed weapon is a full-turn action. The range increment is 1 hex, and such attacks score a threat only on a natural roll of 20 and deal double damage on a critical hit.

Double Weapons: Weapons with two damage ratings are double weapons. A combatant can fight with both ends of a double weapon as if fighting with two weapons, but incurs all the normal attack penalties associated with two weapon combat as though wielding a one-handed weapon and a light weapon. Naturally a combatant may choose to only use one end of a double weapon on any given turn.

Projectile Weapons: Ranged weapons designated with a P are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). Projectile weapons automatically come with 8 units of ammunition without taking up any extra weapon slots (bolts for crossbows, arrows for bows, and bullets for slings). Ammunition that has been fired, whether it finds its target or not is considered lost or destroyed and is not recoverable.

Reach Weapons: Denoted with an R on the weapons table, a reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Unless otherwise noted, reach for Medium weapons allows the wielder to attack opponents 2 hexes away, but not opponents in adjacent hexes.

Small weapons do not have reach. However, small characters with small weapons designated as reach weapons may ONLY attack adjacent hexes and may not attack an opponent who occupies the same hex as the combatant (due to a charge, bull rush, etc).

Large reach weapons add one hex to the reach values for medium weapons. A large reach weapon may be used against opponents 2 or 3 hexes away, but not adjacent foes.
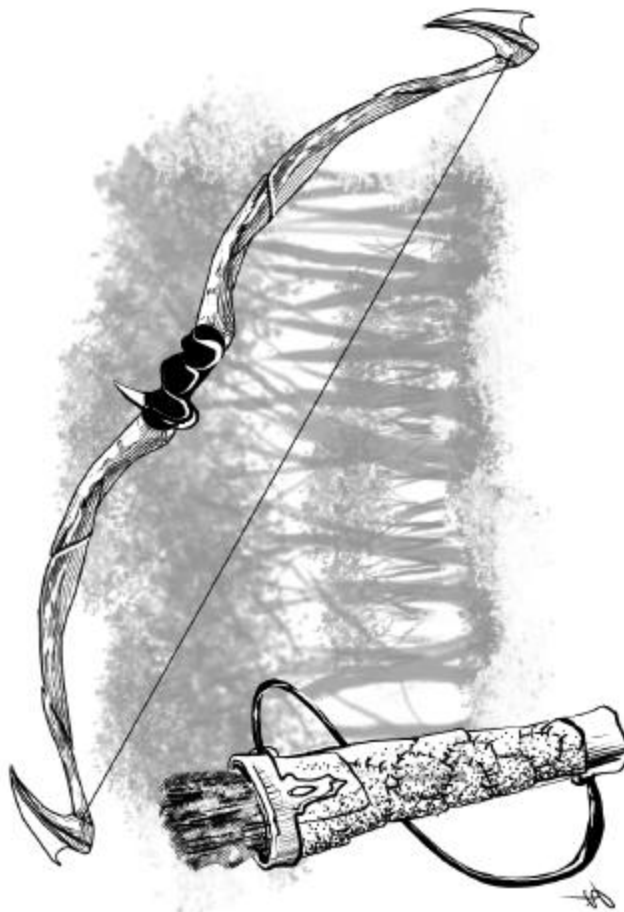
Weapons Used to Trip: Designated with a T on the weapons table, these weapons offer a +2 bonus to all rolls related to trip attempts (see Tripping, pg 19) by the wielder.

Weapons Used to Disarm: Designated with a D on the weapons table, these weapons offer a +2 bonus to all rolls related to disarm attempts (see Disarm, pg 18) by the wielder.

Weapons that can be Set to Receive Charge: A combatant who chooses to ready such a weapon to set it against a charge deals double damage on a successful hit against a charging opponent.

Weapon Descriptions

Bows (All): Regardless of the size category of a bow for encumbrance purposes, all bows require two hands to load and fire.

Crossbows (All): If a combatant chooses to start a battle with a crossbow in hand, it is assumed the weapon was loaded prior to the start of combat.

Additionally, the behavior of the crossbow in terms of loading and firing, varies based on the size of the bow relative to the combatant.

Crossbows smaller than the combatant: the combatant can shoot, but not load, a crossbow smaller than his own size category with one hand at no penalty. A combatant can shoot such a crossbow with each hand, but takes a penalty on attack rolls as if attacking with two light weapons. Loading is a move equivalent action.

Crossbows of the combatant's size: Normally, operating a crossbow of the combatant's own size category requires two hands. However, a combatant can shoot, but not load, such a crossbow with one hand at a −2 penalty on attack rolls. One could conceivably shoot a crossbow with each hand (assuming they were previously loaded), but this would incur penalties to attack rolls as if attacking with one-handed weapons. This penalty is cumulative with the penalty for one-handed

firing. Loading is a move equivalent action.

Crossbows larger than the combatant: A crossbow that is a size category larger than the combatant always requires two hands to load and fire. Loading is a full turn action.

Gauntlet: A strike with a gauntlet is considered an unarmed attack and provokes Attacks of Opportunity. If the combatant is wearing armor, then gauntlets do not take up a weapon slot. Otherwise, two gauntlets equal one light weapon (1/2 of a weapon slot).

Gauntlet, spiked: A strike with a spiked gauntlet is considered an unarmed attack and provokes Attacks of Opportunity. A pair of spiked gauntlets uses up 1/2 of a weapon slot.

Javelin: A javelin may be used as an improvised melee weapon, but since it is not designed for melee, the combatant takes a -4 penalty to hit. Javelins are small enough that they only require half the normal number of weapon slots.

Rock: Rocks are improvised weapons, but ones that don't require any special training. Typically, a combatant can use a move action to pick up a rock at any time during combat. A full-turn action allows the combatant to collect 1d6 rocks of any chosen size. Rock collecting is an action that provokes attacks of opportunity. Rocks are small enough that they take up only half the usual number of weapon slots for a weapon of their size.

Sling: A combatant can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. However, once loaded, the sling can be held and fired with one hand and the actual attack may be delayed as long as needed. If a combatant starts combat with a sling in hand, it is assumed to be already loaded.

A combatant can hurl ordinary rocks with a sling, but rocks are not as dense or as round as bullets. Damage is as a rock of the same size category (small rocks for small slings, medium rocks for regular slings, large rocks for large slings), and the combatant is at -1 to hit. (See the entry for Rock above for finding and collecting rocks.)

Armor

Any combatant may use any armor they choose. Armor provides an AV score that will negate damage every time the combatant is hit, but armor also reduces DX and MV, thus making armored combatants slower and clumsier in combat.

A combatant may only wear one type of armor at a time.

Table 5: Armor

Armor Type	AV	DX Penalty	MV Penalty
Leather Armor	1	-1	--
Scale Mail	2	-1	-1
Chain Mail	3	-2	-1
Banded Mail	4	-3	-1
Plate Mail	5	-3	-2
Shield (any)	--	-1*	--

Armor Properties

AV (Armor Value): the number of HP the armor negates per hit. If the AV reduces damage to zero or less, then no damage is incurred.

DX Penalty: the amount by which a combatant's DX is reduced while wearing the given armor. Yes, the reduced DX also reduces the combatant's DR and IN scores.

MV Penalty: the number of hexes by which the combatant's MV is reduced while wearing the given armor.

*Shields: unlike other types of protection, shields do not reduce damage. Instead, carrying a shield increases the combatant's DR by +2, while applying a –1 DX penalty for attack and initiative purposes only. The DX penalty for a shield is cumulative with the DX penalty for any armor worn.

The Melee

Setting Up

Prior to combat, all the players must choose sides and decide on how many combatants each player will control. Working together, the players must decide what sort of playing field they will be using, what sort of obstacles and terrain to include and where the combatants will start.

Each player will control a number of points worth of combatants. For most typical combats with 2-4 players, we recommend that each player have a squad of combatants worth roughly 70-80 points. The players may bring previously used combatants or may create new ones. Newly created combatants must be at the base rating for their race, but previously used combatants may have improvements to abilities and ratings from previous experience (see Advancement, pg 27).

Differences in total points per team will be accounted for in the awards following combat (see Awards, pg 24).

Drafting Combatants: Typically, each player will have a number of combatants of her own and will choose from these for each match. However, another option is for all of the players to simply share a pool of combatants. New combatants can be created and added as needed, and experienced combatants will gain XP and advance normally, but no single player has exclusive rights to any combatant. Therefore, before each match, players take turns drafting available combatants from the pool until everyone has the predetermined number of points.

Scenarios

The standard Animalball Melee match is simply head to head combat. If there are more than two players, they can decide to play in teams, or it can be every combatant for himself. In these matches, the last player (or team) with combatants still standing is declared the winner. However, there are a number of scenarios that the players can choose from as well, or they can even create their own.

Death Match: Normally, while combatants may die, most live to fight another day, even if they are defeated. However, all parties in a combat can agree ahead of time to engage in a death match. After a death match, all incapacitated combatants are considered dead, and may never be used again. The rewards for a death match are greater, but so is the risk.

Capture the Flag: Two teams face each other on the field of combat. Each side designates a hex on their side of the field as their base and places a marker on that hex to represent their flag. The objective then is to grab the other team's flag and return it to base. The first team to have both flags on their own base hex is declared the winner.

Remember that a combatant must have at least one free hand to carry a flag and use up half of a weapon slot for purposes of encumbrance. (If used as a weapon, a flag counts as a medium sized light weapon with no ST minimum, deals 1d3 points of damage, scores a threat only on a roll of 20 and deals double damage on a critical hit.)

Scavenger Hunt: Divide the arena roughly into thirds. Place seven markers in scattered hexes in the middle third of the field to represent rings that must be collected (both sides should generally agree on the placement). Two teams start at far opposite ends of the field. The first team to control five of the rings is declared the winner. A combatant must have a free hand to pick up and carry a ring, but can use that hand to carry as many rings as desired. Rings do not take up any weapon slots for purposes of encumbrance.

Prison Break: This is a larger scenario designed for two teams. Each side needs at least five combatants. Each team then selects half of the other team's combatants (round down) to hold as prisoners. Each team may place their captured prisoners as desired anywhere on their half of the field. Prisoners may not take any action, nor may they be harmed in any way until they are freed.

To free a prisoner, a combatant must stand in an adjacent hex and spend a full-turn action to free the prisoner. Once freed, the prisoner is now a normal combatant who may be attacked and will start rolling for initiative and taking actions on the following round. Assume freed prisoners to be armed, unless players agree otherwise beforehand.

The first team to eliminate all of their opposition (prisoners who have never been freed do not count) is declared the winner. Prisoners who are never freed do not gain any XP awards for the conflict, however, their ratings still count in the team's total for determining XP bonuses or penalties.

Initiative

Time in Melee is divided into rounds. Each round represents 10 seconds in the game world. A round is the basic unit of time in which every combatant may take at least one action. Depending on initiative scores, each combatant will have one or more turns to take actions each round.

At the beginning of every round, each combatant rolls for initiative. Initiative count for each combatant equals 1d20 + IN. Combatants then proceed to take turns making actions in order of initiative count, with the highest scores going first. If two combatants get turns on the same initiative count, the one with the higher DX goes first. If there is still a tie, settle it with a second die roll.

After all combatants have taken a turn, those with an initiative count of 15 or higher get to take a second turn, again in order from highest to lowest. Finally, combatants with an initiative count of 30 or more get to take a third turn.

Example: Three combatants roll for initiative, and their initiative scores are: Bloodthorn 34, Marlee 28, and Olrak 14. After all three have had turns in order, Bloodthorn and Marlee each get a second turn, and then Bloodthorn, with an initiative count over 30 gets a third turn.

Actions

There are four types of actions: attack actions, move actions, full-turn actions, and free actions. In a normal turn, a combatant can perform an attack action and a move action in either order or instead can perform a full-turn action.

A move action can always be substituted for an attack, but not vice versa. So a combatant could choose to move twice on a turn and not attack at all.

Full-turn Action: A full-turn action consumes all of a combatant's effort during a turn. The only movement one can take during a full-turn action is a 1-hex step before, during, or after the action.

Free Action: Free actions can be performed at any time on a combatant's own turn and may be combined with other actions.

Table 6: Actions

Attack actions	Provokes Attack of Opportunity?	Move Actions	Provokes Attack of Opportunity?	Full-Turn Actions	Provokes Attack of Opportunity?	Free Actions	Provokes Attack of Opportunity?	Special Actions	Provokes Attack of Opportunity?
Attack (melee)	No	Move	Yes	Charge	No	1-hex step	No	Attack of Opportunity	No
Attack (ranged)	Yes	Crawl	Yes	Crawl from an impeded hex	Yes	1-hex step from an impeded hex	Yes		
Bull rush	No	Draw a weapon	No					Delay	No
Disarm	Yes	Give item	Yes	Load a 2-handed crossbow	Yes	Drop an item	No	Ready	No
Feint	No	Load a 1-handed crossbow	Yes			Drop to the floor	No		
Fight defensively	No			Rock collecting	Yes	Receive given item	No		
Help Ally	No	Pick up an item	Yes	Run	Yes				
Overrun	No	Ready or loose a shield	No	Two weapon fighting	No				
Total defense	No	Sheathe a weapon	Yes	Withdraw	No				
Trip	Yes	Stand up from prone	Yes						

Attack Actions

Attack

Melee Attacks: With a normal melee weapon, a small or medium combatant can strike any opponent within 1 hex, including opponents occupying the same hex. Large combatants have longer reach and may strike any opponent within 2 hexes. Weapons with additional reach are exceptions to this and are detailed in the weapons section.

Ranged Attacks: With a ranged weapon, a combatant can shoot or throw at any target that is within the weapon's maximum range and in line of sight.

Attack Rolls: An attack roll is 1d20 + attacker's DX + any bonuses with the weapon the combatant is using from feats such as Weapon Mastery. If the result is at least as high as the target's DR, the weapon hits and deals damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls: On a successful hit, the attacker rolls the appropriate damage for his or her weapon. Damage, less the target's AV, is deducted from the target's current HP.

Critical Hits: Any attack roll that comes up a natural 20 is not only an automatic hit, but also scores a threat, which means it may also be a potential critical hit. On a threat, the combatant rerolls the attack roll with the same modifiers and target, and if this second attack roll is successful, then the attack is a critical hit. If the second roll misses, then the attack is just a normal hit and damage is rolled and applied normally.

Some weapons, as indicated on the weapons table, have expanded threat ranges and score threats on 19 or even 18 as well as 20. Feats can expand these further. Regardless of the weapon's threat range, only a 20 is an automatic hit, and an attack roll that does not meet or exceed the target DR is not a threat even if the dice are in the weapon's threat range.

Critical damage: On a critical hit, the attacker rolls twice for damage instead of just once, applying all damage bonuses normally to each roll. Some weapons, as indicated on the weapons table, may roll three or even four times for damage on a critical hit. If the defender has an AV score from armor or feats, that value is subtracted once from the *total* critical damage, even though there may be multiple damage rolls.

Bull Rush

A bull rush is an attack action that attempts to push an opponent backwards. A bull rush can be a regular attack action or may be part of a charge maneuver.

At the start of the bull rush, the attacker first moves into the defender's hex.

Next, both opponents make opposed ST checks. Large combatants get a +4 to this check. Small combatants, -4. Charging provides a +2 bonus.

If the attacker's ST roll is less than the defender's, the attacker moves back to the hex he or she just came from.

If the attacker's ST roll meets or exceeds that of the defender, then the defender is pushed back 1 hex. If the attacker wishes to move with the defender, the defender can be pushed back one additional hex in a straight line for every 5 points by which the attacker's ST roll exceeded the defenders, up to the attacker's MV limit for the turn.

All movement during a bull rush provokes attacks of opportunity for both the attacker and defender. However, any attack against either combatant has a 25% chance (1-5 on 1d20) of accidentally targeting the other.

Disarm

A disarm maneuver is an attack action that attempts to knock an opponent's weapon from his hands.

A disarm attempt immediately provokes an attack of opportunity from the defender. If the attack of opportunity inflicts any damage, then the disarm attempt has failed.

Otherwise, both combatants make opposed attack rolls. Combatants with two-handed weapons gain a +4 bonus on this roll. Combatants with light weapons take a -4 penalty. Large opponents are at +2. Small opponents are at -2.

If the attacker's roll meets or exceeds the defender's, then the defender is disarmed, and the weapon is now laying on the ground in the defender's hex.

If the defender wins, then the disarm attempt has failed, and the defender may now attempt to disarm the attacker as a special free action using the same type of opposed attack rolls as above. This attempt does not provoke an attack of opportunity, nor can the attacker try to disarm again if the attempt fails.

Feint

Feinting is an attack action that tries to throw an opponent off balance to gain advantage on a later attack. To feint, the combatant makes an opposed DX check with the target. If the attacker's DX check result meets or exceeds that of the defender, then the attacker's next melee attack on the target will be at +4 to hit. This attack must be made on or before the attacker's next turn.

Fight Defensively

A combatant can choose to fight defensively when attacking. A combatant who is fighting defensively takes -4 penalty on all attack rolls until the start of its next turn, but also gains a +2 bonus to DR. Fight defensively may also be selected as a Full Turn action with two weapon fighting, but may not be combined with any other special attack maneuvers.

Help Ally

In melee combat, a combatant can help an ally attack or defend in melee combat by distracting or interfering with an opponent. The ally must be engaged in melee combat with an opponent, and the helping combatant must be in a position to engage the opponent as well. The helping combatant then makes an attack roll against DR 10. If successful, the ally gains either a +3 bonus to her next attack on that opponent or +3 DR versus the opponent's next attack. The helping ally chooses which of these effects to apply at the time of the help attempt.

Overrun

Overrun is an attempt to move through a hex occupied by an opponent. Unlike other attack actions, overrun can be attempted in the middle of a move action, and the combatant can then complete the move maneuver if the overrun is successful. Overrun can also be the attack portion of a charge.

To begin the overrun, the combatant moves into the defender's hex, provoking an attack of opportunity from the defender. At this point, the defender may simply choose to avoid the overrun, in which case, the attacker may simply keep moving normally, and no attack action has been taken yet.

However, if the defender chooses to block, the attacker makes a ST check against either a DX or ST check from the defender (whichever is higher). Large combatants gain a +4 bonus. Small combatants take a -4 penalty. Charging adds +2.

If the attacker's roll meets or exceeds the defender's, then the defender is knocked prone, and the attacker may continue moving.

If the attacker fails, then he moves 1 hex back the way he came from, and the combatants make opposed ST checks to see if the attacker is knocked prone. If the defender fails this check, then both combatants remain standing.

Total Defense

A combatant who chooses total defense forgoes attacking for this turn in exchange for +4 to DR until the start of his next turn. If the combatant chooses to execute an attack of opportunity before his next turn, then the total defense bonus is lost and the attack of opportunity is at -4 to hit.

Trip

Tripping is an attempt to knock an opponent prone.

To make a trip attack, a combatant must first make a successful melee attack against the target. If using a weapon designated as a trip weapon on the weapons table, the attacker may use any appropriate bonuses. Otherwise, the trip attack is considered an unarmed attack (even if the attacker is holding another weapon).

If the attack succeeds, then no damage is inflicted. Instead, the attacker makes a ST check opposed by a ST check or DX check from the defender (whichever ability is higher). Large combatants get +4 to this roll. Small combatants have a penalty of -4. An attacker not using a trip weapon is at -2.

If the attacker's check meets or exceeds the defender's, then the defender is tripped and immediately falls prone.

If the trip attempt is unsuccessful, then the defender may immediately choose to attempt a ST check versus the attacker's DX or ST to trip him in return.

If an attacker is using a weapon to make a trip attack and is tripped in return, the attacker may choose to simply drop the weapon to avoid being tripped.

Move Actions

Move

A combatant who chooses move as an action may move a number of hexes equal to his MV rate.

Impeded Hexes: Anything in a hex that slows down movement is an impediment. An impediment can be anything: rocky ground, a low wall, thick foliage, a fallen combatant, uneven terrain, shallow water. Moving out of an impeded hex counts as a 2 hex move. If a combatant does not have 2 hexes left, then movement ends in the impeded hex. If a combatant makes no other movement during a turn, a 1 hex step can be used to move out of an impeded hex, but doing so provokes attacks of opportunity.

Elevation: Changes in elevation are marked on Animalball Melee maps with contour lines. Each contour line represents 2½ feet of elevation (½ hex). A hex with a contour line counts as an impeded hex only if the combatant moves out of it into a hex of higher elevation. If moving out to a hex of lower elevation or a hex containing the same contour line, then it can be treated as a clear hex.

Crawling: A combatant can crawl 1 hex as a move action while prone. Crawling incurs attacks of opportunity from any attackers who threaten any hex of the crawl. Crawling out of an impeded hex is a full turn action.

Straight Line Movement: Straight line movement, for example as required by the Charge maneuver (next page), means moving along the shortest possible path to the destination. If there is ever a dispute over exactly which path is the shortest, lay down a straight edge that runs from the center of the starting hex to the center of the destination hex. The shortest straight-line path then is all of the hexes through which the straight edge passes. Occasionally, the straight edge will fall exactly on the line between two hexes, in which case the combatant can choose either hex to move through and still call it a straight line.

Draw or Sheathe a Weapon

Drawing a weapon or putting it away constitutes a move action. A combatant can draw a weapon with each hand on the same move action if desired. Drawing a weapon does not provoke attacks of opportunity, but sheathing a weapon does.

Give Item

As a move action, a combatant may give an item she is holding to a friendly combatant in an adjacent hex. As long as the recipient has a free hand, receiving the item is a free action.

Pick Up Item

A combatant may pick up items lying on the ground in their own hex or adjacent hexes as a move equivalent action. This includes picking up a rock either to throw or use with a sling.

Ready or Loose a Shield

Strapping on a shield for use in combat or unstrapping it to put it away constitutes a move action. Dropping a shield once it is unstrapped is a free action.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Full-Turn Actions

A full-turn action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, a 1-hex step may be taken as a free action.

Charge

Charging is a full-turn action that allows a combatant to move up to twice his or her MV and attack during the action. The movement must come before the attack and must be in a straight line towards the chosen target. The combatant must move a minimum of 2 hexes to charge. There must be a clear path to the target with no impeded hexes, other combatants or obstacles.

After moving, the combatant makes a single melee attack at +2 to hit, but suffers a -2 penalty to DR until the start of the combatant's next turn. If the attack is a Bull Rush or Overrun maneuver, the charging combatant gains a +2 bonus on all related rolls.

Run

A running combatant is allowed to move up to four times his MV in a straight line. A combatant cannot run through impeded hexes. While running, a combatant takes a –2 penalty to DR.

Two weapon Fighting

A combatant with a weapon in each hand may take two attacks on a turn as a Full-Turn action. The only allowed movement while fighting with two weapons is the 1-hex step which may be taken before, after or between the two attacks. After making the first attack (at normal two weapon fighting penalties) and seeing the results, the combatant may choose to forgo the second attack in favor of a move action.

Two weapon fighting penalties: When fighting with two weapons, the combatant is at -6 with the primary weapon and -8 with the offhand weapon. Both of these are reduced by 2 if the offhand weapon is light. Two Weapon Fighting feats may reduce these penalties further.

Withdraw

A combatant may withdraw from melee combat as a full-turn action. A withdrawing combatant may move a number of hexes equal to 1.5 x MV (round up), and the combatant's starting hex is not considered threatened for purposes of attacks of opportunity. Moving out of other threatened hexes after the first, though, incurs attacks of opportunity as usual.

Note that despite the name of this action, a combatant does not actually have to leave the combat entirely, she merely disengages from current foes.

Free Actions

Take 1-hex Step

A combatant can move one hex on any turn as a free action ONLY IF that is the only hex movement he makes that turn. Thus, a one hex step can be combined with drawing a weapon or standing up from prone, (move actions which don't involve moving any distance), but not with moving, running, charging, or crawling. A 1-hex step through clear hexes does not provoke attacks of opportunity, even if one is moving out of a threatened hex.

1-hex steps out of impeded hexes provoke attacks of opportunity.

Drop an Item

Dropping an item in one's own hex or into an adjacent hex is a free action.

Drop Prone

Dropping to a prone position in one's own hex is a free action.

Special Actions

Attacks of Opportunity

Certain maneuvers in combat can leave a combatant open to extra attacks from opponents, or *attacks of opportunity*. The most common actions that provoke attacks of opportunity are moving past or away from an armed opponent or attempting to use a ranged weapon near an opponent with a melee weapon.

Threatened Hexes: A combatant threatens all hexes into which he or she can currently make a melee attack. If a combatant takes certain actions in a threatened hex, then they provoke attacks of opportunity, and any opponents who threaten that hex make a free melee attack, known as an attack of opportunity.

Provoking an Attack of Opportunity: Two types of actions typically provoke attacks of opportunity: moving out of a threatened hex and performing a distracting action within a threatened hex.

Moving: Moving out of a threatened hex usually provokes an attack of opportunity from the threatening opponent. The two exceptions are the 1-hex step and the withdraw maneuver.

Performing a Distracting Action: These are detailed in the Actions Table, but typical actions that provoke attacks of opportunity are: loading or firing a ranged weapon, crawling, standing up from prone, picking up an item, and sheathing a weapon.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and each combatant may only make one attack of opportunity per turn. A combatant may also choose not to take an attack of opportunity.

An attack of opportunity interrupts the normal flow of actions in a turn. If an attack of opportunity is provoked, it is immediately resolved, and then combat continues from where it was interrupted, whether it was between turns or in the middle of a combatant's action.

Delay

A combatant may choose to simply delay and take no immediate action. Then, the combatant may choose to take the turn immediately following any other combatant's turn. If the combatant fails to take an action before his next turn comes up, then the delayed turn is lost.

Ready

Readying an action is similar to delay, except that where delay puts off the entire turn, readying an action delays a single attack action or move action, and the readied action then occurs at a pre-specified trigger. The readied action can occur before or after the specified trigger, at the combatant's discretion.

The most common use of this is to ready a weapon to receive a charge. In such a case, the readied action is an attack, and the specified trigger is the charge attack, thus allowing the combatant with the readied attack to strike before the charging foe.

Modifiers

There are many things that can apply modifiers to an attack roll: combatant stats, feats, maneuvers, etc. Following is a list of the most common environmental and situational modifiers to attack rolls:

Table 7: Melee Modifiers

Condition	Melee	Ranged
Friends engaging same foe	+1	
Flanking	+2	
Attacker has higher ground	+1	+1
Defender on higher ground	-1	-1
Attacker prone	-4	-4
Defender prone	+3	-3
Defender has concealment	-2	-2
Defender has soft cover	-3	-3
Defender has hard cover	-4	-4
Firing into melee	N/A	-3
Defender is incapacitated	special*	special*

*Incapacitated combatants have a DR of 7.

Friends in Combat

If two (or more) allies are engaging the same foe and neither is also engaged with any other combatant, then they both gain a +1 bonus on melee attack rolls versus that shared foe.

A single combatant may never have more than a +1 bonus for friends in combat no matter how many allies are engaging a single foe.

Flanking

When two allies are engaging the same foe from opposite sides, they both gain a +1 flanking bonus to melee attack rolls. This stacks with the Friends in Combat bonus, if one applies.

To determine if two combatants flank an opponent, draw imaginary lines from the centers of the two attackers' hexes to the center of the defender's hex. If those lines pass through opposite sides of the defender's hex, then they are flanking.

As with friends in combat, a single combatant may never have more than a +1 bonus for flanking, even if there are multiple allies in place to qualify for the bonus.

NOTE on Friends in Combat and Flanking: To gain a flanking bonus only requires that two allies be engaged with a single opponent from opposite sides, whereas the friends in combat bonus requires they not also be otherwise engaged. Thus it is possible to gain only one of these bonuses or both depending on the arrangement of the combatants.

High Ground

If varying elevations are being used, then a combatant has the high ground if there is a contour line between him and his opponent. A combatant making a melee attack from higher ground gains a +1 attack bonus. Melee attacks from lower ground incur a −1 penalty.

If a combatant occupies a hex containing a contour line, opponents in hexes entirely above that contour line have higher ground and hexes entirely below that line are lower ground.

Cover

Cover is any obstacle between an attacker and defender that not only obstructs line of sight, but also has the potential to block or absorb attacks. This can be walls or ruins, trees, or even other combatants. To determine if a target has cover, draw an imaginary line from the center of the attacker's hex to the center of the target's hex. If the line passes through any portion of a hex that could provide cover, then the target is considered to have cover.

Soft Cover: Combatants, whether friend or foe, who are in the way of an attack are considered soft cover and apply a –3 penalty to attacks.

Hard Cover: Solid objects like trees, rocks, and walls are hard cover and incur a –4 penalty to attacks.

Attacks of Opportunity and Cover: Attacks of opportunity cannot be made against targets with cover.

Firing into Melee

When using a ranged weapon against a foe who is engaged with an ally of the attacker, the attacker suffers a -3 penalty as a result of trying not to hit her own ally.

Defender Incapacitated

If the defender is incapacitated, then his or her DR is 7. Additionally, incapacitated combatants are usually prone, so the Defender Prone modifiers apply as well.

Injury and Death

Damage inflicted reduces a combatant's HP. A combatant reduced to 0 HP or less is Incapacitated. They fall to the ground unconscious and are out for the remainder of the melee. An incapacitated combatant is an obstacle. Other combatants may move through its hex, but it constitutes an impeded hex. Incapacitated combatants may still be attacked and wounded further.

A combatant who reaches –10 HP or less is dead, and there is no recovery. Hexes containing dead combatants are still considered impeded hexes.

Concealment

Concealment is anything that makes a target more difficult to see without obstructing the line of attack to the target, such as darkness or foliage. Melee and ranged attacks against a target with concealment suffer a –2 penalty.

The Aftermath

After the combat, all that's left is cleaning up the dead and wounded and sorting out the awards.

Awards

After any combat, survivors are awarded Experience Points (XP).

For any scenario or combat (except Death Matches, see below), the base awards are:

On winning team   200 XP
On winning team but incapacitated   100 XP
On losing team but survived   50 XP

Death Matches: For winning and surviving a death match, combatants receive a base award of 300 XP.

XP Bonus or Penalty: When there are only two teams in a match, the winning combatants gain an extra +20 XP for each point by which their opponents' total rating exceeds theirs. This bonus is divided among all combatants on the winning side (even if dead or incapacitated), with fractions being rounded up.

Conversely, if the winning team was more powerful, then they reduce their awards by –20 XP for each point of rating they have in excess of the opposition. Penalties are divided among winning combatants in the same way bonuses are. Fractions round down. No penalty may reduce a combatant's total rewards for a combat to less than 100.

Example: The following two squads face each other. All are starting combatants with no previous experience.

Bonecrushers	Rating	Merciless Angels	Rating
Olrak the Ogre	30	Bloodthorn the Elf	24
Foreman the Minotaur	32	Sanderson the Dwarf	24
Elfbane the Hobgoblin	28	Marlee the Human	25
		Kermit the Kobold	22
Total Rating	**90**	**Total Rating**	**95**

When the dust settles, the Bonecrushers are victorious, but Foreman the Minotaur has been incapacitated, and on the losing team, Kermit the Kobold is dead.

The three surviving Merciless Angels receive 50 XP. Foreman gets 100 XP, and Olrak and Elfbane both walk away with 200 XP. Additionally, since the Merciless Angels had 5 rating points over the Bonecrushers, the winners get to split a 100 XP bonus (5 x 20). Rounding up, that means each Bonecrusher gets an extra 34 XP.

Had the Angels won, that 100 XP would have been a penalty. Divided four ways, each Angel still on his or her feet would have received 175 XP total.

Advancement

Earned XP may be saved up and used to improve the combatant's stats and feats:

Gaining a new feat or upgrading an existing feat by one level costs 500 XP.

Increasing ST or DX by 1 costs 1,000 XP. There is no maximum rating for ST and DX.

Increasing MV by 1 costs 500 XP. Maximum MV for any combatant is equal to twice her race's starting MV score.

There is no limit to total advancement over time, but eventually, combatants who have become extremely powerful, with ratings of 40 or 50 or even more, become less challenging and less fun to play. Combatants who have become extremely powerful should respectfully retire whenever the group feels it is appropriate. These Legends of the Arena can provide patronage and inspiration to young up-and-coming warriors.

Recovery

After combat ends, dead combatants are permanently retired, but all combatants who live, even the incapacitated ones, get to erase all damage and are considered fully healed for their next combat.

Re-equipping

Combatants may change weapons and armor freely between combats.

Appendix I: Sample Combatants

Bloodthorn the Elf
Rating: 24

Stat	stat (with armor / armor & shield)
SZ	1 - Medium
ST	1
DX	5
MV	7
HP	11
DR	15
IN	15
AV	0

Feats
Weapon Mastery (shortbow)
Rapid Shot 2

Equipment
Shortbow 1d6 (20/x3) range-5
     24 arrows
Rapier 1d6 (18-20/x2)

Elfbane the Hobgoblin
Rating: 28

Stat	stat (with armor / armor & shield)
SZ	1 - Medium
ST	2
DX	6 (6/5)
MV	6
HP	12
DR	16 (16/18)
IN	19 (19/18)
AV	0

Feats
Multi-Attack 2
Power Attack
Improved Initiative

Equipment
Scimitar 2d4-1 (18-20/x2)
Light Spiked Shield 1d4 (20/x2)
Shortbow 1d6 (20/x3) range-6
     8 arrows

Foreman the Minotaur
Rating: 32

Stat	stat (with armor / armor & shield)
SZ	2 - Large
ST	8
DX	0
MV	8
HP	21
DR	10
IN	10
AV	1

Feats
Bull Rush Mastery 2
Quick Draw
Thick Hide

Equipment
Halberd 3d4 (20/x3)
Huge Crossbow 3d4
   (19-20/x2) range-10
    8 bolts

Kermit the Kobold
Rating: 22

Stat	stat (with armor / armor & shield)
SZ	0 - Small
ST	-2
DX	8 (7)
MV	6
HP	5
DR	18 (17)
IN	21 (20)
AV	0 (1)

Feats
Improved Initiative
Camaraderie
Rapid Reload
Weapon Mastery (Lt Crossbow)

Equipment
Mini Crossbow 1d2 (19-20/x2)
     range-3, 32 bolts
Light Sickle 1d3 (20/x2)
Leather Armor

Marlee the Human
Rating: 25

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}}\right)$

Stat	
SZ	1 - Medium
ST	4
DX	3 (2/1)
MV	6 (5/5)
HP	14
DR	13 (12/14)
IN	13 (12/11)
AV	0 (2/2)

Feats
Feint Mastery 2
Weapon Mastery (Longsword)

Equipment
Longsword 1d10 (19-20/x2)
Shortbow 1d6 (20/x3)
       range-5, 8 arrows
Light Spiked Shield 1d3 (20/x2)
Shortsword 1d6 (19-20/x2)
Scale Mail

Olrak the Ogre
Rating: 30

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}}\right)$

Stat	
SZ	2 - Large
ST	9
DX	-1
MV	7
HP	25
DR	9
IN	9
AV	1

Feats
Toughness
Thick Hide
Improved Critical (Bardiche)

Equipment
Huge Bardiche 3d4+1 (20/x3)
Heavy Crossbow
       1d10 (19-20/x2)
       range-8, 8 bolts

Thordra the Halfling
Rating: 19

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}}\right)$

Stat	
SZ	0 - Small
ST	-1
DX	6
MV	5
HP	5
DR	17
IN	17
AV	0

Feats
Weapon Mastery (Shortbow)
Rapid Shot
Pierce Armor

Equipment
Small Shortbow 1d4 (20/x3)
       range-4, 40 arrows

Sanderson the Dwarf
Rating: 24

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}}\right)$

Stat	
SZ	1 - Medium
ST	4
DX	3 (1/0)
MV	4
HP	14
DR	12 (10/12)
IN	12 (10/9)
AV	0 (4/4)

Feats
Weapon Mastery (Waraxe)
Armor Proficiency
Broad Shoulders
Quick Draw

Equipment
Banded Mail
Waraxe 1d10 (20/x3)
Heavy Shield 1d6 (20/x2)
Heavy Crossbow
       1d10 (19-20/x2)
       range-8, 8 bolts

Appendix II: Combatant Record Sheet

Name:
Race:
Rating:

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}} \right)$

SZ
ST
DX
MV

HP
DR
IN
AV

Feats

Equipment

Name:
Race:
Rating:

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}} \right)$

SZ
ST
DX
MV

HP
DR
IN
AV

Feats

Equipment

Name:
Race:
Rating:

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}} \right)$

SZ
ST
DX
MV

HP
DR
IN
AV

Feats

Equipment

Name:
Race:
Rating:

Stat   stat $\left(\frac{\text{with}}{\text{armor}} \middle/ \frac{\text{armor}}{\text{\& shield}} \right)$

SZ
ST
DX
MV

HP
DR
IN
AV

Feats

Equipment

Appendix III: Weapons in order of ST Min

Melee Weapons (ST Min -5 to 4)

Weapon	Size	ST Min	Damage	Critical	Range	Weapon	Size	ST Min	Damage	Critical	Range
Unarmed strike, small	Tiny	-5	1d2-1	20/x2		Gauntlet, large ‡	Medium	1	1d8	20/x2	
Hammer, ultralight	Tiny	-3	1d2	20/x2	2	Longspear [RC]	Large	1	2d4-1	20/x3	
Knife	Tiny	-3	1d2	19-20/x2	2	Rapier	Small	1	1d6	18-20/x2	
Mace, tiny	Tiny	-3	1d3	20/x2		Shield, light	Small	1	1d2	20/x2	
Pick, ultralight	Tiny	-3	1d2	20/x4		Shortspear	Medium	1	2d4-1	20/x2	2
Unarmed strike, medium	Small	-3	1d2	20/x2		Spetum [RC]	Large	1	1d8	20/x2	
Club, small	Small	-2	1d3	20/x2	1	Gauntlet, spiked large ‡	Medium	2	2d4	20/x2	
Gauntlet ‡	Small	-2	1d3	20/x2		Guisarme, short [RT]	Medium	2	1d8	20/x3	
Hatchet	Tiny	-2	1d3	20/x2	2	Quarterstaff	Medium	2	1d6/1d6	20/x2	
Sickle, light [T]	Tiny	-2	1d3	20/x2		Ranseur, short [RD]	Medium	2	1d8	20/x3	
Spetum, short [RC]	Medium	-2	1d3+1	20/x2		Sabre	Medium	2	1d8	18-20/x2	
Unarmed strike, large	Medium	-2	1d4	20/x2		Shield, spiked light	Small	2	1d3	20/x2	
Dagger	Tiny	-1	1d4	19-20/x2	2	Shortsword, two-bladed	Medium	2	1d6/1d6	19-20/x2	
Gauntlet, small ‡	Tiny	-1	1d4	20/x2		Spear [C]	Large	2	1d8	20/x3	2
Gauntlet, spiked ‡	Small	-1	1d4	20/x2		Waraxe, small	Small	2	1d8	20/x3	
Gauntlet, spiked small ‡	Tiny	-1	1d4	20/x2		Broadsword	Medium	3	2d4	19-20/x2	
Pick, light	Small	-1	1d4	20/x4		Club, spiked	Medium	3	2d4	20/x2	1
Shield, buckler	Tiny	-1	1d2-1	20/x2		Glaive [R]	Large	3	1d10	20/x3	
Axe, throwing	Small	0	1d6	20/x2	2	Hammer, heavy	Medium	3	2d4	20/x3	
Club, spiked small	Small	0	1d3+1	20/x2	1	Lance, light [RC]	Medium	3	2d4	20/x3	
Glaive, short [R]	Medium	0	2d4-1	20/x3		Morningstar, small	Small	3	2d4	20/x2	
Hammer, light	Small	0	1d6	20/x2	2	Scythe, heavy [T]	Large	3	2d4	20/x4	
Handaxe	Small	0	1d6	20/x3		Flail [TD]	Medium	4	1d10	20/x2	
Mace, small	Small	0	1d6	20/x2		Greatclub	Large	4	1d10	20/x2	1
Quarterstaff, small	Small	0	1d3/1d3	20/x2		Guisarme [RT]	Large	4	2d6-1	20/x3	
Scythe, light [T]	Medium	0	1d6	20/x4		Longsword	Medium	4	1d10	19-20/x2	
Shield, spiked buckler	Tiny	0	1d3-1	20/x2		Pick, heavy	Medium	4	1d10	20/x4	
Shortsword	Small	0	1d6	19-20/x2		Pike [RC]	Large	4	1d10	20/x3	
Sickle [T]	Small	0	1d6	20/x2		Scimitar	Medium	4	1d10	18-20/x2	
Club	Medium	1	2d4-1	20/x2	1	Shield, heavy	Medium	4	1d6	20/x2	
Flail, small [TD]	Small	1	1d6	20/x2		Spetum, long [RC]	Huge	4	1d12	20/x2	

Melee Weapons (ST Min 4 to 13)

Weapon	Size	ST Min	Damage	Critical	Range
Waraxe	Medium	4	1d10	20/x3	
Battleaxe	Medium	5	2d6-1	20/x3	
Flail, dire [TD]	Large	5	2d4/2d4	20/x2	
Greatspear [C]	Huge	5	2d6-1	20/x3	2
Longsword, two-bladed	Large	5	1d10/ 1d10	19-20/x2	
Mace	Medium	5	1d12	20/x2	
Quarterstaff, large	Large	5	2d4/2d4	20/x2	
Ranseur [RD]	Large	5	1d12	20/x3	
Scythe, huge [T]	Huge	5	1d12	20/x4	
Shield, spiked heavy	Medium	5	2d4-1	20/x2	
Trident [C]	Medium	5	2d6-1	20/x2	2
Axe, orc double	Large	6	2d6-1/ 2d6-1	20/x3	
Bardiche	Large	6	2d6	20/x3	
Falchion	Large	6	1d12	18-20/x2	
Glaive, long [R]	Huge	6	3d4	20/x3	
Greatclub, spiked	Large	6	1d12	20/x2	1
Lance, medium [RC]	Large	6	1d12	20/x3	
Morningstar	Medium	6	2d6	20/x2	
Pick, huge	Large	6	1d12	20/x4	
Warhammer	Medium	6	1d12	20/x3	
Flail, large [TD]	Large	7	2d6	19-20/x2	
Guisarme, long [RT]	Huge	7	3d4	20/x3	
Pike, huge [RC]	Huge	7	3d4	20/x3	
Pole Hammer	Large	7	2d6	20/x4	
Ranseur, long [RD]	Huge	7	3d4	20/x3	
Shield, huge	Large	7	2d4	20/x2	
Sword, hand-and-a-half	Large	7	3d4	19-20/x2	
Greatclub, huge	Huge	8	2d8-1	20/x2	
Halberd [TC]	Large	8	3d4	20/x3	
Mace, large	Large	8	2d8-1	20/x2	
Shield, spiked huge	Large	8	1d10	20/x2	
Sword, two-bladed huge	Huge	8	2d6/2d6	19-20/x2	
Trident, huge [C]	Large	8	3d4	20/x2	2
Bardiche, huge	Huge	9	3d4+1	20/x3	
Falchion, huge	Huge	9	3d4+1	18-20/x2	
Greataxe	Large	9	3d4+1	20/x3	
Greathammer	Large	9	3d4+1	20/x3	
Lance, heavy [RC]	Huge	9	3d4+1	20/x3	
Morningstar, large	Large	9	3d4+1	20/x2	
Flail, huge [TD]	Huge	10	3d4+1	19-20/x2	
Greatclub, spiked huge	Huge	10	2d8	20/x2	
Greatsword	Large	10	2d8	19-20/x2	
Pole Hammer, huge	Huge	10	2d8	20/x4	
Halberd, huge [TC]	Huge	11	3d6-1	20/x3	
Greataxe, huge	Huge	12	2d8+1	20/x3	
Greatsword, huge	Huge	13	3d6	19-20/x2	

Ranged Weapons

Weapon	Size	ST Min	Damage	Critical	Range
Rock, small ‡	Tiny	-4	1d2-1	20/x2	2
Crossbow, mini [P] ‡	Tiny	-3	1d2	19-20/x2	3
Dart ‡	Tiny	-2	1d2	20/x2	2
Shortbow, small [P]‡	Small	-1	1d4	20/x3	4
Sling [P] ‡	Medium	-1	1d3+1	20/x2	4
Sling, small [P] ‡	Small	-1	1d3+1	20/x2	3
Crossbow, hand [P] ‡	Small	0	1d3+1	19-20/x2	4
Javelin	Small	0	1d6	20/x2	3
Rock, medium ‡	Small	0	1d6	20/x2	2
Shortbow [P]‡	Medium	1	1d6	20/x3	5
Crossbow, light [P] ‡	Medium	2	2d4-1	19-20/x2	6
Sling, large [P] ‡	Large	2	1d8	20/x2	5
Longbow [P]	Large	3	1d8	20/x3	7
Rock, large ‡	Medium	3	2d4	20/x2	2
Crossbow, heavy [P]	Large	5	1d10	19-20/x2	8
Greatbow [P]	Large	6	2d6-1	20/x3	8
Rock, huge ‡	Large	6	2d6	20/x2	2
Crossbow, huge [P]	Huge	8	2d6	19-20/x2	10
Greatbow, mighty [P]	Huge	9	3d4	20/x3	10